

Signs of Gambling Harm – Continuum Activity

Overview

This is a fun and easy activity designed to help staff become aware of the signs they should look out for in a gaming venue. Each of the scenarios is related to a *General* or *Strong Signs*, from the *Gambling Harm Reference Card*.

This activity can be run during formal training, as a refresher or in a staff meeting. It will take anywhere between ten minutes to one hour – depending on how many of the scenarios you discuss.

Preparation

- Print out each of the scenarios
- Familiarise yourself with the scenarios and how they relate to the *Gambling Harm Reference Card*. Note, there is a letter in the top left hand corner to assist you:
 - A = *no risk*
 - B = *moderate risk* (ie *General Sign*)
 - C = *high risk* (ie *Strong Sign*)
- Read through the 'Activity Instructions' below

Activity Instructions

Introduction

- Provide a quick introduction, such as – “unless you are familiar with the signs to look out for, gambling harm can sometimes be quite hard to spot. This activity helps us to start to become aware of the types of things we should watch out as we go about our work”.

Instructions

- Hand out a scenario to each participant
- Ask them to first read the card and then decide whether the person has *no risk* of harmful gambling, *moderate risk* (*General Signs*), or *high risk* (*Strong Signs*)
- Explain that one end of the room represents a person with *no risk*, the other end represents someone with *high risk* and *moderate risk* is in the middle. Ask participants to stand in the part of the room that best represents their scenario.

Discussion

- Starting at the *no risk* end, ask if someone in that area will be happy to read out their scenario and explain their reasons for standing where they are on the continuum.
- Summarise what the participant has said to facilitate understanding and learning. If the answer is not quite correct, then ask others if they would agree/have another view. Thank the participant/s.
- Move on to *moderate risk* and *high risk*, inviting at least one person to discuss each.

Summary

- At the end of the activity, collect the cards and thank participants for their participation. Mention that the *moderate risk* and *high risk* scenarios are related to the *General* and *Strong Signs* from the *Gambling Harm Reference Card*. Encourage venue staff to use the Reference Card as a resource in their daily work.