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Safeguarding Children Conference

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Why we Exist:

What percentage of young people spent their own money on gambling in the last 12 months?

18% 31% 50%

Source: Young People and Gambling Survey: Gambling Commission 2022

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Why We Exist

Today's young people are growing up in an increasingly digital, online and connected world. This brings many opportunities, as was seen during the Covid pandemic when education and social interaction was facilitated through online access to people and services. However, this also comes with its challenges and risks.

92% of young people play video games[1] and over 30% of them say they play for more than 3.5 hours per day with 8% reporting co-occurring gaming and wellbeing issues[2],

3.3% of 11–16-year-olds are estimated to be experiencing, or be at risk of experiencing, negative impacts due to their own gambling.

1https://www.alliance-scotland.org.uk/blog/news/new-report-young-peoples-views-on-gambling-and-gaming/
2https://pediatrics.jmir.org/2022/4/e41480/
3https://www.gamblingcommission.org.uk/statistics-and-rsearch/publication/young-people-and-gambling-2022
4https://pshe-association.org.uk/evidence-and-research-key-principles-of-effective-prevention-education

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Programme Delivery

99.6%
of delegates would recommend our workshops to colleagues.

4,819
delegates.

1,857,895
estimated young people reached.

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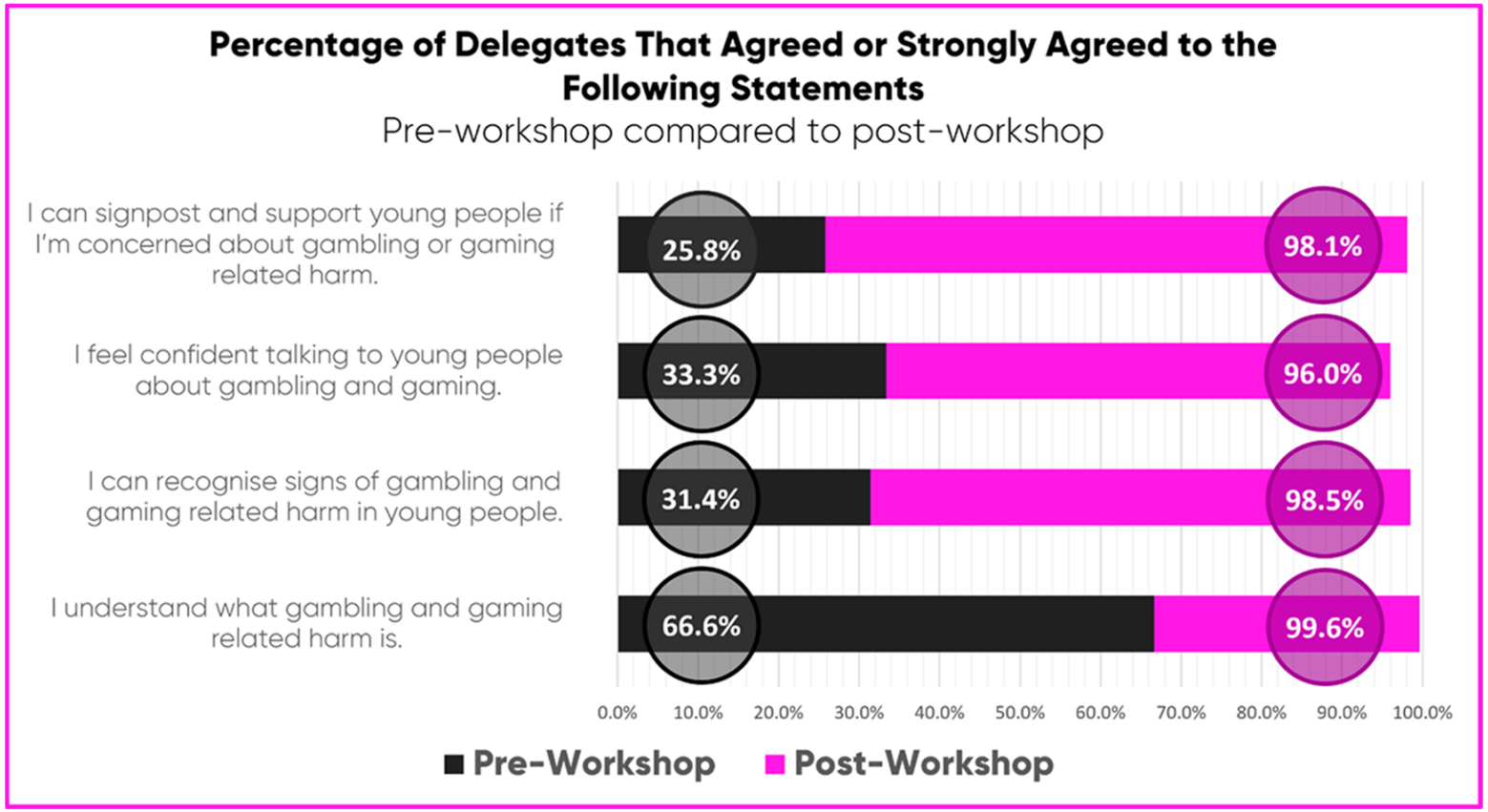
For Teachers and Youth Workers

