



THRILLS, SPILLS AND SOCIAL ILLS

Travelling exhibition

Recommended for years 7+ students

Gambling is one of the most distinctive aspects of Australian life. Most forms of gambling are lawful in Australia. Judged on gambling losses per capita, Australians are the world's leading gamblers.

This exhibition looks at the past and present of gambling in all its major forms — the lotteries, racetracks, the TAB and racetrack tote, poker machines and casino games. The exhibition also seeks to answer questions like — Why are Australians such enthusiastic gamblers? Why is Australian society characterised by an unusual degree of tolerance for gambling and why is it such an important part of our popular culture? What are the benefits, costs and consequences of gambling?

The exhibition is divided into nine sections:

1. Hope to win, expect to lose
2. The 'lucky' country
3. What is problem gambling? and Do you have a gambling problem?
4. The bookmaker: on and off course
5. Computing the odds
6. Poker machines
7. Clubland
8. Lotteries
9. Gambling laws and the community, Casino Community Benefit Fund and G-line (NSW).

The exhibition and its associated publications:

1. *Gambling in Australia: thrills, spills and social ills* booklet
2. *What are the odds? Understanding the risks* Education Kit for years 7–10 Mathematics
3. online interactive site *Gambling: calculating the risk* located at the Museum site — <http://www.powerhousemuseum.com/gambling>

Aim to:

1. provide teachers with information on this complex social issue to facilitate integration of the material into the school curriculum
2. support the teaching and learning of the year 7+ curriculum across a range of areas (as identified in the 'Syllabus links' section) within the Australian historical, socio-cultural and technological contexts

3. develop an appreciation of the social and cultural history of gambling in Australian society
4. engage students in the learning through the use of relevant and contemporary social phenomena like gambling as a thematic and illustrative vehicle
5. encourage and develop critical thinking and mathematical skills in students for objective evaluation of real-life situations such as gambling
6. improve young people's understanding of the mathematical principles behind gambling and increase their capacity to make informed decisions and choices about gambling.

The exhibition and its printed and online materials are supported by the Casino Community Benefit Fund which funds G-line (NSW) — a 24-hour telephone helpline for people with gambling problems — call 1800 633 635

Note for teachers

Gambling can lead to psychological, social, financial and school-related problems, and young people are more vulnerable to these problems than adults. Some of your students or their family members might be experiencing these problems. You will need to be sensitive to the needs of these students. Prior contact with the school student counsellor and information about where to find help is advised.

Syllabus links

The exhibition is highly recommended to years 7+ students and can be easily integrated into or adapted for the teaching and learning of the years 7+ curriculum. The wonderful collection of objects and images, eight specially designed computer interactives and eight short films in the exhibition provide an integrated, interactive, contextual and multimedia environment that encourages reflection, enquiry, experiential and collaborative learning.

For the years 7 to 10 curriculum, the exhibition will provide opportunities that:

- engage and challenge all students to maximise their individual talents and capabilities for lifelong learning
- enable all students to develop positive self-concepts and a capacity to establish and maintain safe, healthy and rewarding lives
- promote a fair and just society that values diversity.

It will also help years 7 to 10 students achieve the following learning outcomes:

- understand, develop and communicate ideas and information
- access, analyse, evaluate and use information from a variety of sources
- work collaboratively with others to achieve individual and collective goals
- possess the knowledge and skills necessary to maintain a safe and healthy lifestyle
- understand and appreciate the physical, biological and technological world and make

responsible and informed decisions in relation to their world

- understand and appreciate social, cultural, geographical and historical contexts, and participate as active and informed citizens
- express themselves through creative activity and engage with the artistic, cultural and intellectual work of others
- understand and apply a variety of analytical and creative techniques to solve problems
- understand, interpret and apply concepts related to numerical and spatial patterns, structures and relationships
- be productive, creative and confident in the use of technology and understand the impact of technology on society
- develop a system of personal values based on their understanding of moral, ethical and spiritual matters.

Individual syllabus links:

1. Mathematics (years 7–10)

Outcomes

- NS4.4 — solves probability problems involving simple events.
- NS5.1.3 — determine relative frequencies and theoretical probabilities.
- NS5.3.2 — solve probability problems involving compound events.

