

GAMBLING



WHAT IS GAMBLING?

- **Write your own definition of what you think it is.**
- **Gambling** is risking money or something of material value on something with an uncertain outcome in the hope of winning additional money or something of material value.
- Today's objectives are to understand how gambling can be dangerous, what odds are and the house advantage/edge



What types of Gambling are there?

Come up with a list of as many as you can think of?

- Bingo
- The lottery
- Poker
- Blackjack
- Roulette
- Fruit machines
- Betting: e.g. Horseracing, dog track, football, cricket etc.
- A raffle
- Tombola
- In game purchases
- Playing games like "the claw or the penny shove machines" in the arcade.



What do you think?

Ira: "My auntie says online bingo is a great way to make money"

Ira: "Don't be ridiculous! It's just a bit of fun?"

George: "My dad says it's gambling so we shouldn't do anything like that or we'll end up losing all our money."

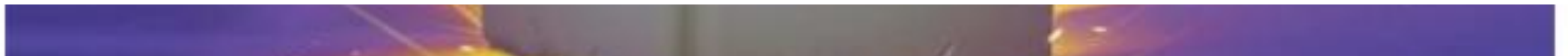


What are loot boxes?

<https://www.youtube.com/watch?v=ZBVn0JudtJM>

Do loot boxes pose a risk?

Loot boxes aren't needed to play the games in which they appear – but their contents can still be very tempting to a child. Getting a 'legendary skin' from a Fortnite loot box can be a significant **status symbol**. Loot boxes in FIFA can unlock outstanding footballers. But this is a lottery: very few games reveal how often the more highly prized items are won.



MPs recently called on the government to classify loot boxes – a key feature of many online games – as gambling. This would ban their sale to children.

Loot boxes are a key feature of many online games. They have come under fire for using predatory techniques to push players to spend money while gaming. Some researchers have noted an overlap between loot boxes and problem gambling.

What factors do you think will affect whether someone will gamble?

There are a number of factors which may influence a gambler, these include:

- Affordability
- Accessibility
- Acceptability
- Age
- Advertisement
- Awareness

Other aspects affecting the motivations for gambling include: enjoyment, entertainment, excitement, economic reasons and escapism.

WHAT DO YOU THINK – discuss

"Some people are naturally luckier than others"

"People have to gamble for years to get addicted"

"You are more likely to win the lottery by thinking positively"

"Borrowing money to gamble with is okay"

"Gambling is a waste of time and money"

"Gambling is a quick way of making lots of money if you know what you're doing."

"Gambling on a 'free' internet site is harmless because no money is used"

"People who win the lottery are happy for the rest of their lives."

"I lost £60 gambling during the weekend: I should try again next weekend to win that money back"

"Going to the bingo weekly is a bit of harmless fun."

"Teenagers should be allowed into the bookies to bet."

What do you know already?

• Age at which young people are allowed to buy a lottery ticket	16
• The person who distributes cards in a game	DEALER
• Legal minimum age in UK for betting on gaming machines.	18
• Trying to win back money you've already lost by gambling more	CHASING LOSSES
• Main or biggest prize in a game or contest	JACKPOT
• A possibility or probability of anything happening; likelihood	CHANCE
• The money or property risked in a bet	STAKE
• The probability expressed as a ratio eg 10 to 1.	ODDS
• The casino or gambling machine will always win more often than the person who is gambling.	HOUSE EDGE
• The outcome / competitor considered most likely to win	FAVOURITE
• Someone who accepts and pays off bets e.g. horse riding	BOOKMAKER
• How many clocks are there in total in Las Vegas gambling casino.	NONE
• What is the gambling game more common amongst women than men?	BINGO

ODDS & PROBABILITY.

Look at the coin.

Q – what are the chances of **getting a head** if I flip it?

Q – what are the odds?

Q – if I toss the coin 3 times only, could I get 3 heads in a row?

Of course- so if I flip it 300x could I get 300 heads in a row?



What's the point?

- On the short term (e.g. flipping the coin 3 times only) we could get a result that does not show the odds behind the game, but the more we play the more the results will actually show the odds of the game.
- In other words, the more time we flip the coin the more the overall results will be 50% heads and 50% tails, as the odds for every coin are 1:2. In math this is called the 'law of averages'.
- This applies to all gambling games in casinos, bookmaker shops, lotteries, bingos etc



Your turn – the dice game.

- Sketch this betting slip into your notes.

you are going to play a dice game to see what really happens when we gamble against the house.

