

# iMinds Lessons: Gambling Literacy, Grade 1



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\*PHE: Physical Health Education

SS: Social Studies

ELA: English Language Arts

LESSONS	THEMES/TOPICS	GRADE LEVEL	SUBJECTS*	STIMULI	HANDOUTS	COMPETENCIES/ SKILLS
<u>Choice and Responsibility</u>	<ul style="list-style-type: none"> <li>Choice and responsibility</li> <li>Accountability</li> <li>The impact of actions on others</li> </ul>	1,2	<ul style="list-style-type: none"> <li>ELA</li> <li>SS</li> </ul>	<ul style="list-style-type: none"> <li>Poem: <i>Sarah Cynthia Sylvia stout would not take the garbage out</i></li> </ul>	<ul style="list-style-type: none"> <li>Included at the end of the lesson</li> </ul>	<ul style="list-style-type: none"> <li>Inquiry and critical thinking</li> <li>Exchanging ideas to build shared understanding</li> <li>Making value judgments</li> </ul>
<u>Class Market</u>	<ul style="list-style-type: none"> <li>Risk and reward</li> <li>Money management</li> <li>Healthy eating choices</li> </ul>	1,2,3	<ul style="list-style-type: none"> <li>Math</li> <li>PHE</li> </ul>	<ul style="list-style-type: none"> <li><u>Poster: Canada food guide</u></li> <li>Key considerations of the Canada food guide (Class market)</li> </ul>	<ul style="list-style-type: none"> <li><u>Poster: Canada food guide</u></li> <li>Included at the end of the lesson</li> </ul>	<ul style="list-style-type: none"> <li>Assessing how gambling impacts culture, health, and communities</li> <li>Developing personal and social skills to reflect on and manage personal behavior</li> <li>Developing strategies for decision-making</li> <li>Applying math through play and problem-solving</li> </ul>
<u>Hanukkah Dreidel Game</u>	<ul style="list-style-type: none"> <li>Emotions</li> <li>Winning and losing</li> <li>Cultural celebration</li> <li>Risk and decision-making</li> </ul>	K,1,2,3	<ul style="list-style-type: none"> <li>SS</li> <li>Art</li> </ul>	<ul style="list-style-type: none"> <li>Game: Driedel</li> </ul>	<ul style="list-style-type: none"> <li>No handouts</li> </ul>	<ul style="list-style-type: none"> <li>Recognize causes and consequences</li> <li>Ethical judgments</li> <li>Create artistic works collaboratively</li> <li>Express ideas and emotions through the arts</li> </ul>
<u>Horse: A ball-and-hoop game</u>	<ul style="list-style-type: none"> <li>Risk and consequence</li> <li>Emotional responses</li> <li>Competition and rewards</li> </ul>	K,1,2,3	<ul style="list-style-type: none"> <li>PHE</li> </ul>	<ul style="list-style-type: none"> <li>Game of Horse</li> </ul>	<ul style="list-style-type: none"> <li>No handouts</li> </ul>	<ul style="list-style-type: none"> <li>Movement skills</li> <li>Decision-making for health</li> <li>Mental well-being practices</li> <li>Emotional awareness</li> </ul>

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<a href="#"><u>Thinking about Bingo</u></a>	<ul style="list-style-type: none"> <li>Emotions</li> <li>Self-awareness</li> <li>Emotional management</li> <li>Fun vs. problematic engagement</li> </ul>	K,1,2,3,4,5,6,7	<ul style="list-style-type: none"> <li>N/A</li> </ul>	<ul style="list-style-type: none"> <li>Bingo game</li> </ul>	<ul style="list-style-type: none"> <li>No handouts</li> </ul>	<ul style="list-style-type: none"> <li>Exploring and understanding emotions</li> <li>Understanding gambling influences</li> <li>Self-reflection and management</li> </ul>
<a href="#"><u>Wanting and Giving: Greed and The Giving Tree</u></a>	<ul style="list-style-type: none"> <li>Greed and wanting</li> <li>Giving and selflessness</li> <li>Happiness and material possessions</li> <li>Emotions</li> </ul>	K,1	<ul style="list-style-type: none"> <li>ELA</li> <li>AE</li> </ul>	<ul style="list-style-type: none"> <li><a href="#"><u>YouTube Clip/ Children's book: The Giving Tree</u></a></li> </ul>	<ul style="list-style-type: none"> <li><a href="#"><u>YouTube Clip/ Children's book: The Giving Tree</u></a></li> </ul>	<ul style="list-style-type: none"> <li>Thinking critically about material possessions and happiness</li> <li>Exchanging ideas to build understanding</li> <li>Expressing ideas and emotions through art</li> </ul>
<a href="#"><u>What Time Is It, Mr. Wolf?</u></a>	<ul style="list-style-type: none"> <li>Risk and decision-making</li> <li>Emotional responses to games</li> <li>Control and power</li> <li>Consequences of actions</li> </ul>	K,1	<ul style="list-style-type: none"> <li>PHE</li> </ul>	<ul style="list-style-type: none"> <li><a href="#"><u>Game: What Time Is It, Mr. Wolf? YouTube</u></a> (from 0:40 to 1:25)</li> </ul>	<ul style="list-style-type: none"> <li><a href="#"><u>Game: What Time Is It, Mr. Wolf? YouTube</u></a> (from 0:40 to 1:25)</li> </ul>	<ul style="list-style-type: none"> <li>Engaging in physical activity</li> <li>Safety and fair play</li> <li>Developing body awareness</li> <li>Reflecting on respectful participation</li> </ul>
<a href="#"><u>Under/Over 7</u></a>	<ul style="list-style-type: none"> <li>Risk and chance</li> <li>Decision-making</li> <li>Betting and consequences</li> <li>Real-life risk-taking</li> </ul>	1,2	<ul style="list-style-type: none"> <li>Math</li> </ul>	<ul style="list-style-type: none"> <li>Game: Under/Over 7</li> </ul>	<ul style="list-style-type: none"> <li>No handouts</li> </ul>	<ul style="list-style-type: none"> <li>Using reasoning to explore and make connections</li> <li>Applying math skills through play, inquiry, and problem-solving.</li> <li>Thinking critically about risky activities in life</li> <li>Developing decision-making strategies</li> </ul>