



Responsible Gambling Education:

A Guide to Australian Resources for Teachers
and Parents

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As young people approach eighteen and begin to earn their own money they will encounter a plethora of choice for spending on entertainment, hospitality and leisure activities - including gambling.

Changes in digital technology and access to the internet have also increased exposure and opportunities for young people to gamble.

It is more important than ever for young people to understand the nature of gambling and responsible gambling behaviours and attitudes.

The Australasian Gaming Council (AGC) believes that financial literacy programs and responsible gambling education programs can support young people in developing the critical knowledge, skills and attitudes required to make careful choices about their discretionary spending.

The AGC supports the development of responsible gambling education programs linking gambling education with financial literacy and, increasingly, with cyber-safety.

To assist parents and teachers in understanding the various resources currently available for young people this guide outlines contemporary financial literacy, responsible gambling education and cyber-safety resources available to students, teachers and parents in Australia.

The summary for each resource highlights useful information about the organisation responsible for the initiative, the target audience and the availability of information for parents.

The AGC hopes that this guide provides you with a workable tool to assist in the identification and selection of currently available resources.

Additional resources will be added as they become available.

- Go to [Responsible Gambling Resources](#)
- Go to [Financial Literacy Resources](#)
- Go to [Cyber Safety Resources](#)

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Responsible Gambling Resources

New South Wales

GambleAware for Teachers and Youth Workers	
Organisation	GambleAware NSW
Target audience	Secondary school years
Aligned to curriculum	No
Scope	New South Wales
Description	<p>This site brings together information and a range of free materials to help teachers and youth workers implement their own gambling harm prevention program.</p> <p>School-based programs are encouraged to focus on arming young people with the knowledge and awareness they need to make informed choices about gambling, to explore the convergence of gaming and gambling, and to consider a parent element as part of their program.</p> <p>Free education workshops and funding for youth organisations is available via GambleAware's <i>Odds on Youth</i> grants program to help youth workers implement their own harm prevention program within their community.</p>
Website	https://www.gambleaware.nsw.gov.au/resources-and-education/for-teachers-and-youth-workers
Supporting Young People	
Organisation	GambleAware NSW
Target audience	Primary school years Secondary school years Young adults
Aligned to curriculum	No
Scope	New South Wales
Description	<p>This site provides information and a variety of resources on how to educate and engage with children and teenagers on the topic of gambling: how to start a conversation about gambling; video gaming; identifying risky behaviour; and how to get help.</p> <p>The site includes a series of videos, <i>Talking with Teens About Gambling</i>, where young people discuss how they feel about gambling.</p>
Website	https://www.gambleaware.nsw.gov.au/supporting-someone/supporting-young-people
Information for parents	https://www.gambleaware.nsw.gov.au/supporting-someone/supporting-young-people/advice-for-parents-and-carers

Reclaim the Game

Organisation	GambleAware NSW
Target audience	Young adults
Aligned to curriculum	No
Scope	New South Wales
Description	<p>Launched in late 2020, Reclaim the Game is a GambleAware initiative that aims to raise awareness of the risks associated with gambling on sports for young people, and gambling advertising in sport.</p> <p>The Reclaim the Game program includes partners from key sporting codes and provides resources for clubs to raise awareness and facilitate participation in the program.</p>
Website	https://www.gambleaware.nsw.gov.au/resources-and-education/awareness-campaigns/reclaim-the-game

Life Ready – Gambling Modules

Organisation	NSW Government
Target audience	Secondary school years
Aligned to curriculum	Yes
Scope	New South Wales
Description	<p>Life Ready is course designed by the NSW Department of Education to ready students for life post school. The course is mandatory for year 11 and 12 students in NSW. The content of the Life Ready program is designed to be customised to the needs and interests of students. The following modules relating to gambling are available:</p> <ul style="list-style-type: none"> • Online and device-based gambling; • Seeking help: gambling; • Some truths about gambling; and • Sports betting and gambling.
Website	https://education.nsw.gov.au/teaching-and-learning/curriculum/key-learning-areas/pdhpe/life-ready

