

Creating a
curriculum for
college campuses to
educate college
students on healthy
gambling, financial
wellness, risk,
identifying
gambling-related
harms, & where to
seek help.

Modules Include:

Providing flexibility with required and recommended modules allowing for 20, 35, and 50 minute presentations to a variety of student audiences.

- 1 Gambling & Gaming Literacy
- 2 Gambling & the Brain
- **3** Protective & Risk Factors
- 4 Low-Risk vs Higher-Risk Behaviors
- How to Recognize Harm
- 6 How to Talk with Others About Their Gambling
- 7 Activities Include:
 - Assessing Risk Aversion
 - Identifying Healthy Gambling Behavior
- 8 Resources (provided with QR codes)