2. History (years 7–10)

The topics

- Topic 1 of Stage 4 — Investigating History.
- Topic 8 of Stage 5 — Australia's Social and Cultural History in the Postwar Period.

3. Design and Technology (years 7–10)

The objectives of developing

- Understanding and appreciation of the impact of past, current and emerging technologies on the individual, society and environments.
- Knowledge and understanding of and skills in innovation, creativity and enterprise.

4. Commerce (years 7–10)

Core and optional content

- Core content — Personal Finance
- Option 5 — Towards Independence
- Option 10 — Community Participation

5. Studies in Society (years 7–10)

Areas of inquiry

- Sports, Games and Recreation
- Current Issues in Society
- Health and Society

6. Personal Development, Health and Physical Education (years 7–10)

The content strand

- Strand 3 — Individual and Community Health

7. General Mathematics (years 11–12)

The objectives of developing

- Appreciation of the relevance of mathematics.
- The ability to apply mathematical skills and techniques to interpret practical situations.
- Skills, knowledge and understanding in probability.

The content units of

- The language of chance
- Relative frequency and probability
- Multi-stage events
- Applications of probability

8. Mathematics 2/3 Units (years 11–12)

The topic on

- Probability

9. Community and Family Studies (years 11–12)

The objectives of developing

- Knowledge and understanding about resource management and its role in ensuring individual, group, family and community wellbeing.
- Knowledge and understanding about the influence of a range of societal factors on individuals and the nature of groups, families and communities.
- Skills in critical thinking and the ability to take responsible action to promote wellbeing.

The modules of

- Resource Management
- Family and Societal Interactions
- Social Impact of Technology

Introduction

Gambling in Australia: thrills, spills and social ills

Gambling is one of the most distinctive aspects of Australian life. Most forms of gambling are lawful in Australia. Judged on gambling losses per capita, Australians are the world's leading gamblers. Currently we lose \$15 billion per year through gambling — \$1000 per adult.

Gambling in Australia looks at the past and present of gambling in all its major forms — the lotteries, racetracks, the TAB and racetrack tote, poker machines and casino games.

Why are Australians such enthusiastic gamblers? Why is Australian society characterised by an unusual degree of tolerance for gambling and why is it such an important part of our popular culture? What are the benefits, costs and consequences of gambling?

Gambling in Australia: thrills, spills and social ills seeks to answer these questions.



Created as a novelty promotion, at almost 2.5 metre tall the Matilda poker machine is the largest poker machine made in Australia.

Did you know?

- It is illegal for you to gamble if you are under 18.
- According to the Productivity Commission, 2.1 per cent of Australian adults are problem gamblers and they account for about one-third of the gambling industries' market or on average about \$12 000 each per year compared with just under \$650 for others in 1999.

Hope to win, expect to lose

Probability theory underpins many fields of human activity — physics, genetics, insurance, military strategy and business, just to name a few.

The concept of risk management has become a key feature of contemporary life.

Despite being central to the process of gambling, probability and risk management are not often foremost in the mind of the gambler. Rather, there are a number of common misconceptions about chance and luck that can lead people to make imprudent choices. Sometimes these can have disastrous consequences.

Here we look at some basic concepts of probability and examine a number of common gambling fallacies.

Interactives

Test your mathematical skills against the interactives in the exhibition. They help reveal some common misconceptions and show the mathematical realities of various gambling activities.

1. *Roll up*
Join Chevalier de Mere, a 17th century French nobleman, for three games of dice. As you try to beat the odds, de Mere will teach you about some common gambling fallacies.
2. *Let's make a deal*
Let the host of the popular 1960s American TV show help you with the choice of stay or swap.
3. *Jackpot?*
What would you do if you win \$2.5 million? What choices and decisions would you make? See whether you can avoid going bankrupt.

Did you know?