South Australia

How to Support a Young Person	
Organisation	Office for Problem Gambling
Target audience	Primary school years Secondary school years Young adults
Aligned to curriculum	No
Scope	South Australia
Description	<p>This section of the Office for Problem Gambling website brings together information and advice to help parents and carers with the question “How can we help children and young people develop healthy attitudes to gambling?” Topics covered include:</p> <ul style="list-style-type: none"> • Set boundaries for screen time • Try your kid’s games • Talk to your kids about gaming, gambling and advertising • Review your online security and ad settings • Stop access to gambling websites • Activate parental controls • Look out for the signs your young person might be gambling
Information for parents	https://www.problemgambling.sa.gov.au/help-someone/start-the-
Here for the Game	
Organisation	South Australian Government
Target audience	Secondary school years Young adults
Aligned to curriculum	No
Scope	South Australia
Description	<p><i>Here for the Game</i> is an awareness and education program, delivered by the South Australian Government, to address the growing presence of sports betting and advertising in the community.</p> <p>The site is geared towards educating young people; assisting both parents and sporting clubs to raise awareness of the potential risks for gambling harm from sports betting.</p> <p>The program provides free resources, including posters and videos for sporting clubs, and information for parents on how to start the conversation with their children.</p>
Website	https://www.hereforthegame.com.au/
Information for parents	https://www.hereforthegame.com.au/take-action

Gambling is No Game

Organisation	South Australian Government
Target audience	Secondary school years
Aligned to curriculum	No
Scope	South Australia
Description	<p><i>Gambling is No Game</i> is a South Australian Government initiative to help keep young South Australians safe in the online world and reduce their exposure to simulated gambling games.</p> <p>The site, geared more towards parents and carers, presents a range of facts and tips about gambling and young people, what to look out for and where to go for help.</p>
Website	http://nogame.com.au/
Information for parents	http://nogame.com.au/tips-for-parents/

Unplugged

Organisation	Uniting Care Wesley Bowden (UCWB) & Office for Problem Gambling
Target audience	Secondary school years Young adults
Aligned to curriculum	No
Scope	South Australia
Description	<p>Unplugged is a program designed to educate both parents and young people, 12 and over, about risky gaming behaviour.</p> <p>The program delivers free workshops focussing on internet gaming and the convergence of gaming and gambling online, as well as practical tips and strategies to create healthier gaming and internet use.</p> <p>The workshops cover how to identify signs of problematic gaming and gambling, and explores online game development and gambling features including micro-transactions, loot boxes, in-app purchases.</p>
Website	https://ucwb.org.au/unplugged/

Tasmania

Know Your Odds	
Organisation	Tasmanian Government
Target audience	Secondary school years
Aligned to curriculum	No
Scope	Tasmania
Description	<p>The <i>Know your odds</i> website is designed to raise awareness of responsible gambling by educating young people on how gambling and games of chance work.</p> <p>Information is enhanced via brief video clips on the various subjects presented.</p> <p>The site provides useful links to teaching resources. The option is available to schools to engage community educators to present information to young people.</p>
Website	https://knowyourodds.net.au/for-schools-2/
What's the Real Deal?	
Organisation	Tasmanian Government
Target audience	Secondary School Years
Aligned to curriculum	Yes
Scope	Tasmania
Description	<p><i>What's the Real Deal?</i> is designed to assist teachers to educate young people about the myths and potential risks associated with gambling and support students to make informed choices.</p> <p>The program is tailored for Tasmanian high schools (year levels 7 and 8), and provides a comprehensive kit for teachers, including access to videos to engage students.</p>
Website	https://www.communities.tas.gov.au/disability-community-services/gambling/current_programs_and_activities/current_campaigns/

Victoria

Reducing Harm: School Education Program	
Organisation	Victorian Responsible Gambling Foundation
Target audience	Secondary school years
Aligned to curriculum	Yes
Scope	Victoria
Description	<p>Provided by the Victorian Responsible Gambling Foundation, the School Education Program is a free prevention initiative that supports secondary school communities to foster healthy and informed attitudes to gambling.</p> <p>The School Education Program offers: free face-to-face information sessions for teachers, parents and students; units of work aligned with curriculum objectives across multiple subjects, and useful resources for schools.</p>
Website	https://responsiblegambling.vic.gov.au/reducing-harm/schools/
Love the Game, Not the Odds	
Organisation	Victorian Responsible Gambling Foundation
Target audience	Primary school years Secondary school years
Aligned to curriculum	No
Scope	Victoria
Description	<p>Provided by the Victorian Responsible Gambling Foundation, <i>Love the Game, Not the Odds</i>, is a free program to help sport clubs reduce young people's exposure to sport betting advertising and raise awareness of the potential risks of gambling harm for young people.</p> <p>The program provides sporting clubs with ready-to-use social media resources to help raise awareness and show support for the program.</p>
Website	https://lovethethegame.vic.gov.au/
Information for parents	https://lovethethegame.vic.gov.au/issue/talking-kids/
Young Aboriginal People's Gambling Awareness Program	
Organisation	Victorian Responsible Gambling Foundation
Target audience	Secondary school years Young adults
Aligned to curriculum	No
Scope	Victoria
Description	<p>This program has been designed in collaboration with Aboriginal Gambler's Help services to help young Aboriginal people gain an understanding of the nature of gambling and the potential risks associated with it.</p> <p>The program is delivered by professional educators through a range of interactive workshop activities, for both sporting clubs and schools.</p>
Website	https://responsiblegambling.vic.gov.au/reducing-harm/young-aboriginal-peoples-gambling-awareness-program/

