

THE SCOTTISH GAMBLING EDUCATION HUB: Theory of change

Our mission is for every young person in Scotland to have access to gambling education and prevention opportunities.

Context

At any given time as many as 15,000 young people in Scotland experience some level of harm associated with gambling. However, less than half of young people and teachers would be confident about where to signpost someone for support. There is concern that the ongoing cost of living crisis may lead to an increased risk of gambling harms for families experiencing financial difficulty.

Impacts



Improved practitioner capabilities lead to increased gambling harm education and prevention support for young people and families.



Reduced gambling harm in young people and families through improved awareness, understanding and response to gambling risk.

Outcomes: Short-term

(1 month post-training)



- Improved awareness and knowledge of gambling harm and support services
- Improved ability to identify gambling harms
- Improved confidence to signpost



- Improved awareness of gambling risks/harms and support available
- Improved ability to make informed decisions about gambling

Activities



- Training sessions developed, individuals & organisations invited
- Bespoke sessions & sample plans developed for partner orgs
- Theatre performances developed and schools invited to host
- Practitioners invited to join SGEN
- Online toolkit annual update, new bite-sized resources developed
- Incorporate learning and emerging trends into training & service delivery
- Inputs developed for colleges & universities
- Youth Fund promoted to targeted organisations
- Advice and advocacy for organisations and individuals
- Research conducted with young people on their views
- Student engagement and networking events attended

Outcomes: Mid to long-term

- Increase in practitioner signposting
- More services embed gambling education in their work
- Services collaborate to deliver gambling education
- Young people make more informed decisions about gambling
- YP talk with peers and family about gambling harms and responses
- Young people's voices are heard around gambling-related harm
- Families initiate more conversations about risks around gambling



Outputs

- CPD sessions delivered
- Workshops for young people and families delivered
- SGEN quarterly meetings delivered
- Annual Scottish Gambling Education Conference delivered
- Monthly newsletter delivered
- Youth Fund projects delivered
- Theatre performances delivered in high schools
- Young people share their views through research projects
- New partnerships developed
- Awareness-raising conversations at engagement events



Inputs

- Funding for 2021-2024
- Time from GA staff
- Support from other Hubs
- Time from 6 staff (4 FT, 2 PT)
- Online toolkit and resources
- Organisational support from FF
- Theatre performance from Rolled Up
- Support from partner organisations
- Lived experience input
- Time from SGEN contributors



Assumptions

1. Early intervention and harm prevention is more beneficial to young people, families, and communities, and more cost-effective, than recovery and late-stage intervention.
2. People working directly with young people and families in youth services, community organisations, family services, and formal education settings are best placed to identify and respond to gambling harms in young people and families.
3. Training is most effective when delivered by an organisation that is experienced in working in this sector, and understands education and prevention in relation to gambling harm.
4. Young people who are more aware of gambling harms and support available will have improved capacity to make informed decisions about gambling.