- Chevalier de Mere suffered huge losses when he bet that he could roll at least one 'double 6' in 24 rolls of a pair of dice. Two mathematical heavyweights, Blaise Pascal and Pierre de Fermat, came to his aid and solved the problem by using probability.
- According to a study by Roy Morgan in 1999, 59% of gamblers and 66% of regular gamblers gamble because of the 'dream of winning'.

The 'lucky' country

Gambling has been a popular passion in Australia since the beginning of European settlement.

Few everyday pastimes have been so controversial or so debated. Hardly any have been more central to our sporting and social life. Few have so highlighted and transcended social divisions.

Gambling has enriched our national history with a gallery of notable people. From innovators in design and technology to entrepreneurs and 'colourful racing identities', gambling has formed the common background for a gallery of significant Australians.

'The "lucky" country' outlines the history of Australian gambling and its personalities.

Short films

a. Gambling on screen

View extracts from:

- *The sentimental bloke*, 1919
- *Wake in fright*, 1971
- *Power without glory*, 1976

Running time: 8 minutes

b. *No more bets please*

People suffering from serious gambling problems talk about the effect on their lives and what they did to conquer compulsive gambling.

Running time: 11 minutes



This production still from the Australian film *The sentimental bloke*, shows men playing two-up.

Focus questions

- In this section gambling is described as among few pastimes that 'so highlighted and transcended social divisions'. From the collection of objects and images on display, choose those that you think help illustrate the statement. Explain.
- Gambling is also described as a popular passion that has been very controversial and debated. What are the controversies and debates that are highlighted in this section of the exhibition?

Did you know?

- The first Melbourne Cup was run in 1861.

What is problem gambling?

Unlike alcohol or drug abuse, problem gambling is not detectable through observable physical symptoms.

There are various definitions of problem gambling, but most emphasise:

- lack of control by a gambler over their gambling behaviour
- adverse personal, economic and social impacts resulting from a gambler's actions.

While most people gamble for enjoyment and don't experience problems, it is estimated that about 290 000 Australians (2.1 per cent of the adult population) have severe or moderate problems with their gambling. Problem gamblers account for one third of gambling expenditure. It is also estimated that each problem gambler has a financial or emotional impact on 5 to 10 other people.

Source: Productivity Commission, Australia's gambling industries, Canberra, 1999

Do you have a gambling problem?

You may have answered an interactive questionnaire in the exhibition designed to assess whether or not a person may have a gambling problem.

Questions include:

- What is the largest amount of money you have ever gambled on any one day?
- Have you ever lost time from work (or school) due to gambling?
- When you gamble, how often do you return another day to 'win back' money you lost?
- Have you ever claimed to be winning money gambling when you weren't?

If you are concerned about your gambling, or the gambling of a relative or friend, contact G-line (NSW) — Freecall* 1800 633 635.

* A free call from fixed telephones. Usual mobile charges apply.

Interactive

4. *Gambling questionnaire*

The South Oaks Gambling Screen is a questionnaire that helps to pick out people with serious (pathological) gambling problems.

The bookmaker on and off course

A bookmaker assesses the chances of each horse or contestant winning a competition, and then offers betting odds based on these chances. The bookmaker's skill lies in accurate judgement, ensuring that a percentage of bets taken is retained as profit — no matter which horse wins.

Although all social classes engaged in betting with bookmakers, the profession was sometimes regarded with suspicion. Despite this, racing's social status saw bookmakers survive when other forms of gambling were prohibited. The demand for betting services meant that the illegal off-course bookmaker also flourished.

In the face of fierce competition from the off-course totalisator, bookmaker numbers have declined dramatically since the 1960s. The bookmaker's profession has become more precarious, a daily gamble.



Bill Waterhouse's bookmaker's bag.

Focus question

- Bookmakers are described as 'part mathematician, part gambler, part salesman, bookmakers ruled a world encompassing the respectable and the criminal, and all intermediate social standings'. With reference to the objects and stories featured in this section, to what extent do you agree with this statement?

Did you know?

- On-course bookmakers are illegal in many countries because of their association with race-fixing and other dubious practices. In Australia, they are licensed and regulated.