Video Gaming and Gambling

Organisation	Victorian Responsible Gambling Foundation
Target audience	Primary school years Secondary school years
Aligned to curriculum	No
Scope	Victoria
Description	<p>This section of the Victorian Responsible Gambling Foundation's website provides comprehensive information to help parents navigate and understand the world of video gaming, and the line between online gaming and gambling for young people.</p> <p>Resources for parents include the following topics:</p> <ul style="list-style-type: none"> • Understanding gaming • Understanding and managing your child's in-app purchases • Is my teen gaming too much? • Why teens like gaming • Setting boundaries for a healthy online life • Top tips for parents • Gambling among secondary school students
Information for parents	https://responsiblegambling.vic.gov.au/reducing-harm/video-gaming-and-gambling/

Financial Literacy Resources

Australian Competition and Consumer Commission	
Organisation	Australian Government
Target audience	All
Aligned to curriculum	No
Scope	National
Description	<p>The Australian Competition and Consumer Commission (ACCC) site is the authoritative reference source for up-to-date information on consumer law, rights and protection.</p> <p>The website provides a wealth of information, tools and resources relating to a broad range of subjects; from online shopping and scams, to health, home and motor vehicles.</p> <p>One resource, <i>Helping students be mobile savvy</i>, provides a series of multimedia classroom activities designed to help teenagers navigate the costs of mobile phones and understand their consumer rights.</p>
Website	https://www.accc.gov.au/consumers
	https://www.accc.gov.au/about-us/tools-resources/helping-students-be-mobile-savvy
Buy Smart	
Organisation	Queensland Government
Target audience	Secondary school years
Aligned to curriculum	Yes
Scope	Queensland
Description	<p>The Buy Smart competition is a Queensland Government education initiative designed to engage and encourage young people to:</p> <ul style="list-style-type: none"> • become financially literate; • avoid scams; and • learn their consumer rights. <p>Comprehensive teachers resource kits are customised to suite students at different levels, with information on a range of topics, presentation ideas and classroom activities provided to help guide students with their competition entries.</p>
Website	https://www.qld.gov.au/law/laws-regulated-industries-and-accountability/queensland-laws-and-regulations/fair-trading-services-programs-and-resources/buy-smart-competition

Financial Basics	
Organisation	Financial Basics Foundation
Target audience	Secondary school years
Aligned to curriculum	Yes
Scope	National
Description	<p>The Financial Basics Foundation is a non-profit organisation providing free financial literacy resources to educators around Australia.</p> <p>The Foundation's program, <i>Operation Financial Literacy</i>, is a 12 module resource for secondary school teachers mapped to the Australian curriculum.</p> <p>The Foundation has also developed an online financial literacy game for secondary school students, called <i>ESSI Money</i> (Earning, Spending, Saving and Investing), which allows participants to achieve an understanding of the basic concepts surrounding financial management.</p>
Website	http://www.financialbasics.org.au/
MoneySmart	
Organisation	Australian Government
Target audience	Primary school years Secondary school years Young adults
Aligned to curriculum	Yes
Scope	National
Description	<p>ASIC's MoneySmart Teaching program is one of the key initiatives of the <i>National Financial Literacy Strategy</i>.</p> <p>This site, auspiced by the Australian Securities and Investments Commission (ASIC), has a wealth of information and advice for people of all ages.</p> <p>The MoneySmart program for teachers is aligned to the Australian curriculum, both primary and secondary school streams, and is supported by state and territory education authorities, as well as the Australian Council of State School Organisations.</p> <p>The financial literacy requirements of young people transitioning into adulthood are covered in the MoneySmart Rookie program.</p>
Website	https://www.moneysmart.gov.au/teaching
Information for parents	https://www.moneysmart.gov.au/life-events-and-you/families/teaching-kids-about-money