We provide CPD training for teachers and youth workers[5] equipping them with the knowledge, skills and confidence to deliver awareness sessions to young people about the potential harms of gambling and gaming.

Delivered in partnership with GamCare and supported by the Betting & Gaming Council, the £10million programme is the largest of its kind and aims to reach and safeguard millions of young people across England, Wales and Northern Ireland.



YOUNG PEOPLE'S GAMBLING HARM PREVENTION PROGRAMME

Education | Training | Support

GamCare | Ygam

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Case Study 1

> The training was phenomenal, its some of the best feedback we've had from staff" **Partner**

> "The focus on such a significant issue that really impacts YP, helps creates a culture among staff that promotes follow through…. that really helps us.." **Partner**

> "I recommended the training to the FE Tutorial Network" **Delegate**

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Context. Ygam trained a specialist land-based college based in Cheshire, that offers a range of diplomas, apprenticeships and degrees. The college also provides residential accommodation for students. Staff at the College were first made aware of Ygam training during the 2020 Covid-19 lockdown, via a post on LinkedIn. This resonated with the College, which prides itself on looking at national trends where there might be a need for intervention to safeguard students.

Training was highly rated and delivered College wide. A bespoke package of training was delivered to around 600 members of staff at a staff inset day. The training was highly rated by staff, many of whom reflected on their own experiences with gaming/gambling. Whole organisation training was considered important because of the residential nature of the college, and wider training would effectively promote a culture of awareness.

Staff were more aware of gambling harm and a greater culture of awareness was established. Interviewees reported greater awareness of gambling and gaming harm among staff, and staff-wide training promoted a culture of awareness ensuring that staff 'followed through' on any concerns they spotted.

Influencing content and processes. The training influenced content in a newly designed tutorial programme (The BeReady programme). The training added weight to the case to fund 16 new progress coaches taking tutorial/ pastoral responsibilities for students. Tutorial resources are being used by progress coaches.

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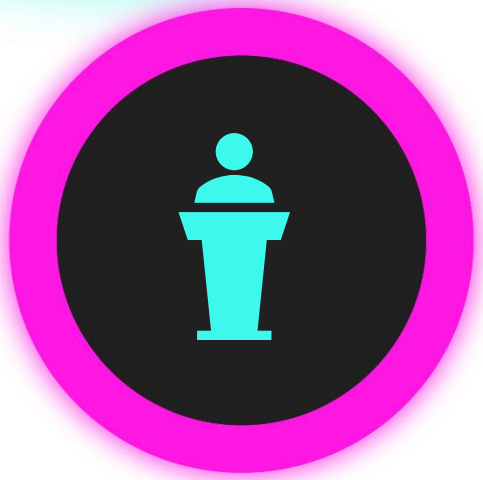
IMPACT ON STUDENTS

Anecdotally, sessions delivered by tutors were well received by students reportedly challenging previous mindsets “It made them think”. Since the training, at least one student had been referred to further support with gaming/gambling harm by the College’s Wellbeing team.



