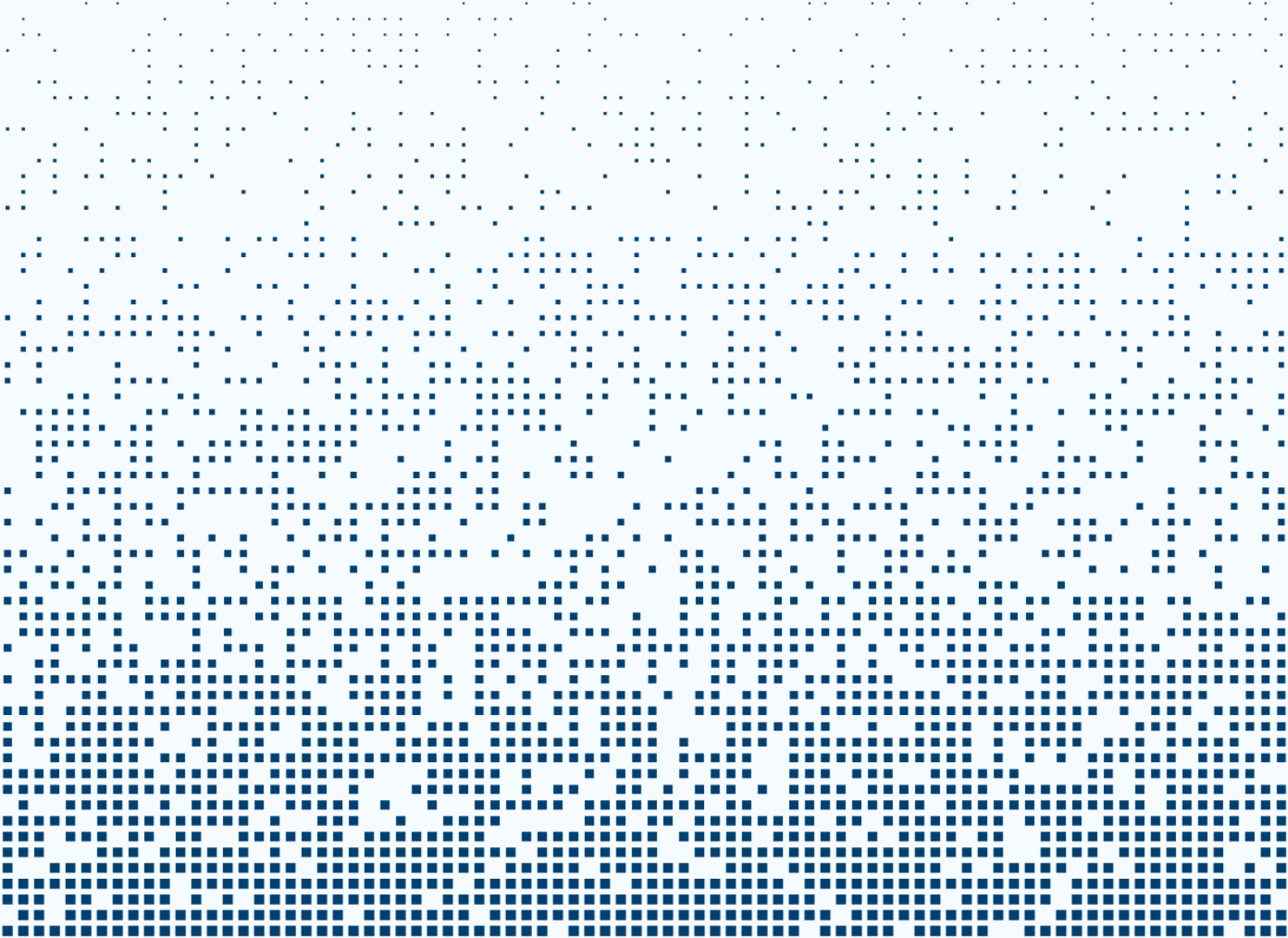


CONSCIOUS YOUTH BEHAVIOURS
IN EMERGING REALITIES



Non-formal education practices:

Gambling

R2 CYBER TOOLKIT



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#5	Gambling Escape Room
Threat(s)	Gambling
	Gambling, when considered within the context of online risks, pertains to the participation in virtual games of chance or the act of placing bets on unpredictable outcomes via internet-based platforms. This activity emerges as a substantial cyber threat for several compelling reasons, encompassing its highly accessible nature, potential for addiction, and the severe financial and psychological consequences it can induce. Engaging in online gambling exposes users to risks that extend beyond mere financial losses, potentially leading to a spiral of addiction, impacting mental health, and contributing to a host of associated social and personal problems.
Typology	<ul style="list-style-type: none"> ▪ <i>Simulation exercises</i>
Duration	100 minutes
Modality	<i>In-presence [classroom setting]</i>
Aim	The aim of this practice is to engage young people in a dynamic and interactive environment that simulates real-life gambling situations. This approach helps them develop critical thinking skills, assess risks, and understand the importance of seeking help and supporting peers with gambling issues.
Learning Objectives	<ul style="list-style-type: none"> ▪ Develop critical thinking and decision-making to evaluate gambling scenarios and make informed decisions. ▪ Recognize early signs of problematic gambling and understand the odds of gambling outcomes. ▪ Understand budgeting and the financial impact of gambling.
Trainee profile	<ul style="list-style-type: none"> ▪ Participants age 15-18 years old, high school students. No specific prerequisites or qualifications required.
n° participants	Groups of 5-6 participants
Materials	<ul style="list-style-type: none"> ▪ Escape room props and puzzles (e.g., locks, keys, coded messages, clues) ▪ Fake money or tokens ▪ Whiteboard and markers for debriefing
Preparation	<ul style="list-style-type: none"> ▪ Design and set up the escape room with various puzzles and challenges related to gambling scenarios. ▪ Prepare scenario cards and other materials needed for the escape room. ▪ Ensure the room is set up safely and all materials are ready. ▪ Brief facilitators on the objectives, structure of the escape room, and their roles in guiding participants.