Short films

- c. 'The gambler'
from *A Big Country*, 1975
An interview with Bill Waterhouse. Known as 'Emperor Bill', he is Australia's best known and, for many years, biggest bookmaker.
Running time: 7 minutes

Computing the odds

In the early 1900s, young Australian engineer George Julius turned his unsuccessful voting machine into the first fully automatic totalisator machine. Tote betting was already popular with punters, providing an alternative to betting with the bookmakers.

Julius took his machine around the world, and in doing so created an Australian tote building industry that serviced a flourishing local and international market.

Initially acclaimed as a means of ridding racecourses of bookmakers, totalisators became a major feature of Australian racetracks.

'Computing the odds' examines the electromechanical tote and its role in Australian racing.

Short film

d. *Various ways to lose your money*

Follow Shona's day of gambling:

- with bookies at the races
- on the tote at the races
- with pokies at the club
- at the TAB.

Running time: 5.5 minutes

Focus questions

- The odds offered by the tote are often referred to as 'true' odds. What is the difference between the odds offered by bookies and those offered by the tote?

Did you know?

- Totalisator technology is one of the most widely adopted Australian innovations. The first fully automatic totalisator machine was adapted from a voting machine.

Poker machines

Poker machines were imported to Australia as soon as they appeared in the United States a century ago. In 1956, NSW became the first Australian state to permit the use of poker machines in registered clubs.

At 85–90%, poker machines return more money to players than most of the popular forms of gambling. Yet poker machines now account for the majority of the money gambled and lost in Australia. Most of the people who develop a gambling addiction play poker machines.

The key to poker machines' command of the gambling dollar lies in their style, process and design.



Successful players of the Australia poker machine received their reward in cigars over the counter, about 1937.

Interactive

5. *What are the odds*

Play the virtual gambling games of Pokies, Keno and Lotto. See what you are up against with \$5000 virtual money to spend on any of these three games.

Focus questions

- Australia's poker machines are popular and known to be innovative. Compare the different models on display and see how the machines had evolved in terms of both design and technology.

Did you know?

- Aristocrat, an Australian poker machine manufacturer, is one of the world's largest. Initially a family dental equipment company, Aristocrat was ranked number one in the Melbourne Institute's Innovation Index in 1998.

- Most of the people who develop a gambling addiction play poker machines. In 1998, over half of Australia's 185 000 poker machines were in NSW.
- Playing any poker machine is a game of chance and there is no play strategy. The machine will not become 'due' to 'loosen up' or 'dry up' because of near misses or a long period without a big payout or a big recent payout.
- On a machine with 5 reels and 35 possible stops on each reel, the chance of hitting the jackpot in any one play is 1 in 52 521 875. The chance that someone could die in a transport accident in Australia in the year 2000 was 1 in 9524.

Casinos

Casinos are newcomers to the Australian gambling scene.

Casino games were played furtively for many years, often in illegal gaming clubs. But the major gaming resorts of Europe and the United States had no local equivalents until the 1970s, when Australian governments began to take advantage of their potential to create tourism, revenue and employment.

In the past three decades, all Australian capitals have established large casinos and related resorts. Casinos epitomise the corporate face of contemporary gambling.

Interactive

6. *Bet the house*

Choose whether to play the blackjack card game on your own or with the advice of three players who have different advantages from the dealer:

- a card counter with 1% advantage
- a strategy player with minus 0.5% advantage
- a punter with minus 4% advantage.

Focus questions

- It has been said that ‘most Australian casinos are the centrepiece of urban renewal programs ...’ The Star City Casino in Pymont, Sydney, opened in 1997. What was the site used for before the re-development?
- There are 1500 poker machines and 200 gaming tables in the Star City Casino. Do you know how much money is spent annually on gambling in the Star City Casino?
- Each year gamblers at Star City lose about 10% of the total money gambled. How much is the amount of money lost annually on these poker machines and gaming tables?

Did you know?

- Until 1973, casino gambling was prohibited in Australia. In 1973, Australia’s first casino, the Wrest Point Casino opened in Tasmania.
- The house advantages for some popular casino games are:
 - roulette 2.7%
 - sic bo 7.5 to 8.5%
 - baccarat 1.2 to 1.25%
 - blackjack 1 to 2.25%.

