



Gambling  
Awareness  
Program

## Middle Years Cyber Class – Module THREE

### Questions for Further Discussion

1. What are some **reasons why** someone might gamble?

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2. What is **one** resource available for people who have a gaming/gambling problem?

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3. Follow Up Activity

Watch this Video: **Clash of Clans Advertisement**

<https://www.youtube.com/watch?v=R2zWUX9diVw>

What about this advertisement might make somebody want to download and play this game?

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Canadian Mental  
Health Association  
*Mental health for all*



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