



**Welsh Gambling
Education Hub**

**ACTIVITY:
Gambling Tree**



Funded by

GambleAware

Gambling Tree

This activity gives young people the opportunity to explore and discuss the causes, effects and consequences of gambling, with a particular attention to youth gambling. It also provides the option of discussing what could be done to limit the risk factors connected to gambling and to reduce its negative consequences, raising young people's awareness and developing their problem-solving skills.¹⁵⁵



Time:
15-30min



Resources:

Flip-chart, felt-tip pens,
post-its (optional)

Method

- 1** Draw a tree on a flip-chart, writing "young people's gambling" on the middle of the trunk.
- 2** Facilitate a group discussion about the causes and factors behind young people's gambling behaviours: write these on the roots of the tree.
- 3** Then discuss the possible consequences of youth gambling, writing them on the branches of the tree.
- 4** Finally, draw apples falling from the branches towards the roots: explain that these are potential actions that could be taken to address the causes of gambling, and encourage the group to think about and discuss what those actions could be.

Alternative options:

You could introduce each section of the tree with a brainstorm, giving participants the opportunity to write their ideas on post-it notes. Once everyone has put theirs on the tree, ask the group to look at them and to try and categorise them so as to find common ideas or patterns. Then proceed with a group discussion.

To encourage more discussion at points 2 and 3, you could use the short scenarios from the Consequences of Gambling activity.

¹⁵⁵ Activity created by 'Work in progress: young people taking action for themselves', PEST Project.