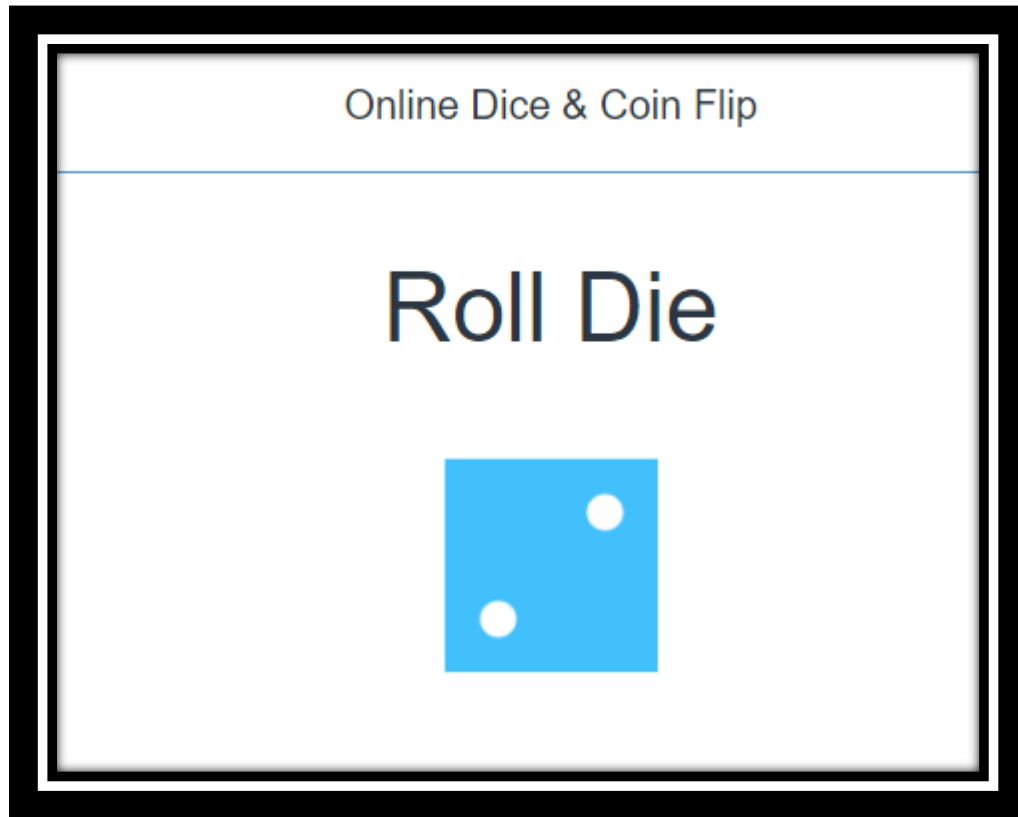
In order to play, each person pays a ‘virtual’ £1 for every guess they will make in the game, so each participant has to pay £10 for the entire 10 guesses betting slip.

The casino (teacher) will “pay back” £3 for each correct guess.

Make your 10 guesses now.

Roll	Guess	Result	Won (£3 for each correct guess)
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
			Total won £

Double click on icon when ready...



Okay, lets roll the dice 10 times.

record what the actual result was in the *Result* column.

After 10 rolls:

- To write in £3 in the *Won* column for each time they guessed correctly.
- To add up your winnings.

Lets review our “findings”

- Did the majority of the class win some money?
- What do you think people do after winning some money?

No. of correct guesses?	No of students in the class
0	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

So did you really win that much money?

So you guessed 3 correct –

Yippee you won £9 – enough for another drink and chocolate bar??

Well not really – you started the night with £10 and only won £9 so you have actually lost £1!

Who is the really winner of this game?

So what does this mean in casinos and on gaming machines?

- **Their games never give the player 50% (or higher) chances of winning.**
- Why? Because the gambling industry is a business, so to keep running it needs an income, and the income comes from people who play and lose their money. gambling businesses always have an advantage against players, and **this advantage is called 'the house edge'.**
- In other words, gambling games give the player only between the 25% and 49% chances of winning, which means that gamblers have between 51% and 75% chances of losing!
- As for the coin, when playing on a gambling game I could win at the beginning (e.g. in the short term), but as the odds are against me (the player), then the more I play the more the results will show those odds, so the more I play the more I am going to lose (e.g. it's impossible to win in the long term)
- This means that on the short term people may experience winnings but in the long term they are going to lose and there's nothing they can do to change that.
- It is not possible to win in the long term, chasing losses is a strategy that never works.