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Case Study 2

YOUNG PEOPLE'S GAMBLING HARM PREVENTION PROGRAMME
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- Context. Cognita Schools operates over 100 of independent schools across the UK and globally, with 60 settings in England and Wales. Ygam collaborated with Cognita's safeguarding team to offer bespoke training across Cognita's UK settings. The training has continued to be promoted to safeguarding leads across the network. Since 2020, Ygam has trained 260 delegates from Cognita Schools.
- Specialist knowledge was valued. Cognita recognised the value of training from specialists in the field. The feedback from staff was very positive and bespoke training was well attended, with lots of opportunities to interact and ask questions. Two schools have placed the training on the CPD matrix for the school. They confirmed that staff attending the training in that setting were all really positive about the experience, with many grateful to receive accredited CPD. The training was highly relevant as recently the school has supported a student who had a gambling addiction
- Training & resources informed curriculum changes. One particular setting valued YGAM resources and gambling awareness was introduced to the KS3 PSHE curriculum as a result of the training. The curriculum resources (schemes of work) formed the basis of the content delivered, but this was adapted to condense into a smaller number of sessions. The school is planning to review its KS2 curricula in coming months and look at areas where gaming and gambling can be integrated into other parts of the curriculum (e.g. computer science).
- Conversations. The setting reported the training had opened up conversations with young people about gaming and gambling, across the school – and notably in KS2. Social media is currently a big issue which remains a focus for the school, particularly in efforts to engage with parents; so opportunities to promote parents workshops are limited.

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IMPACT: Staff & Pupils

While know about online safety ; this particular aspect is not in own area of expertise. I learned quite a lot about esports, loot boxes etc…. That I just didn't understand before …. And importantly how it can link and pose risks to children' " **Partner**

"It's leading to more conversations. Pupils are Blasé about how gaming and gambling could impact on them. This certainly opens up conversations with pupils – whether it be about screen time or content, or age-appropriateness of things. " **Delegate**

"Historically there was a lesson in KS4 in PSHE curriculum, but we didn't cover gaming/gambling harms to this extent – and certainly not in KS3….
To me, we are now looking at lower age groups." **Delegate**

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CASE STUDY: Working with Local Authorities and Safeguarding Children Partnerships

We have worked to develop strong relationships with local authorities across the country. A focus has been on delivery in London, with over 600 education staff attending our training from most London boroughs, equating to a reach of over 312,000 young people.

"I would strongly encourage other boroughs to get involved with these sessions, it brings the community together and provides knowledge that can be disseminated between colleagues, departments, schools, charities etc., which in turn ensures that your borough is moving in the right direction and that there are people dotted around in the community that know how to recognise and support with gaming & gambling issues or at least know where to signpost to get the support needed."
- Local Authority Safeguarding professional

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For Parents and Carers

94.9% **said they felt confident spotting the signs of harm**
96.6% **said they feel the resources will be useful for their role.**

A Foster Parent said,
''A great learning session. Enjoyed and surprised by the information given. We will definitely use this awareness in gaming and gambling going forward in fostering. Thank you ”

A family placement social worker said,
''A very in-depth look at trauma on the brain and supports around for harmful gaming/gambling. Thank you".

Parental Awareness sessions:
243 **parents attended an awareness session to learn more about gaming and gambling, gaining practical tools and ideas to support them.**
87.3% felt their knowledge had improved following our training, compared to 17.8% pre-workshop.

94.9%
felt confident about spotting signs of gaming and gambling-related harm compared to 14.9% pre-workshop.

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Families Through Adoption

Pilot session hosted 28 parents:

100% of delegates agree or strongly agree their knowledge on gambling and gaming harms have increased because of the workshop.

100% agree or strongly agree they feel confident spotting signs of gaming and gambling related harm, compared to 1.7% scoring 7 or above, out of 10, pre-workshop.

100% would recommend to a friend or colleague.