Clubland

There are over 3000 licensed clubs in Australia. As the pioneer and heartland of the club movement, NSW is home to almost half of these clubs and to 2.5 million club members.

Although clubs have been an important part of Australian life since the 1800s, they were exclusive associations until the 1950s when new licensing laws and the legalisation of poker machines made social club membership widely available in NSW. Since 1990, all Australian states (except Western Australia) have permitted poker machines in clubs.

Community focused yet primarily financed by gambling revenue, the registered clubs of NSW are one of Australia's most distinctive social institutions.

Short film

e. *Clubland*

Sylvia Raye and John Bogie discuss the rise and fall of club entertainment in the 1960s and 1970s.

Running time: 8.5 minutes

Focus questions

- Some clubs were described as 'poker machine businesses' neglectful of their community responsibilities. Do you agree with this statement?

Did you know?

- St George Leagues Club created the first 'super club' in 1963.
- According to the Productivity Commission, clubs in NSW have 74 206 out of a total of 99 672 poker machines in NSW and their poker machine revenue increased from \$425.2 to \$2385.2 millions from 1978 to 1998. According to the commission, poker machine revenue for some of the large NSW clubs ranged from 65 to 88% of their total revenue.

Lotteries

Lotteries are the oldest and most popular form of communal gambling. Considered a relatively harmless and fair type of gambling, lotteries have been used by governments for centuries to raise revenue.

The Tasmanian government licensed George Adams' Tattersalls Sweepstakes in 1896, becoming the first Australian state to use lotteries for taxation. Usually established as government monopolies financing a variety of good causes, lotteries became the acceptable face of gambling.

By the 1970s lottery revenues were declining in the face of new gambling choices, leading to the introduction of televised draws and new types of lottery games. Lotteries remain the most popular type of gambling in Australia.



The last lottery barrel used by NSW lotteries, it was replaced in the early 1980s by computerised random-number selection.

Interactive

7. *Lucko Lottery*

Are there such things as 'lucky' numbers or 'lucky' rituals? Do you know people who avoid sequential numbers and choose 'random' ones, who avoid certain newsagents or buy their ticket on certain day? Play the Lucko Lottery and let it reveal the truth.

Focus questions

- Find out how the building of the Sydney Opera House was funded.
- What else have lotteries been used for?

Did you know?

- According to NSW Lotteries, the first State Lottery was introduced at the height of the Great Depression to help alleviate the critical funding situation in the state's hospitals.
- The chance of winning the major prize in Powerball is 1 in 54 979 155, in the \$2 scratch lottery it is 1 in 960 000.

Gambling laws and the community

Why are gambling industries subject to strict laws? The main reasons for regulating these industries differently from other industries are to:

- promote consumer protection
- minimise the potential for criminal and unethical activity
- reduce the risks and costs of problem gambling.

Laws also govern community participation in gambling activities.

Did you know you must be 18 years of age before you can legally:

- play gaming machines in hotels, registered clubs or casinos
- play casino games in casinos
- purchase lottery tickets (including scratchies)
- bet on the races?

There are also rules about running art unions, raffles and other community gaming activities.

For information about the NSW gambling laws go to the Department of Gaming and Racing website: www.dgr.nsw.gov.au

Casino Community Benefit Fund

The Casino Community Benefit Fund comes from a 2% levy on all casino gaming revenues paid by the Sydney Star City casino operator, as part of its taxation arrangements with the State Government. The fund is administered by Trustees who advise the Minister for Gaming and Racing on suitable projects and activities.

Since 1995 the fund has committed:

- over \$43 million to counselling, treatment and rehabilitation services for problem gamblers and their families
- close to \$5 million for research into the social and economic impact of gambling
- over \$7 million to raise awareness about problem gambling and gambling-related harm minimisation initiatives
- over \$15 million on community projects and services.

