Welsh Gambling Education Hub

ACTIVITY:
Definitions Matching Game

Definitions Matching Game

This activity helps young people collaboratively learn some terminology, facts and information related to gambling, including better understanding of concepts that could otherwise be challenging, e.g. house edge, chasing losses.

Time:
10min

Resources:
Pens

Materials to print:
Definitions Matching Game handouts, Answer sheet

Method

1 Distribute the handouts.

2 Ask participants to match each gambling term to the correct definition on the handout. You can make this more competitive by explaining that the participant who finishes first will win the game.

3 Once completed, go through the game with the entire group and check the correct answers.

Alternative options:

This game can be played individually, in pairs or in small groups.

You could write all the definitions and key words on individual strips of paper. Place the key words around the room, then give 1 definition to each person (or to each pair) and ask them to move around the room searching for the corresponding word. Then proceed from step 3.

4 Highlight some of the key information, and if necessary give some additional clarification. For example, you may want to bring the group's attention to the following:

- the minimum legal ages for gambling;

- it is possible to gamble with anything that has some value, not just money, and it's never possible to predict the outcome of a gambling game (not even in games of skill);

- the similarities and differences between 'odds' and 'chances' (both express the likelihood of an event, but the first shows it as a ratio whilst the second as a percentage);

- the meaning of 'chasing losses';

- the meaning and implications of 'the house edge'.

Definitions Matching Game

Match each definition with the correct word (as in the example).

Example:

To play a game of chance for money or property. —————— **Gambling**

Age at which young people are allowed to buy a national lottery ticket.

Odds

The person who distributes cards in a game.

18

Trying to win back money you've already lost by gambling more.

House Edge

Main or biggest prize in a game or contest.

Gambling Blocking Software

A possibility or probability of anything happening; likelihood.

Favourite

The money or property risked in a bet.

Jackpot

The probability, expressed as a ratio (e.g. "10-to-1"), that a certain event will take place.

Chance

The casino or gambling machine will always win more often than the person who is gambling.

Self-Exclusion

The outcome / competitor considered most likely to win.

Dealer / Croupier

Someone who accepts and pays off bets e.g. horse racing.

Chasing Losses

The process by which someone may opt to ban themselves from accessing gambling activities online or at a venue.

Stake

Something that can be downloaded on to a device that limits access to gambling websites.

Bookmaker

Definitions Matching Game

Answer Sheet

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Age at which young people are allowed to buy a national lottery ticket.	**18**
The person who distributes cards in a game.	**Dealer / Croupier**
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The money or property risked in a bet.	**Stake**
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The outcome / competitor considered most likely to win.	**Favourite**
Someone who accepts and pays off bets e.g. horse racing.	**Bookmaker**
The process by which someone may opt to ban themselves from accessing gambling activities online or at a venue.	**Self-Exclusion**
Something that can be downloaded on to a device that limits access to gambling websites.	**Gambling Blocking Software**