<p>Implementa- tion</p>	<ol style="list-style-type: none"> 1. Introduction (10 minutes): Introduce the session's objectives and explain the rules of the escape room. 2. Escape Room Challenge (From 20 to 50 minutes): Participants are divided into teams and enter the escape room. They must work together to solve clues and overcome challenges that simulate gambling scenarios. 3. Group Discussions (20 minutes): After the escape room, teams discuss their experiences, focusing on the risks they encountered and the decisions they made. 4. Educational Presentation (10 minutes): Provide key information on gambling risks and safe online behaviors. 5. Support Systems Discussion (5 minutes): Discuss the importance of seeking help for gambling addiction and how to support peers. 6. Reflection and Wrap-Up (5 minutes): Reflect on the activities and reinforce the importance of critical thinking and self-esteem in preventing gambling addiction.
<p>Tips and hints</p>	<ul style="list-style-type: none"> ▪ Make the escape room challenging but solvable to keep participants engaged. ▪ Encourage participants to communicate and collaborate effectively within their teams. ▪ Use realistic and relatable scenarios to make the experience more impactful. ▪ Be prepared to debrief thoroughly, helping participants connect their experiences in the escape room to real-life situations.
<p>Safety measures</p>	<ul style="list-style-type: none"> ▪ Include a structured debriefing session after the escape room to help participants process their experiences and feelings. ▪ Obtain informed consent from participants (and their guardians if they are minors) outlining the nature of the activity and the potential emotional triggers related to gambling content. ▪ Ensure the escape room and related materials are accessible to all participants, including those with physical disabilities or learning differences.
<p>External reference and Resources</p>	<p>External reference:</p> <ul style="list-style-type: none"> ▪ Educational Escape Rooms - results from Erasmus + project <p>Resources:</p> <ul style="list-style-type: none"> ▪ Gambling Therapy- provides free practical advice and emotional support to anyone affected by problem gambling. They offer online support groups and a helpline. Website:
<p>Partner/</p>	<p>PRISM Impresa Sociale s.r.l. (Italy)</p>





Author	
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Annex. Scenario Example: “The Online Casino”

Room setup

1. Entrance Area: A sign welcomes participants to the "Online Casino." A table with fake money, a laptop with a login screen (mock), and a few props like fake casino chips and cards.
2. Puzzle Stations:
 - Station 1: The Password Lock: Participants must find and decode a password to "log in" to the laptop.
 - Station 2: The Fake Jackpot: A display shows a fake jackpot prize. Participants must figure out the real odds of winning based on provided statistics.
 - Station 3: The Chat Room: A script or recording of a conversation in an online chat room where a user is encouraging risky bets. Participants must identify the risky behaviors and the signs of potential manipulation.
 - Station 4: The Budget Breakdown: A puzzle involving a monthly budget where participants must allocate expenses. They must identify the impact of gambling on personal finances.

Clues and Puzzles

Station 1: *The Password Lock*

- Clue: participants find a note with a coded message.
- Coded Message: "The dice faces of the case are many, all of which together give you hope of coming out a *winner*."
- Decoding Key:
 - a. "The dice faces" = Count the total number of spots (dots) on the dice faces.
 - b. "All of which together" = Sum up all the spots on the dice faces.
 - c. "Give you hope of coming out a winner" = Add the word "winner".

Station 2: *The Fake Jackpot*

- Clue: participants receive a card showing the "jackpot" amount and a small note with odds of winning different prizes in a lottery.
- Task: Using the provided odds, calculate the real chances of winning the jackpot and compare it with the small prizes.
- Example Odds:
 - Jackpot: 1 in 10,000
 - Small Prize: 1 in 50

Station 3: The Budget Breakdown

- Clue: participants find a budget spreadsheet within various bills, receipts, and notes related to expenses and income.
- Task: adjust the budget to include the gambling losses and determine the correct code for the lock based on the remaining budget.

- Scenario:

Income: € 2,500

Rent: € 1,000

Groceries: € 300

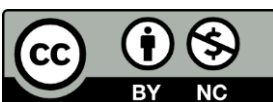
Utilities: € 150

Transportation: € 100

Healthcare: € 50

Entertainment: € 100

Gambling losses: € 400



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Erasmus+ KA2 Cooperation Partnerships in School Education

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