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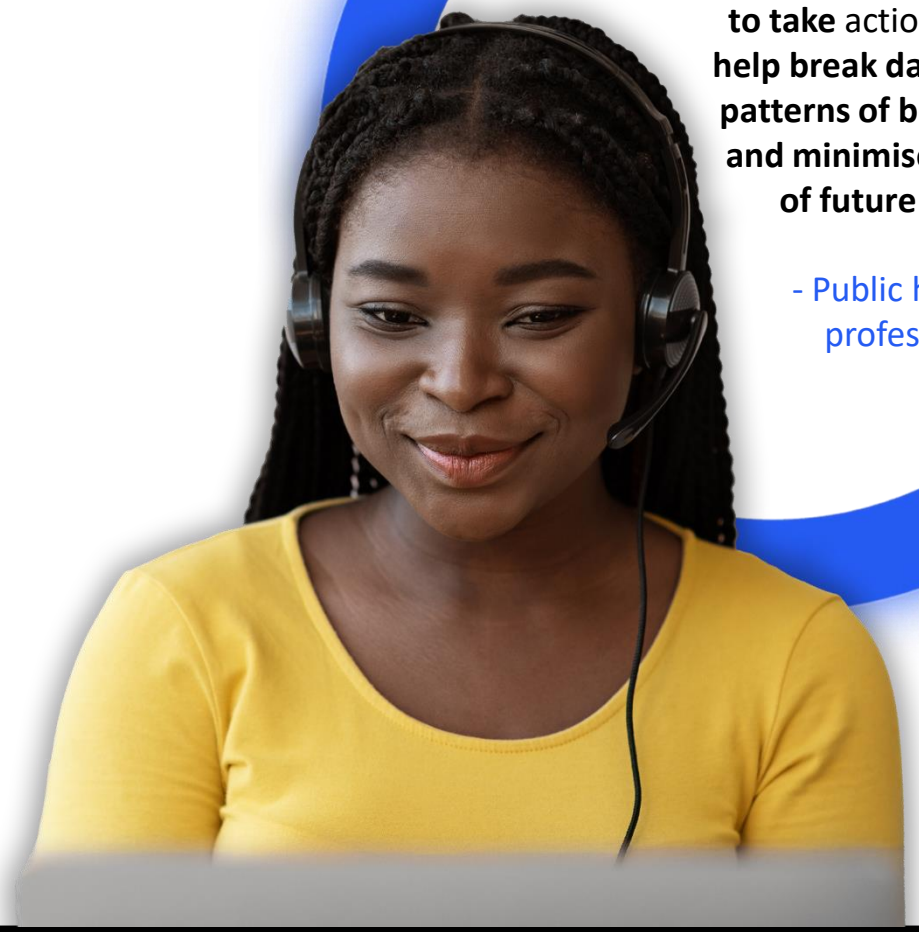
Health Professionals

876 **healthcare professionals attended the training whoestimated that they will reach 438,000 young people in the next 12 months.**

98.6% **rated the workshop 'Good' or 'Very good'.**

Following the training, 98.5% felt confident in approachingthe issues of gaming and gambling with children and young people, and 99% felt confident signposting children and young people to help and support.

"Ygam offer an accessible but in-depth course on supporting children and young people where there are gaming or gambling concerns. Most importantly, as a school nurse, it gave me practical knowledge on how I can offer effective guidance and helpful resources at a crucial time in a young person's development." - School nurse



"As a public health professional, I feel better equipped to take action and help break damaging patterns of behaviour and minimise the risk of future harm."

- Public health professional

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University and Student Engagement

352 **university staff trained, who estimated they will work with 75,275 students on campus over the next 12 months.**

99.3% **of staff trained would recommend the workshop to others.**

70% **of students had increased knowledge about how gambling effects people because of their interaction with us.**

"I had a discussion with a student who was spending large amounts of money on horse racing. I encouraged them to speak to their family and gave them information on agencies who could help. It was also linked to depression, so I encouraged a visit to the GP." **- Student welfare officer**