Trustees

Mr Michael Christodoulou (Nominee of the Premier and Minister for Citizenship)

Trustee **Mr Ian Gillespie** (Department of Education and Training, Nominee of the Minister for Education and Training)

Trustee **Ms Jill Hennessy** (Department of Gaming and Racing, Nominee of the Minister for Gaming and Racing)

Chairperson and Trustee **Rev Harry Herbert** (Uniting Care NSW/ACT, Uniting Church in Australia)

Ms Rosemary Milkins (Department of Health, Nominee of the Minister for Health)

Ms Christine Howlett (Department of Community Services, Nominee of the Minister for Community Services)

Trustee **Mr Owen Rogers** (Society of St Vincent de Paul (NSW))

Trustee **Mr Anthony Sukari** (Nominee of the Premier and Minister for Citizenship)

G-LINE (NSW)

G-line (NSW) is a 24-hour, seven days a week, crisis counselling, information and referral service for problem gamblers, their families and friends.

During 2002–03, more than 13 000 people called the helpline with a gambling problem, to discuss concerns about gambling by family or friends, or to get information about problem gambling.

Qualified and experienced counsellors answer calls to G-line (NSW), and offer telephone counselling to assist callers who may be in crisis or callers who are unsure about whether they have a problem with gambling.

The Casino Community Benefit Fund also supports a network of face-to-face problem gambling counselling services across NSW. G-line (NSW) can refer callers to these services.

CCBF-funded gambling counselling services*

Albury	Newtown
Balgowlah	North
Bangalow	Parramatta
Bankstown	Nowra
Bathurst	Parramatta
Blacktown	Penrith
Bondi	Port Macquarie
Broken Hill	Ryde
Bourke	Sadler
Cabramatta	Surry Hills
Campbelltown	Sutherland
Camperdown	Sydney
Campsie	Tamworth
Canley Vale	Wagga Wagga
Cessnock	Warilla
Darlinghurst	West Tamworth
Dubbo	Wickham
East Gosford	Wollongong
East Sydney	Woodrising
Goulburn	Woolloomooloo
Haymarket	Woy Woy
Hornsby	Wyong
Ingleburn	
Lidcombe	
Lismore	
Liverpool	
Narellan	
Newcastle	

* This list is subject to change. Some rural agencies provide 'outreach' services to people within their region.



Short film

f. *Responsible gambling*

A television advertisement by the Casino Community Benefit Fund.

Running time: 1.5 minutes

Focus questions

- What is the Casino Community Benefit Fund? Where does its funding come from and how are the funds spent?

Extension activities

1. Is gambling part of our egalitarian national character?

In romantic versions of Australian history, such as that portrayed in 1981 by J O'Hara in *The great Australian gambling tradition*, gambling is seen as 'an expression of egalitarianism, with chance as the equaliser'.

- Work in groups and discuss O'Hara's view on gambling. Do you agree with his perspective?
- With your understanding of probability and the gambling culture in Australia, comment critically on the idea of 'chance as the equaliser'.

2. Awareness campaign

- Work in groups of three or four. Design a poster or webpage with a slogan, image and text to promote awareness of the health risks associated with problem gambling among young people.
- Present your work to the class.

Reference:

- the summary of the Productivity Commission's 1999 inquiry report into *Australia's gambling industries* provides a very useful overview. This is available online at <http://www.pc.gov.au/inquiry/gambling/finalreport/summary.pdf>
- the G-Line (NSW) Awareness Campaign Press Advertisements http://www.dgr.nsw.gov.au/IMAGES/CCBF/press%20ads/english_1.pdf

3. Health warnings

- a. These are some of the health warnings used in gambling venues (source: *Australia's gambling industries*, inquiry report, Productivity Commission, 1999):
 - 'Have fun, but play it safe'
 - 'If it's no longer fun, walk away'
 - 'Bet with your head, not above it'.
- b. The following are warnings used in other areas of public health:
 - 'Speed Kills'
 - 'Hot water burns like fire'.

In groups of three or four, discuss how the two categories of warnings reflect the difference in attitudes towards gambling when compared with others like road safety.

4. What are the shaping forces?

According to the study, 'Australian Gambling: Comparative History and Analysis', there are four key influences on Australian gambling:

- social values and community attitudes
- economic conditions and trends
- technological developments such as transport, radio and television, telephone and computerisation
- political structures and processes.

