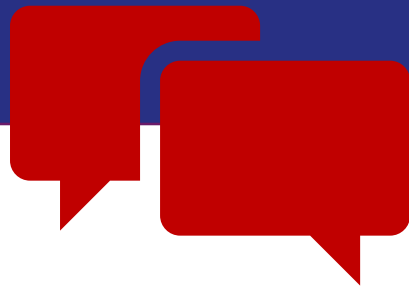




Andy Limbert, Jack Killingray & Kev Clelland

**-Working together across Yorkshire and Humber-
Children and Young People**

Ice Breaker



Agree

Disagree



To support those affected by problem gambling through advice and treatment, and to minimise gambling-related harm through education, prevention and communication.



To inform, educate and safeguard young people and help them develop resilience around gaming and gambling

A shared goal to minimise harm caused to young people by gambling

National Programme

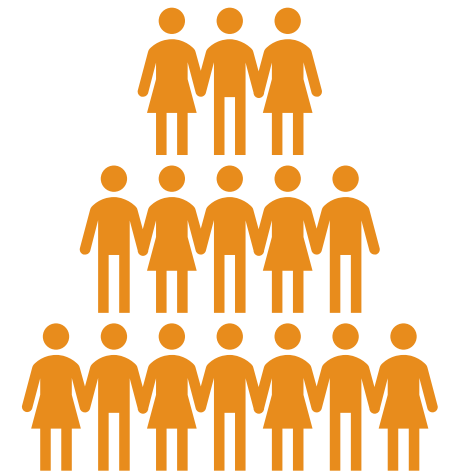
We see huge potential value in **collaboration** and over the next four years, we have committed to work alongside each other in the delivery of a **National Gambling Education programme**.

Aspiration 1: Young People's Awareness

Aspiration 2: The Youth Professional Workforce

Aspiration 3: Parents and Families

Aspiration 4: Age Appropriate Treatment



What Do We Know?

