

# iMinds Lessons: Gambling Literacy, Grade 3



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\*PHE: Physical Health Education

SS: Social Studies

ELA: English Language Arts

AE: Arts Education

LESSONS	THEMES/TOPICS	GRADE LEVEL	SUBJECTS*	STIMULI	HANDOUTS	COMPETENCIES/ SKILLS
<u>Charlotte's Web</u>	<ul style="list-style-type: none"> <li>Freedom, risk, and responsibility</li> <li>Decision-making</li> <li>Support networks and community</li> <li>The role of risk in fun and excitement</li> </ul>	3,4,5	<ul style="list-style-type: none"> <li>ELA</li> <li>PHE</li> <li>AE</li> <li>Math</li> </ul>	<ul style="list-style-type: none"> <li>Novel: <i>Charlotte's Web</i>, Chapter 17</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>Understanding physical, emotional, and social changes</li> <li>Promoting a safe and caring environment</li> <li>Developing mental well-being and self-identity</li> <li>Mathematical understanding and problem solving</li> <li>Critical thinking and strategy development</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>

LESSONS	THEMES/TOPICS	GRADE LEVEL	SUBJECTS*	STIMULI	HANDOUTS	COMPETENCIES/ SKILLS
<a href="#"><u>Horse: A ball-and-hoop game</u></a>	<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>
<a href="#"><u>Oh, the Places You'll Go!</u></a>	<ul style="list-style-type: none"> <li>• Choices and decision-making</li> <li>• Balance in life</li> <li>• Winning and losing</li> <li>• Loneliness and self-reflection</li> <li>• Facing challenges</li> </ul>	2,3	<ul style="list-style-type: none"> <li>• ELA</li> <li>• Arts</li> <li>• PHE</li> </ul>	<ul style="list-style-type: none"> <li>• <a href="#"><u>Video: Oh, the Places you'll Go!</u></a></li> <li>• Board games, e.g. snakes and ladders</li> </ul>	<ul style="list-style-type: none"> <li>• <a href="#"><u>Dr Seuss Wikipedia page</u></a></li> <li>• <a href="#"><u>Video: Oh, the Places you'll Go!</u></a></li> </ul>	<ul style="list-style-type: none"> <li>• Enhancing mental well-being</li> <li>• Exploring emotions</li> <li>• Self-reflection and expression</li> <li>• Thinking critically about finding balance</li> </ul>
<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>