Identify the events or stories featured in the exhibition that support such analysis.

Further resources

- *Gambling in Australia: thrills, spills and social ills*, Powerhouse Publishing, 2004
- *What are the odds? Understanding the risks*, education kit for Stage 4 & 5 students, Powerhouse Museum, 2004
- About the Casino Community Benefit Fund, visit <http://www.dgr.nsw.gov.au/HTML/CCBF/ccbf.html#Anchor-The-49575>
- About G-Line (NSW), visit http://www.dgr.nsw.gov.au/IMAGES/PUBLICATIONS/Liquor%20&%20Gaming/Information%20Sheets/About_G-line.pdf
- *Australia's gambling industries*, inquiry report, Productivity Commission, December 1999. Available online at <http://www.pc.gov.au/inquiry/gambling/finalreport/>
- *Australian gambling: comparative history and analysis*, Australian Institute for Gambling Research, University of Western Sydney, October 1999. Available online at http://www.gambling.vcga.vic.gov.au/domino/web_notes/VCGA/austGamblingCompHistory.nsf/
- *Gambling: an Australian tradition on the up!*, Department of the Parliamentary Library, 2002. Available online at <http://www.aph.gov.au/library/pubs/rp/2001-02/02rp14.htm>
- *Gambling education: some strategies for south Australian schools*, South Australia Department of Human Services, November 2002. Available online at <http://www.dhs.sa.gov.au/documents/publications/metropolitan-health-division/Gambling%20Education%20in%20Schools.pdf>
- *Gambling and health communication skills unit for lower secondary*, Year 1 to 10 Health and Physical Education, Sourcebook Modules, Queensland Studies Authority, 2000. Available online at http://www.qsa.qld.edu.au/yrs1_10/kla/hpe/pdf/modules/qhm061.pdf
- *Gambling: minimising health risks unit for lower secondary*, Year 1 to 10 Health and Physical Education Sourcebook Modules, Queensland Studies Authority, 2000. Available online at http://www.qsa.qld.edu.au/yrs1_10/kla/hpe/pdf/modules/qhm069.pdf
- *Facing the odds: the mathematics of gambling and other risks*, Harvard Medical School's Division on Addiction. Available online at http://www.hms.harvard.edu/doa/html/facingtheodds_form.htm
- For history of board games and cards, visit <http://inventors.about.com/library/inventors/blpuzzles.htm>
- For ideas and materials for 'preventing the harmful effects of problem gambling' through education, visit <http://www.knowodds.org/index.html>
- To find out how slot machines work, visit <http://entertainment.howstuffworks.com/slot-machine.htm/printable>
- Find out the mathematics behind games, visit <http://mathworld.wolfram.com/topics/Games.html>

Please note

The websites referred to in these notes were available and suitable at the time of publication. We advise teachers to check sites before recommending them to students.



Gambling in Australia: thrills, spills and social ills

by Charles Pickett

Published in association with the Museum's new exhibition.

24 pages, full colour, RRP \$5.95

Teachers notes published in conjunction with the exhibition
Gambling in Australia: thrills, spills and social ills
at the Powerhouse Museum, April – October 2004;
and touring NSW from 2004 to: Newcastle Regional Museum;
Albury Regional Museum; GeoCentre, Broken Hill; Coffs Harbour City Gallery;
Wollongong City Gallery.

www.powerhousemuseum.com/exhibits/touring/



Gambling: calculating the risk

a new online educational resource from the Powerhouse Museum
www.powerhousemuseum.com/gambling

For Teachers of Mathematics, Commerce, PDHPE and the School Counsellor

Financial assistance for this project was provided by
the New South Wales Government from the Casino Community Benefit Fund.

For more information on the exhibition
Gambling in Australia: thrills, spills and social ills,
visit the Powerhouse Museum's website
<http://www.powerhousemuseum.com>

For more information about education support
or your booking, contact Education and Visitor
Services at the Powerhouse Museum:
Telephone — (02) 9217 0222
Fax — (02) 9217 0441
Email — edserv@phm.gov.au

Get regular updates about Museum programs
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