



Doncaster  
Council

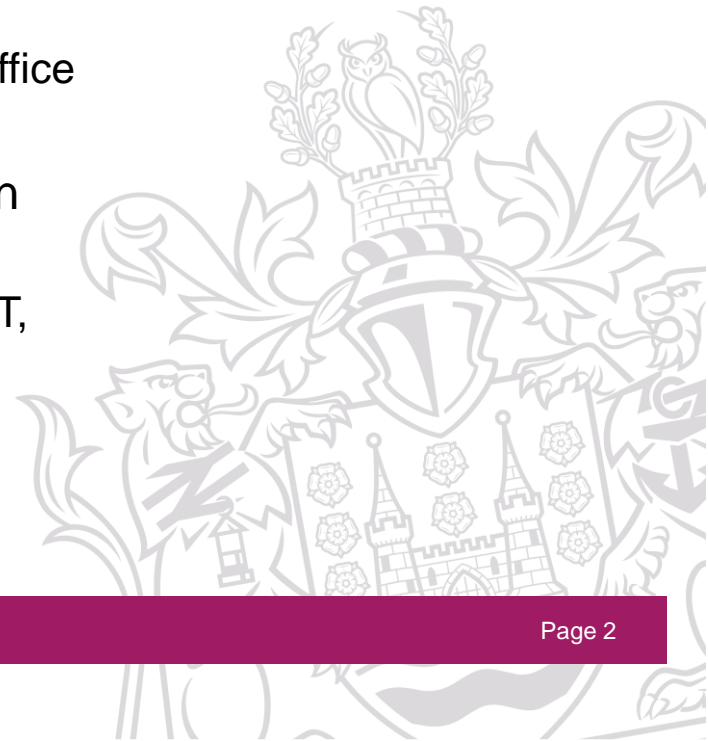
# Pupil Lifestyle Survey 2019

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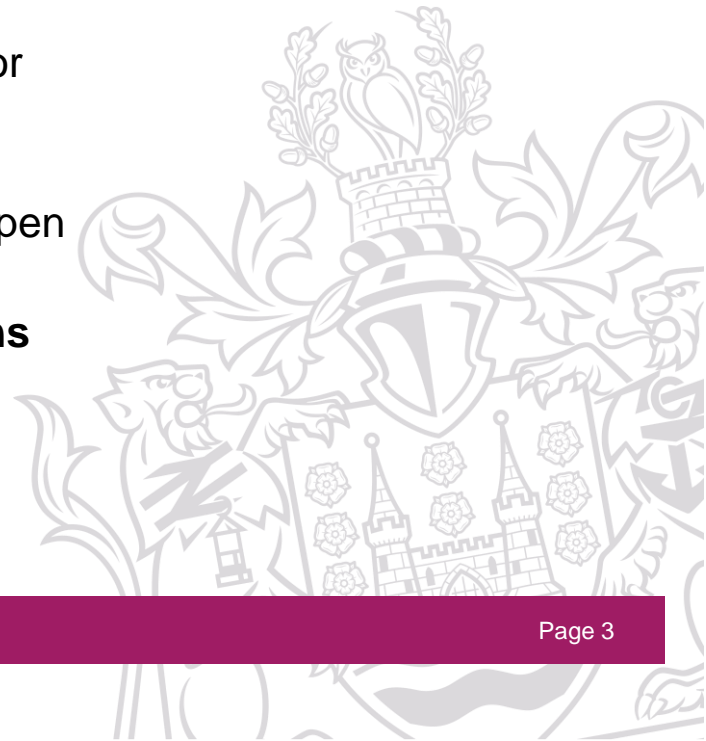
# Why and how did I get involved?

