

CONSEQUENCES OF GAMBLING

7th Grade Activity

Materials: Deck of cards, video, printed labels

Preparation: Print labels with the questions provided, see Gambling Labels. Put one label on each of the playing cards.

How to Play: Watch video provided on the FITC Website, which presents information on youth gambling. Allow students to take notes on any information they feel is important. Pass one card from the deck to each student. Students walk around the classroom asking each other questions, using their notes until they find their match.

NOTE: Some questions have more than one answer. For example, the question “What is problem gambling?” has five answers, as indicated on the question card. Certain pairs have a third card in their group, which are the TRUE/FALSE cards. If they use a TRUE/FALSE card, it must have the correct answer on it.

The Key includes the correct matches by number, see Gambling Key.