What are the odds?

Rolling a double 6 with 2 dice	Winning £30 in the national lottery.	Flipping 12 heads in a row with a coin	Having an accident on a UK fairground ride.
Getting all 6 numbers in the national lottery	Drawing an ace from a full deck of cards	Finding a four leaf clover on the first try	Being killed by lightning?

Need some help?

1 in 36

Rolling a double 6
with 2 dice

1 in 97

Winning £30 in the
national lottery.

1 in 4096

Flipping 12 heads in a
row with a coin

1 in 2m

Having an accident
on a UK fairground
ride.

Getting all 6 numbers
in the national
lottery

1 in 45m

Drawing an ace from
a full deck of cards

1 in 13

Finding a four-leaf
clover on the first try

1 in 10000

Being killed by
lightning?

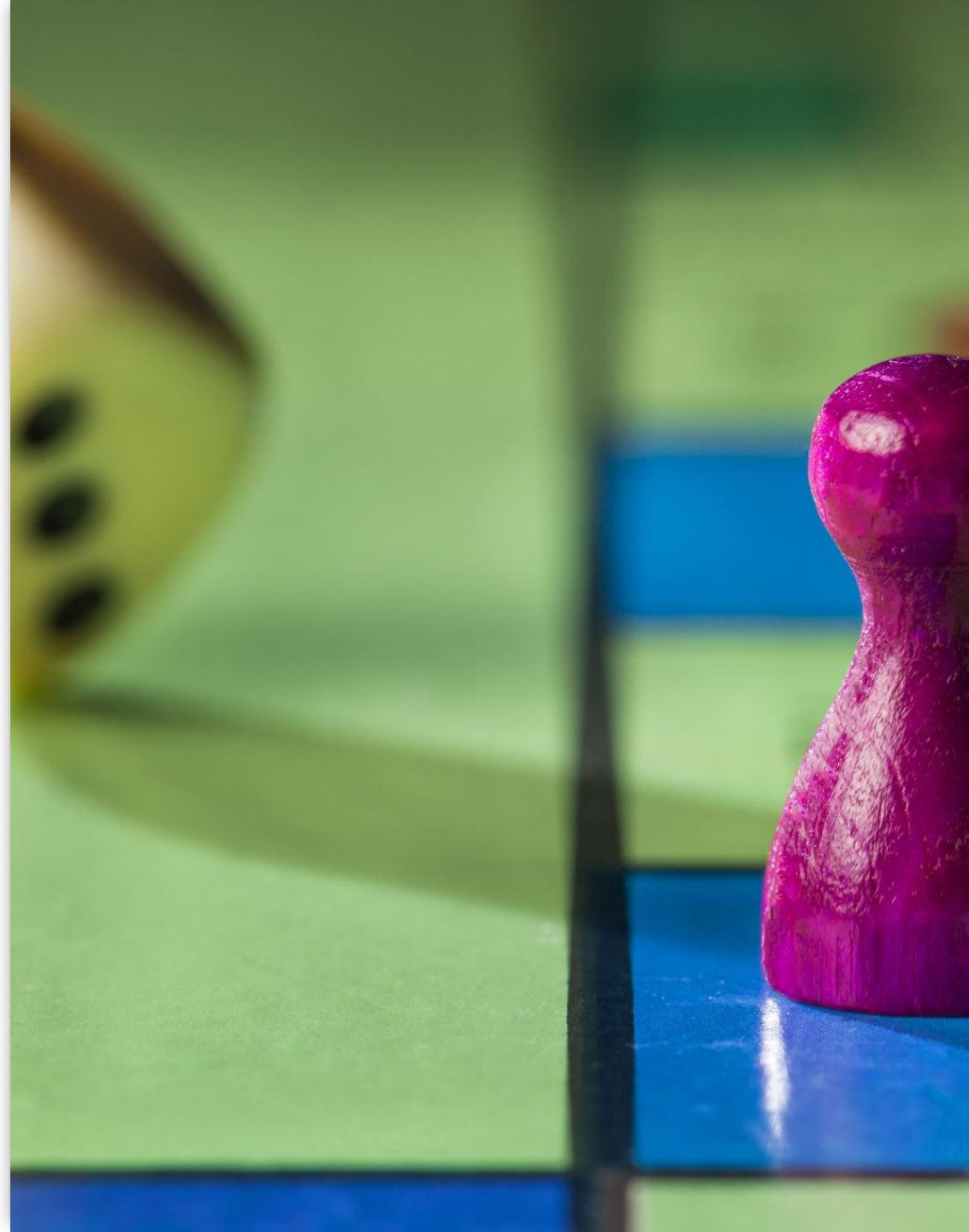
1 in 10m

Winning £30 in the national lottery – 1 in 97

- This is of course much more likely than winning the jackpot (1:45 million)
- 1:97 means that on an average every 97 tickets there is one winning ticket for £30 (yet it's an average, so sometimes there could be none and in other cases there could be more than one £30 winning ticket)
- Given that 1 lottery ticket costs £2, even if I win £30 once, the reality is that every 97 tickets, I will have spent £194 to get £30 back, so I will be still in a loss of £164
- on an average, every 97 people who buy 1 lottery ticket each, there will be just 1 person winning £30, yet this winner will usually tell other people about the £30 win, whilst all those who have lost will stay quiet. This may change people's perceptions, who might not realise how much common losing is.

What are the consequences?

- <https://www.bbc.co.uk/iplayer/episode/p07vb5wh/face-the-consequences-series-2-5-gambling>



Finally, how to reduce the harm and stay safe if deciding to still engage in gambling activities.

DO	DON'T	DEPENDS
<ul style="list-style-type: none">• Set a money limit and stick to it• Set a time limit and stick to it• Expect to lose• Winning in a bonus• Have other hobbies and interests• Tell the truth about your gambling• Only use cash• Keep a balance in your life	<ul style="list-style-type: none">• Borrow money to gamble• Try to win back lost money.• Gamble to mask bad/low feelings• Keep playing until you win• Gamble when you are angry.• Drink alcohol as you gamble.• Gambling for as long as you can without a break	<ul style="list-style-type: none">• "that gambling is a game and <i>Not gambling alone.</i>" gambling with someone you trust could help you take a break or know when to stop, however it could be negative to gamble with people who'll encourage you to gamble more.• "<i>Understanding the Game.</i>" - this is OK if read as understanding they're built to ensure that players lose more often than winning (because of the house edge). However, it is not OK if people interpret this as understanding the rules of the game in order to become more likely to win (e.g. trying to understand when a fruit machine is "due to pay out").