- Health and Wellbeing Board – what is the council doing about problem gambling?
  - Sennet Group provided materials for GP Practices to raise awareness with staff
  - Survey monkey to evaluate success
- Spatial Planning role
  - Objections to Hot Food Takeaways then a betting office application landed
- DPH established Gambling and Financial Inclusion Group
  - National momentum about problem gambling, FOBT, etc



# Why the Pupil Lifestyle Survey?

- The planning application – refused, applicant appealed and won
  - **Not enough local evidence to demonstrate harmful effects of gambling on our communities**
- Need stronger link to licensing objectives – the Statement of Licensing Policy for Gambling is in favour of granting a license unless it can be proved the objectives won't be met
  - Preventing gambling from being a source of crime or disorder, being associated with crime or disorder or being used to support crime;
  - Ensuring that gambling is carried out in a fair and open way;
  - **Protecting children and other vulnerable persons from being harmed or exploited by gambling.**



# Protecting children and other vulnerable persons from being harmed or exploited by gambling.

LA Area: Doncaster	Target: Year 8 compulsory Yr 10 optional	Number of surveys completed				
Question	Response					
How many people of your age in your school do you believe have taken part in gambling activities in the last 7 days?	None		Some		Most of them	Nearly all
Do you ever take part in any of the following gambling activities?	No	Less than once a month	At least once a month	At least once a fortnight	At least once a week	More than 3x a week
• I play arcade games for fun						
• I play arcade games to win money						
• I buy lottery tickets						
• I play gambling games online (e.g. bingo, card games like poker)						
• I place bets online (e.g. horse races, sports results)						
• I place bets with my friends (e.g. horse races, sports results)						
Do you experience any of the following when taking part in these types of gambling activities?	No never		Yes in the past		Yes, sometimes	
• I can forget about everything else when I'm playing						
• I find it hard to stop						
• I always try and win all my money back						
If you think you, or someone you know might have a gambling problem would you know how to get help?	Yes			No		

# Results

- 5% of pupils believe most or nearly all of their peers have taken place in gambling activity within the last 7 days. This is higher amongst Year 10s than Year 8s (7% vs 2%) and higher amongst boys than girls (8% vs 1%).
- **63% of pupils engage in activities related to gambling at least occasionally:**
- 19% of pupils play arcade games for fun at least once a month. Of those, 6% play more than 3 times a week. 5% of all pupils play arcade games to win money at least once a month, with 2% playing more than 3 times a week. Boys have a slightly higher propensity to play for money (21%) than girls (17%) and although they equally play for fun (66% each), girls tend to do so less often.
- Overall, lottery tickets don't have a high uptake with 91% of pupils saying they never buy a ticket.
- 10% play online gambling games such as card games or bingo, which increases to 14% for those in Year 10. Boys are slightly more inclined to play online gambling games than girls, with 11% compared to 7%.
- 10% of pupils say they place bets online (e.g. horse races or sports results) and 14% bet with their friends. Pupils in Year 10 and boys more than girls are more likely to bet online and with friends.
- **8% say they find it hard to stop gambling. For 16% it offers an escape as they 'forget about everything else when playing' and 17% will always try to win their money back.**
- Overall 45% of pupils say they would know where to go if they or someone they know might have a gambling problem. Boys, who have expressed that they are more inclined to experience an emotional response to gambling than girls, are more likely to say they don't know where to get help (59% vs 53%).

# What next in Doncaster?

- Adding into collection of local data to use as evidence in planning and licensing applications
- Working with enforcement to gather further evidence in relation to underage gambling in pubs and gaming centres
- Healthy Learning, Healthy Lives now includes YGAM information
- Survey will take place again this year

# What are we doing Regionally?

- Sharing learning across Regional Problem Gambling Group
  - Developing a pool of questions, e.g.
    - Skin betting
    - In-game purchasing such as loot boxes
    - Private bets with friends
    - Had to lie about how much you have spent on betting
    - Felt the need to bet more and more money
    - Bet more than you could afford to lose
    - How often, and where you see adverts for gambling or betting companies
  - Standardised questions
    - Using findings to compare regionally and nationally
  - Building our local evidence base
  - Sharing our learning

# Contact details

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