

# BE AHEAD OF THE GAME

## A gambling awareness program for young people



**Be Ahead of the Game is a free education program helping young Victorians think critically about gambling and gaming. The research-driven program supports schools and youth community groups by providing:**



free Be Ahead of the Game workshops



classroom-ready resources and lesson plans



fact sheets, newsletter articles, and a school gambling policy template.

### What's the issue?

Australians start gambling in large numbers well before they are old enough to legally gamble. Research shows that:



- almost one in three (30%) 12 to 17-year-olds gamble and 7% gambled in the past month<sup>1</sup>



- many video games and apps popular among young people contain gambling or gambling-like features<sup>3</sup>



- gambling in childhood raises the risk of gambling problems in adulthood<sup>2</sup>



- more than a third of parents (39%) are concerned about their teenage children gambling.<sup>4</sup>

1 Noble, et al., (2025) *The prevalence and correlates of gambling in secondary school students in Victoria and New South Wales.*  
 2 RCH (2024) *Gambling - teens and young people.* Browne B (2020) *Gambling on games - How video games expose children to Gambling.*  
 3 Browne B (2020) *Gambling on games - How video games expose children to Gambling.*  
 4 RCH (2024) *Child health poll: Gambling and teens - Concern among parents.*

# What does Be Ahead of the Game offer?

## Free gambling awareness workshops

Victorian schools and youth organisations/settings can host free Be Ahead of the Game workshops. Face-to-face or online, the interactive workshops are delivered by skilled community educators from local Gambler's Help agencies.

Book a workshop for:

### Young people aged 12 to 18

Support young people to make informed decisions about gambling and gaming, improve their money management skills, and know how to get support. Choose from:

- **Know the score (years 7-12)** Helps students think critically about the risks of gambling and examines the factors that influence their attitudes towards gambling.
- **When gaming meets gambling (years 7-12)** Explores the increasingly blurred line between gaming and gambling, helping students to stay safe and maintain their wellbeing.
- **Your money matters – financial literacy (years 7-12)** Helps students develop financial literacy and awareness of the financial risks, including gambling.

### Parents and carers

Empower parents and carers talk to their kids about the risks of gambling and gaming and help them avoid gambling harm now and into adulthood. Choose from:

- **Talking to young people about gambling**  
Learn about the risks of gambling among young people, why and how some are gambling underage, and how to spot signs of gambling harm in kids.
- **Talking to young people about gaming**  
Learn how popular games, apps and social media expose kids to gambling, and how talk to your kids about the impact this can have on their wellbeing.

### Teachers and youth educators

Professional development for teachers and youth educators to give them the knowledge and tools they need to help students understand the risks of gambling.

## Classroom resources

Free curriculum-aligned teaching resources to help students learn about the risks of gambling and gaming through engaging and practical lessons.

### Years 7 to 12 (including VCE and VCE Vocational Major)

Units of work cover a range of subject areas, including:

- Literacy
- Mathematics/Numeracy
- Personal Development Skills
- Health and Physical Education
- Health and Human Development
- Media Studies
- Humanities.

### Upper primary school (grades 5 and 6)

The Bridge is a creative program that helps students explore the potential risks of online gaming and learn how games can expose them to gambling. Aligned with the Victorian curriculum, it includes animated videos, fun activities and strategies for keeping kids safe.

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GAME**



To find out more, download resources or book a free information session, visit: [beaheadofthegame.vic.gov.au](https://beaheadofthegame.vic.gov.au)