Scenarios

- worked example.

How is each person feeling?
What should they do in this situation?
Think about an 'in the moment' response
and a slower response, based on evidence.

IN THE MOMENT RESPONSE

If I put £20 on the lottery I will win the jackpot like the man in the newspaper. All our money problems would be over and I could afford anything I wanted.

Consequence

Sasha feels excited and puts £20 on the lottery. She doesn't win and feels disappointed and cheated out of £20

Money is tight for Sasha's family so she often wishes that she had the kind of things that her friends have such as designer clothes and the latest phone.

When she's out at the newsagents, Sasha sees a story on a newspaper front cover about a man who won the lottery. She has £20 birthday money and sees the lottery kiosk.

SLOWER RESPONSE

My chances of winning the lottery jackpot are tiny (45 million to 1). It would be nice to have the money but these odds mean I will be out of pocket and £20 is a lot to lose in my situation

Consequence

Sasha puts £1 on the lottery (you never know!) and keeps the rest of the money which he puts towards a computer game he had wanted for ages. He feels satisfied with his choices

Your turn

Clayton is bored at home one night and sees an advert on his social media feed advertising a new betting site which is giving away free bets.

To play, he needs to enter a credit card number. He takes his brother's card, justifying his decision as doing no harm as he only intends to use the free bets and not pay anything on the card. Clayton plays for half an hour and really enjoys it, thinking of ways to spend his winnings if he gets any.

At one point he is out of free play but is very close to the jackpot. He is tempted to pay to carry on playing.

Rashid and his friends spend a lot of time gaming online. They have become very successful in various strategy and war games and have discussed whether they should now use these skills to make some money from online gambling.

Rashid and his friends are all good at maths, understand odds and card games and think they can make lots of money playing online poker. It's Saturday afternoon and Rashid and his friends start taking steps to make it happen. He has saved up £50 to go to a festival later in the summer.

Signposting

<https://www.nhs.uk/live-well/addiction-support/gambling-addiction/>

<https://www.gambleaware.org/>

<https://www.samaritans.org/>

