

Learning/Teaching/Training Activities


MOMENTUM WORLD - 15.-19.09.2019

LUTON UK



Why should we care about excessive gaming or gambling?

- With upwards of **2.2 billion active gamers in the world**, and growing at a rapid rate, even one to three percent struggling with compulsive addiction issues is staggering.
- The percentage of people who suffer from the bad influences of gambling varies from 0.6 to 1.1% of the total adult population. Diverse age groups show different liabilities to betting activities, which results in such data as 0.7% (for 25-34-year-olds), and 0.8% (for 18-24-year-olds).



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BRECK FOUNDATION


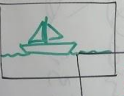



A woman in a dark uniform is standing next to a whiteboard, gesturing towards the Breck Foundation illustration.

? FLIP-BOOK / ISSUU ?

WELCOME TO LUTON

TITLE / LOGO

THEME ROAD SAFETY

DEFINITION _____

ACTIVITY TITLE HONEST TRUTH

WHO / HOW MANY NEW DRIVERS + CHILDREN / YP 6-25 (10,000)

AIM / OBJECTIVE _____

IN A NUTSHELL ... (SHORT DESCRIPTION)

STEP BY STEP (METHODOLOGY) → COMPASS TYPE

- _____ → extra page.

IMPACT / RESULTS

- _____
- _____

CONTACT: paul@nasenworld.org
WEBSITE: www.nasen.org
USEFUL LINKS: _____

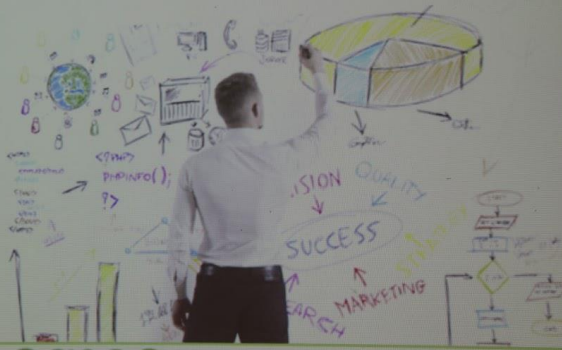
System Preferences Edit View Windows

Practical Task – alerting others

Design a campaign to alert other young people to your views on social gaming:

- Focus
- Slogan
- Method
- Audience
- Success Criteria

This task could be used directly with learners too.



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