## iMinds Lessons: Gambling Literacy, Grade 4

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\*PHE: Physical Health Education ELA: English Language Arts AE: Arts Education

LESSONS	THEMES/TOPICS	GRADE LEVEL	SUBJECTS*	STIMULI	HANDOUTS	COMPETENCIES/ SKILLS
<u>Charlie and the</u> <u>Chocolate Factory</u>	<ul> <li>Chance and Probability</li> <li>Personal Responsibility</li> <li>Greed and self-control</li> <li>Decision-making</li> </ul>	4,5,6	• ELA	<ul> <li>Novel: Charlie and the Chocolate Factory</li> <li>Probability scale</li> <li>George's grandparents' conversation</li> </ul>	<ul> <li><u>Probability</u> <u>scale</u></li> <li><u>George's</u> <u>grandparents'</u> <u>conversation</u></li> </ul>	<ul> <li>Critical analysis of society and economics</li> <li>Self-reflection and decision- making</li> <li>Critical, creative, and reflective thinking</li> <li>Creative and personal response</li> </ul>
<u>Charlotte's Web</u>	<ul> <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> <li>ELA</li> <li>PHE</li> <li>AE</li> <li>Math</li> </ul>	• Novel: <i>Charlotte's</i> <i>Web</i> , Chapter 17	• Included at the end of the lesson	<ul> <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>Emotions,</u> <u>Metaphors and</u> <u>Gambling</u>	<ul> <li>Emotions</li> <li>Metaphors</li> <li>Coping strategies</li> <li>Decision-making</li> </ul>	4,5	• ELA	<ul> <li><u>Video/Children's</u> <u>book: The Red tree</u></li> <li><u>Images: 15 pictures</u></li> </ul>	<ul> <li><u>Video/</u> <u>Children's</u> <u>book: The Red</u> <u>tree</u></li> <li><u>Images: 15</u> <u>pictures</u></li> </ul>	<ul> <li>Exploring different emotions</li> <li>Understanding the impact of emotions on our thoughts and behaviours</li> <li>Developing strategies to manage choices</li> <li>Applying thinking skills</li> <li>Responding creatively to text</li> <li>Exchanging ideas for understanding</li> </ul>

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<u>Probability and</u> Games of Chance	<ul> <li>Probability</li> <li>Risk management</li> <li>Decision-making</li> <li>Choice</li> </ul>	4,5,6	<ul><li>ELA</li><li>Arts</li><li>Math</li></ul>	<ul> <li><u>Article: Giving is living:</u> <u>gambling for charity</u></li> <li>Handouts: <ul> <li>Raffle ticket</li> <li>Raffle costs</li> <li>Fundraising pros and cons</li> <li>Fundraising strategy</li> </ul> </li> </ul>	<ul> <li><u>Article: Giving is</u> <u>living: gambling</u> <u>for charity</u></li> <li>Handouts included at the end of the lesson</li> </ul>	<ul> <li>Cultural, social, and Emotional impacts of gambling</li> <li>Exploring emotions</li> <li>Reflecting on decision- making</li> <li>Collaboration and critical thinking</li> <li>Developing mathematical and creative art competencies</li> </ul>
<u>Thinking about</u> <u>Bingo</u>	<ul> <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	• N/A	• Bingo game	No handouts	<ul> <li>Exploring and understanding emotions</li> <li>Understanding gambling influences</li> <li>Self-reflection and management</li> </ul>