



Gambling  
Awareness  
Program

## Middle Years Cyber Class – Module TWO

### Questions for Further Discussion

1. Describe what a **loot box** is. Why do you think countries like Belgium think they are connected to Gambling?

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2. What might be a **warning sign** that someone is having problems with their technology use?

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3. Follow Up Activity

Watch this Video: **Why Candy Crush is So Addictive**

<https://www.youtube.com/watch?v=kORDVsYYJpg&t=14s>

Why do you think video games or social media can be so addicting?

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Canadian Mental  
Health Association  
*Mental health for all*



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