National Financial Capability Strategy

Organisation	Australian Government
Target audience	All
Aligned to curriculum	No
Scope	National
Description	<p>Building on from the Government's <i>National Financial Literacy Strategy 2014-17</i>, this website, led by the Australian Securities and Investments Commission (ASIC), provides the framework for the <i>National Financial Capability Strategy 2018</i>.</p> <p>The Strategy drives and supports initiatives "to help Australians be in control of their financial lives": to support people to manage their money; make informed decisions; and plan for the future.</p>
Website	https://financialcapability.gov.au/strategy/#home

Practical Money Skills for Life

Organisation	VISA Corporation
Target audience	Primary school years Secondary school years
Aligned to curriculum	No
Scope	National
Description	<p>Practical Money Skills for Life is a financial literacy website established by VISA to help educate people of all ages.</p> <p>The site provides educators with access to a variety of free resources, including teacher's guides and activity sheets, catering to students from kindergarten through to year 12.</p>
Website	https://www.practicalmoneyskills.com.au/for-educators/

StartSmart

Organisation	Commonwealth Bank Foundation
Target audience	Primary school years Secondary school years
Aligned to curriculum	Yes
Scope	National
Description	<p>Established by the Commonwealth Bank Foundation, this site offers two comprehensive financial literacy programs for students customised to their needs, interests and levels of learning:</p> <ul style="list-style-type: none"> • StartSmart Primary; and • StartSmart Secondary. <p>The programs are delivered by way of free facilitated workshops and the provision of interactive teacher resources. Teacher resources include lesson plans, videos and animations to engage students.</p> <p>Both the primary and secondary school programs are mapped to school curricula in each state and territory.</p>
Website	https://startsmart.com.au/

Youth Central	
Organisation	Victorian Government
Target audience	Secondary school years Young adults
Aligned to curriculum	No
Scope	Victoria
Description	<p><i>Youth Central</i> is a Victorian Government initiative for young people aged from 12 to 25.</p> <p>The website contains information and tips on a comprehensive range of topical issues and encourages young people to participate by either submitting an idea or contributing an article for publication.</p>
Website	https://www.youthcentral.vic.gov.au/advice-for-life/finances

Cyber Safety Resources

bCyberwise	
Organisation	Life Education Australia
Target audience	Pre-school years Primary school years
Aligned to curriculum	Yes
Scope	National
Description	<p>bCyberwise is a curriculum based program developed by Life Education Australia to explore various aspects of cyber safety, including how to recognise a safe website, protect your personal information and how to be respectful online.</p> <p>Life Education is one of Australia's largest independent health and safety education providers for school aged children using mobile learning centres to visit schools and deliver programs.</p> <p>The program has also developed educational apps and take home material to support parents at home.</p>
Website	https://lifeed.org.au/teachers-and-schools/the-life-ed-program/
Information for parents	https://lifeed.org.au/families/resources-for-parents-carers/
eSafety	
Organisation	Australian Government – Office of the eSafety Commissioner
Target audience	Primary school years Secondary school years
Aligned to curriculum	No
Scope	National
Description	<p>This is the website for the Office of the eSafety Commissioner which is responsible for co-ordinating and leading the online safety efforts of the Australian Government, industry and the not-for-profit community.</p> <p>The site provides a wealth of authoritative information and resources to help educate the community about online safety, including specific content and resources for schools and parents.</p> <p>A recent initiative is the <i>Yes Project</i> which invites students to explore their online culture to identify how it could be improved.</p> <p>A comprehensive range of teaching resources is made available, with both standalone lesson plans and virtual classrooms offered.</p>
Website	https://www.esafety.gov.au/education-resources
Information for parents	https://www.esafety.gov.au/parents
Information on online gaming	https://www.esafety.gov.au/parents/big-issues/gaming

eSmart	
Organisation	Alannah and Madeline Foundation
Target audience	Primary school years Secondary school years
Aligned to curriculum	No
Scope	National
Description	<p>Initiated by the Alannah and Madeline Foundation, the eSmart program was developed to help schools improve cyber safety and reduce cyber bullying.</p> <p>Its framework covers the entire school community (teachers, students, parents and the library) and provides the policies, practices and whole-school change processes required to create and support a cyber-safe environment.</p> <p>This program is free in Victoria.</p>
Website	https://www.esmart.org.au/

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