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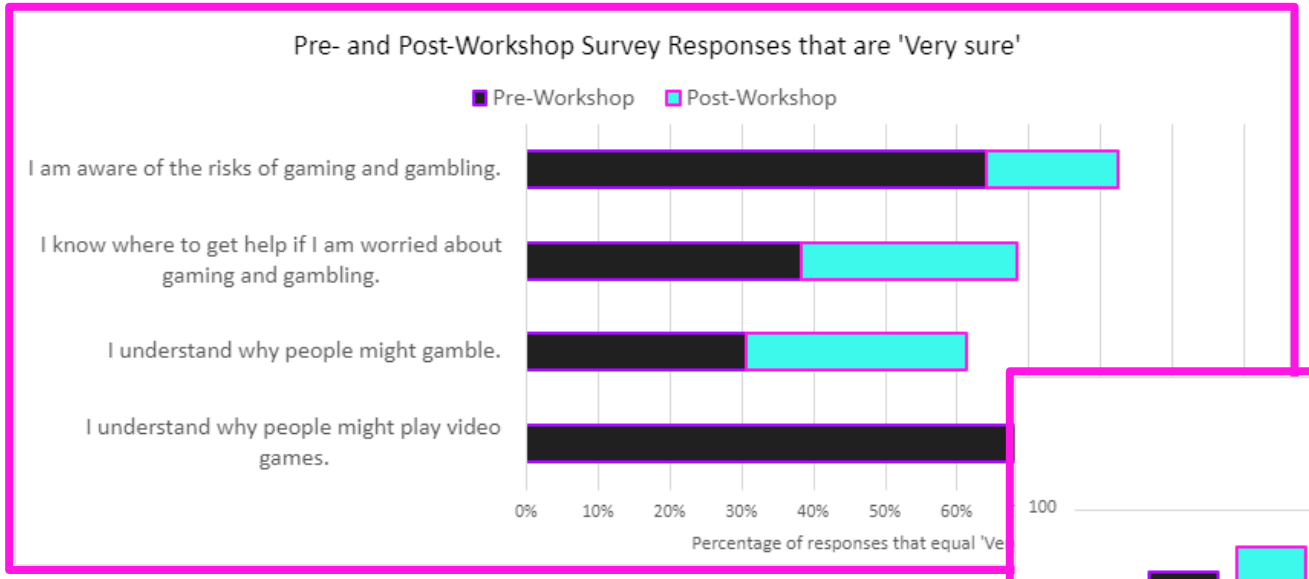
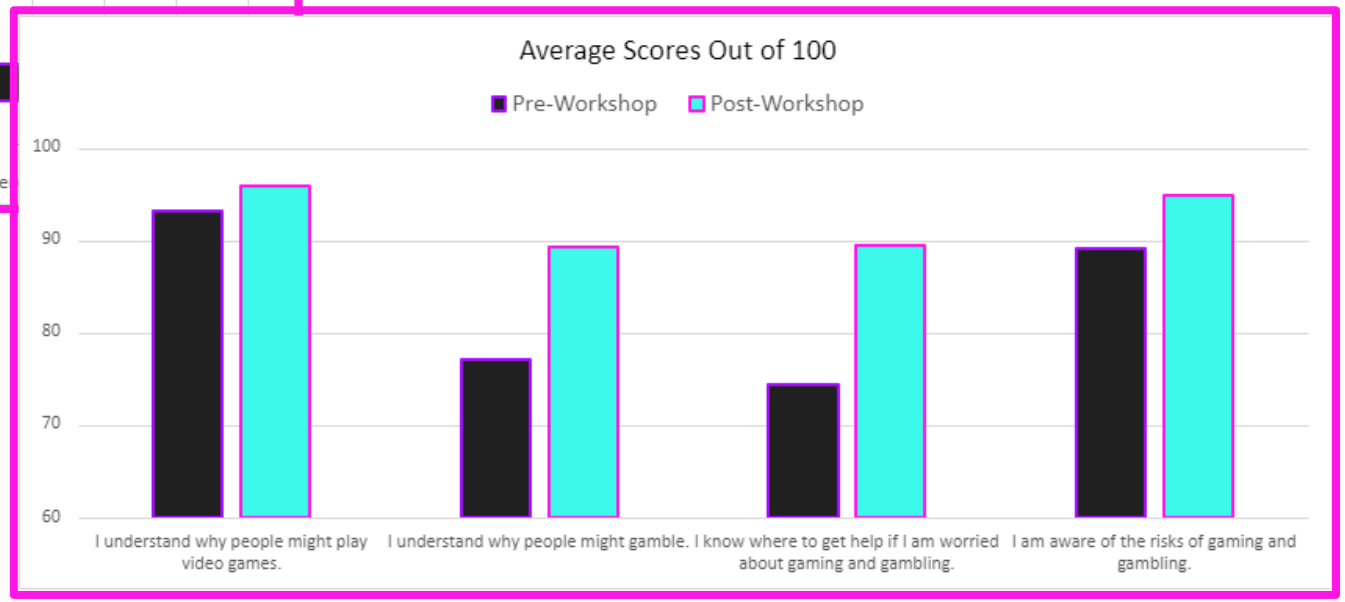
CYP voice 11-14



"I now know how to deal with problems if I or others experience them and ways to deal with gambling and/or microtransactions."



