

**EPISODE 29**
5th June 2024

**KEY LEARNING**

Students will explore the issue of gaming addiction. They will discuss the importance of making healthy and safe choices, particularly when it comes to online gaming.

**CURRICULUM**

**[Health and PE – Years 7 & 8 (v8.4)](https://www.australiancurriculum.edu.au/Search/?q=ACHASSK197+ACHASSK201+ACPPS070+ACPPS074+ACPPS079)**

[**Health and PE – Years 7 & 8 (v8.4)**](https://www.australiancurriculum.edu.au/Search/?q=ACHASSK197+ACHASSK201+ACPPS070+ACPPS074+ACPPS079)

[**Health and PE – Years 9 & 10 (v8.4)**](https://www.australiancurriculum.edu.au/Search/?q=Propose,%20practise%20and%20evaluate%20responses%20in%20situations%20where%20external%20influences%20may%20impact%20on%20their%20ability%20to%20make%20healthy%20and%20safe%20choices)

[**Health and PE – Years 9 & 10 (v8.4)**](https://www.australiancurriculum.edu.au/Search/?q=ACPPS095)

[**Health and PE – Years 9 & 10 (v9.0)**](https://v9.australiancurriculum.edu.au/search?TTN=q%3DInvestigate%2Bthe%2Bimpact%2Bof%2Btransition%2Band%2Bchange%2Bon%2Bidentities&on=AC&AC=q%3DAC9HP8P02%26pageOffset%3D0)

[**Health and PE – Years 9 & 10 (v9.0)**](https://v9.australiancurriculum.edu.au/search?TTN=q%3DInvestigate%2Bthe%2Bimpact%2Bof%2Btransition%2Band%2Bchange%2Bon%2Bidentities&on=AC&AC=q%3DAC9HP8P10%26pageOffset%3D0)

[**Health and PE – Years 9 & 10 (v9.0)**](https://v9.australiancurriculum.edu.au/search?TTN=q%3DAC9HP10P06&on=AC&AC=q%3DAC9HP10P06%26pageOffset%3D0)

Teacher Resource

**Gaming Addiction**

# Focus Questions

Discuss the BTN High story as a class and record the main points of discussion. Students will then respond to the following:

1. How often do you play video games?
2. Do you think spending too much time playing games can affect your

 personal life or mental health? Explain.

1. Do you believe gaming addiction is a problem in Australia? Why or

 why not?

1. When is a person considered addicted to gaming? Give an example.
2. Why do you think teenagers can become addicted to gaming?
3. What do you think needs to be done to combat the issue of gaming

 addiction?

1. Does the responsibility for gaming addiction lie with gamers or the

 mechanics used by game creators?

# Activities

* Write a feature article about gaming addiction. Include a brief history

 on addictive game mechanics, explain the effects of gaming addiction

 and how it can be treated.

* Create a slide presentation about the importance of making healthy

 choices when it comes to gaming.

* Plan a debate with your class or in small groups, based on the

 statement ‘Gaming addiction is a growing problem in Australia’.

* Investigate the effect excessive gaming has on the brain. What is the

 treatment for gaming addiction?