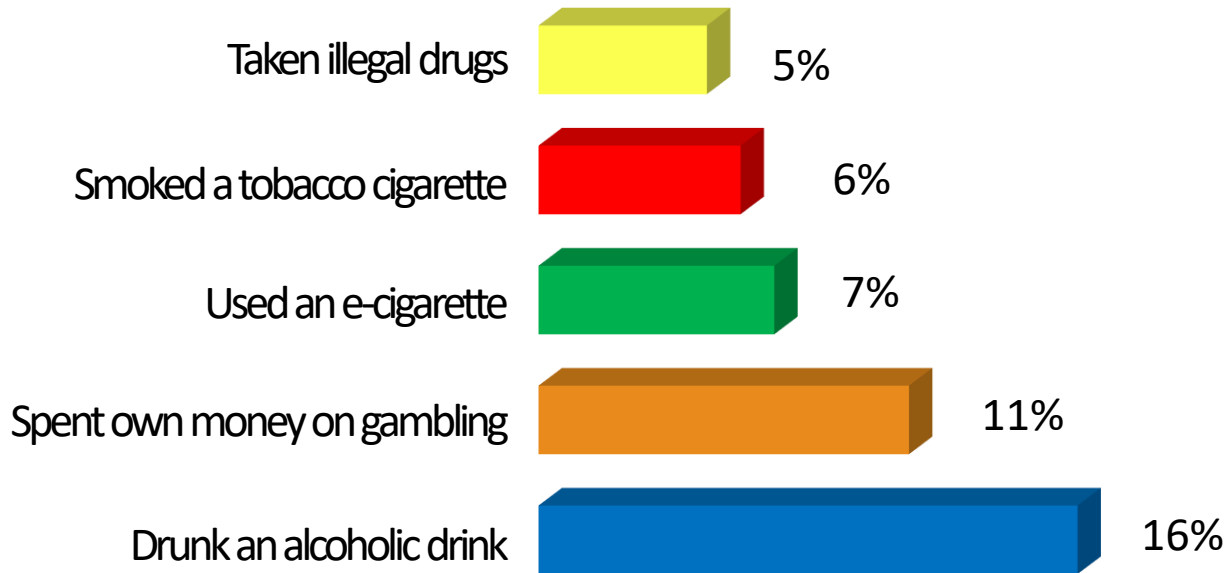
join.nearpod.com

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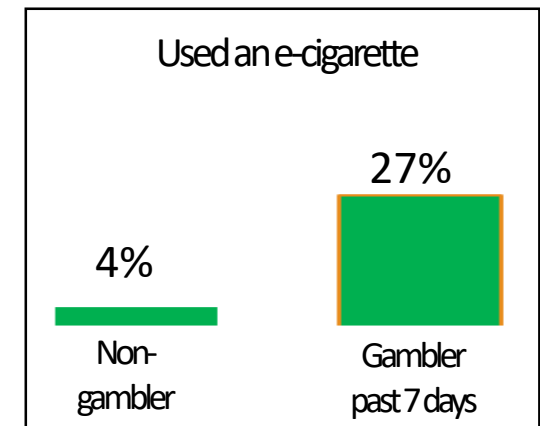
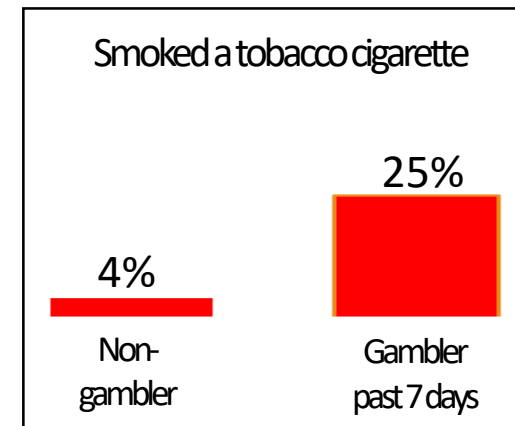
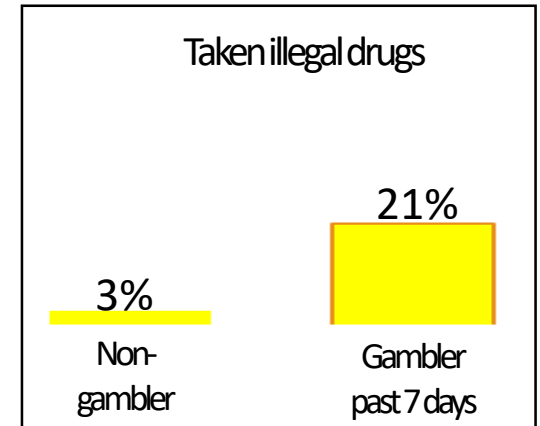
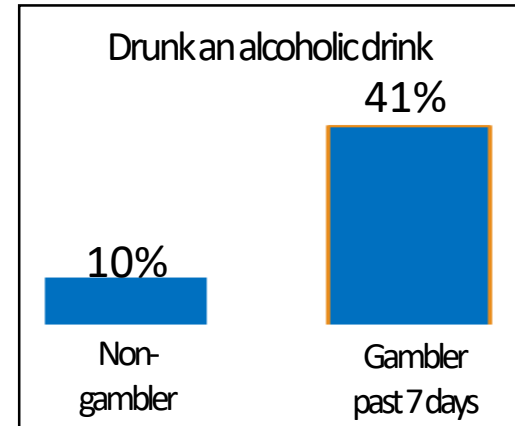


Facts and Figures

Activities Participated in Past 7 Days




Gambling Commission
 Young people and gambling
 October 2019



Facts and Figures

Short Form PGSI

2,080 current UK students

- 
- 1) In the last 12 months have you bet more than you could afford?
74% undergraduate
26% postgraduate
 - 2) In the last 12 months have people criticised your betting, or told you that you have a gambling problem, whether or not you thought it to be true?
6 Focus Groups
3 with student gamblers
3 with student gamers
 - 3) In the last 12 months have you felt guilty about the way you gamble or what happens when you gamble?

Source: YGAM and Red Brick, 2019



Facts and Figures



What is gambling?

Betting, gaming or participating in a lottery.

What is a problem gambler?

Someone whose habit compromises, disrupts or damages family, personal or recreational pursuits.

Aspiration 1

Young People's Awareness



Interactive workshops for 11-19 year olds:

- Increase awareness, knowledge and skills;
- Understand the impact of problem gambling, and how to recognise the signs;
- Where and how to access help.

Young Adult Pilot



Three different offers:

- Support professionals with the delivery of the YGAM education programme;
- Awareness sessions with national programmes (eg NCS, Princes Trust);
- University and Student Engagement Programme – 12 universities.

Aspiration 2

The Youth Professional Workforce



One-hour or three-hour sessions to enable professionals to:

- **Identify the impacts, signs, and symptoms of a gambling problem**
- **Interact with a young person about problem gambling and screen for it**
- **Inform young people about where and how to get help.**

Women's Project



An accredited and quality assured train the trainer model (full day and half day):

- **Workshops open to anyone who comes into regular contact with young people**
- **Bespoke offer to schools, colleges, youth organisations that meet their needs**
- **Provide material for immediate use (6 areas – Why People Gamble/Game; The Gambling Industry; The Gaming Industry; Probability & Luck; Money & Debt; Addiction & Mental Health).**

Aspiration 3

Parents and Families



A new Parental Engagement programme:

- **Evidence-led resources for parents**
- **Recognising the importance of engaging, informing and supporting parents and carers**
- **Providing them with the skills and knowledge so they can inform, educate and safeguard the children in their care**

www.surveymonkey.co.uk/r/ygampar

Aspiration 4

Age Appropriate Treatment



A range of treatment for those affected by problem gambling, funded by GambleAware.