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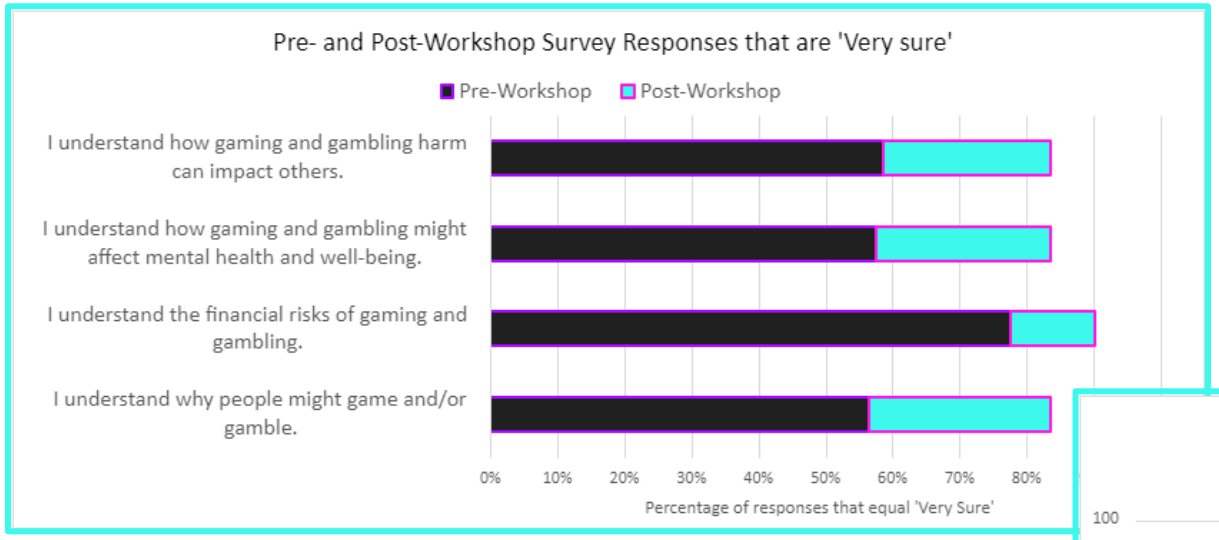
CYP voice 14-16



"I learned a lot of new information and facts about staying safe online but also how the process of gambling addiction can develop, which I found very important."

