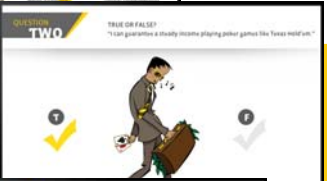


"For me, the most beneficial part ... was to understand the gambling myths."

Gam\_iQ Participant



The Gam\_iQ iPad Quiz



The facts for youth aged 15-18 in BC:

- In the last 12 months, 43% of underage youth have participated in gambling.
- 10% of males and 4% of females have gambled online for money.
- 37% of males and 11% of females report it is "easy" to gamble online even if you are not yet of legal gambling age."
- Almost one third of youth believe that "you can win at gambling if you know what you are doing."
- 63% of youth believe that gambling can lead to problems.
- 22% of youths said that spending too much money gambling is a problem for friends/peers.

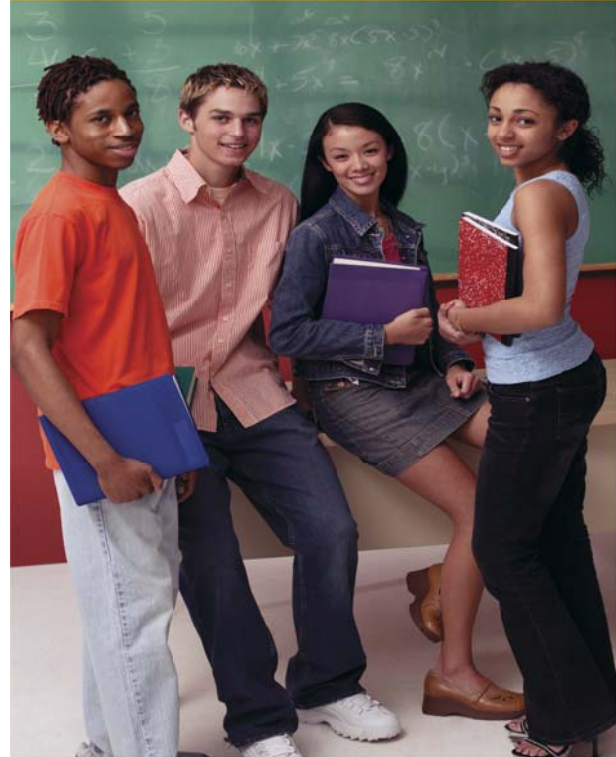
Reference: *Decoding British Columbia Youth and Gambling*, February 2008

If your school would like to participate in the Gam\_iQ initiative, please contact the prevention specialist nearest you by calling the BC Problem Gambling Helpline at 1.888.795.6111 (24hrs), or by contacting:

Gam\_iQ is an initiative of the BC Responsible & Program Gambling Program. Funded by the Province of British Columbia.



Gambling Awareness for Secondary Schools



**Gam\_iQ** is a fun, engaging program for secondary students designed to raise awareness about the risks associated with gambling.

**Gam\_iQ** is free to all secondary schools across BC. It is delivered by a gambling prevention specialist, using an interactive booth and trained student volunteers. The four primary goals of the high school program are to:

- (1) promote informed choices about gambling by educating students about the risks involved;
- (2) correct common myths youth believe about gambling;
- (3) describe the signs of a problem with gambling; and
- (4) inform students of the resources and services available in BC for gambling-related problems.



*"Having the iPad was great ... students who were walking by stopped to see it, and it gave us a moment to tell them what we were doing."* Student Volunteer

**The Details** - **Gam\_iQ** runs over one or more days depending on the schedule of your school. Having students take the quiz daily reinforces the Program's four key messages.

**Gam\_iQ** requires a local school contact to run effectively. School contacts can be an interested teacher, counsellor or administrator, who helps to:

- find appropriate high-traffic space within the school for the booth, and;
  - find motivated student volunteers.
- 
- ensure students and staff are aware of the initiative;
  - act as a liaison between the Prevention Specialist and the school;