Treatment locations in London, and a network of partner agencies across England, Scotland and Wales to deliver a free, specialist service.

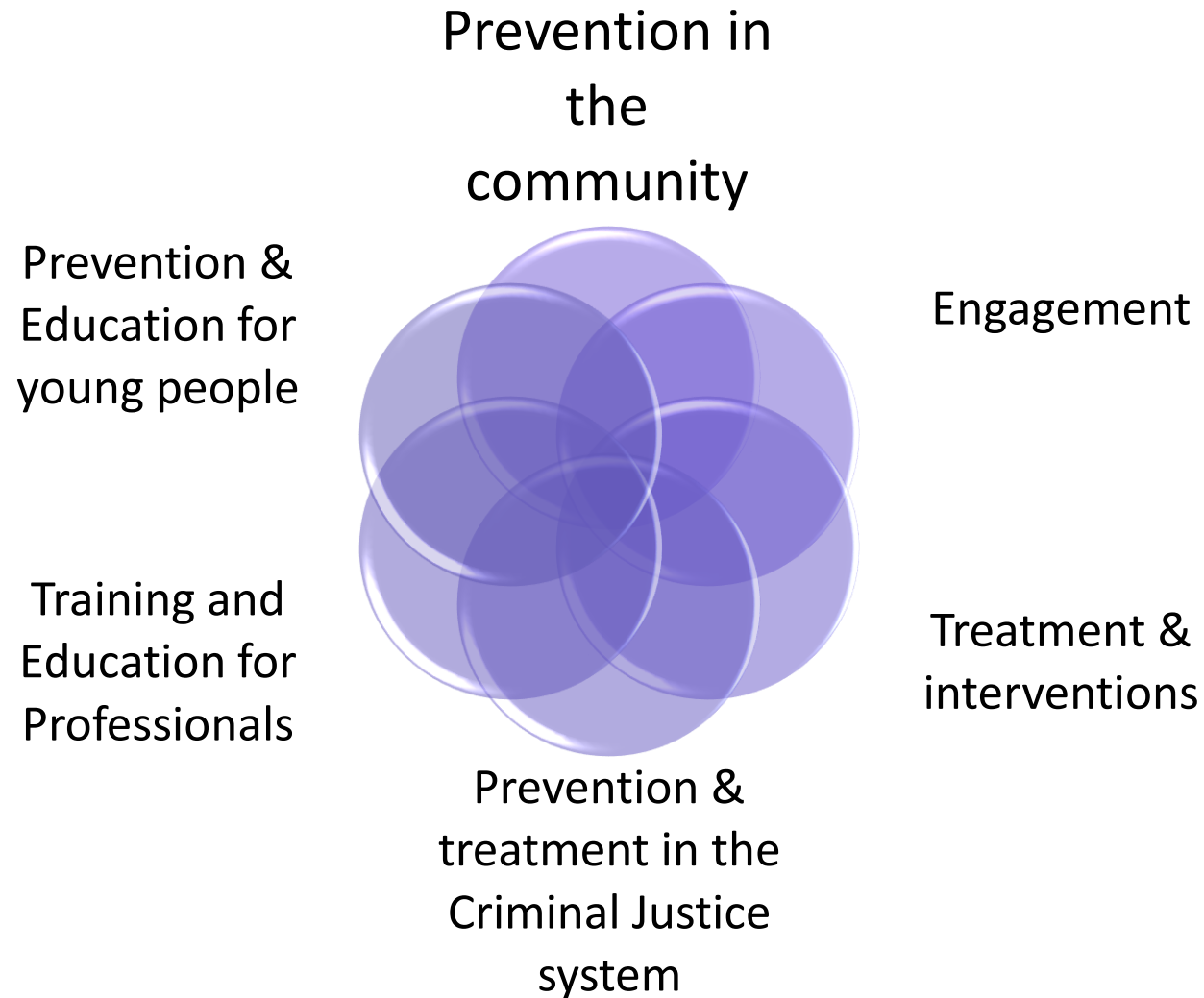
The national 24-hour helpline.

Evidence-based CBT treatment services in London and Leeds along with partner agencies across England , Scotland and Wales.

GamCare uses a recovery based approach to treatment

A New Approach

Leeds Community Gambling Service



Your Turn

Why might people choose to gamble or game?



How are you going to help children and young people?



Any questions?

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