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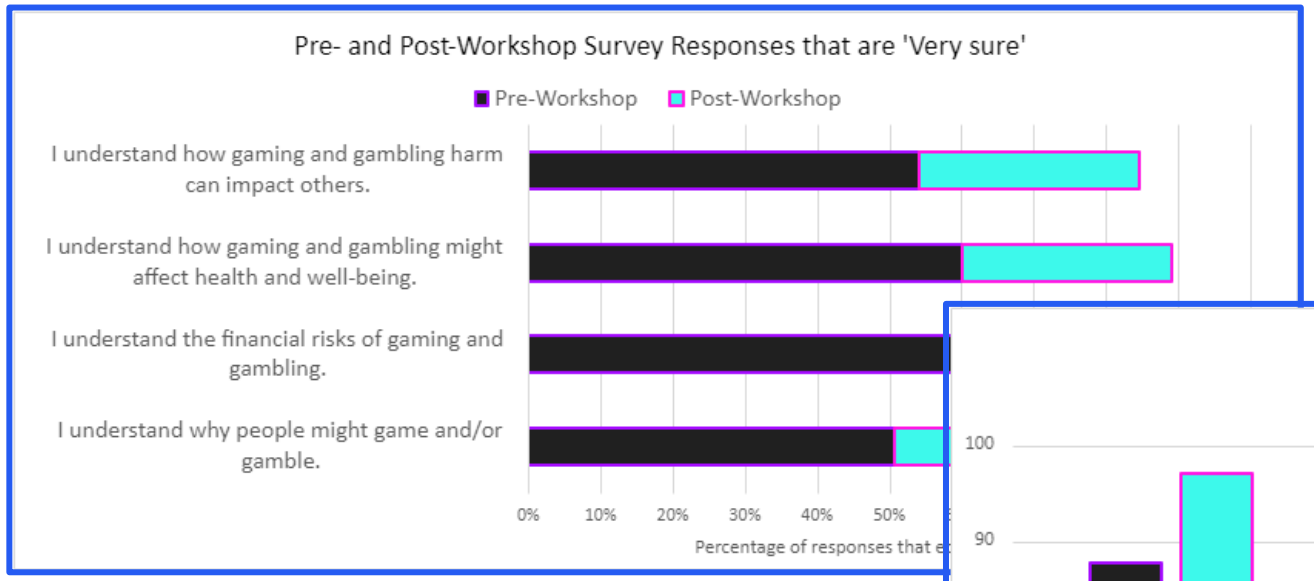
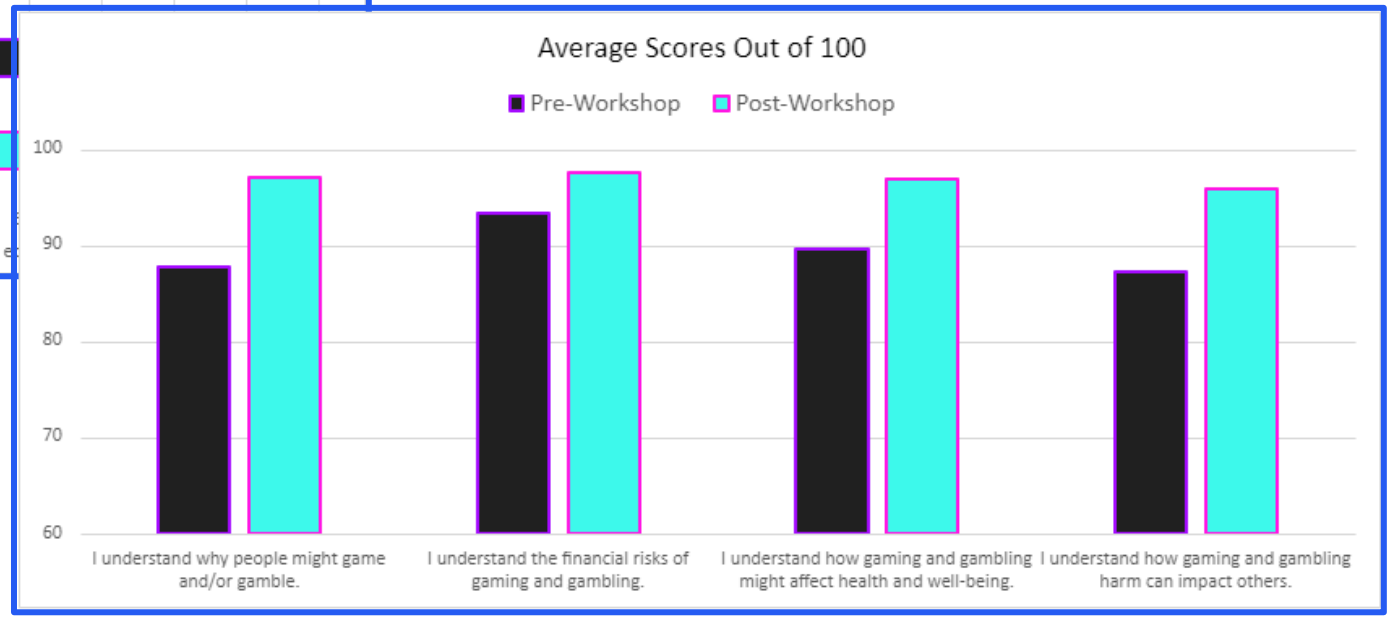
CYP voice 16+

"It was very insightful into the dangers of gambling and the effect this can cause to the person and their families."





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If you would like to find out more information about how Ygam can support yourself or your organisation please feel free to get in touch:

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