

### Learning objectives

1. Identify and calculate how the cost of online gaming can escalate
2. Explain what can be done to manage spending when gaming
3. Evaluate recommendations made to help young people manage their spending when gaming

#### Resources needed for the lesson [worksheets, print-outs etc]

- Resource 1 | Loot boxes
- Resource 2 | Calculating in-game purchases (one page per student)

Activity	Description	Timing
<b>LO 1 Identify and calculate how the cost of online gaming can escalate</b>		
<b>Starter</b>	Students discuss and make notes on the headline - 'our son spent over £1000 online on his Xbox' How has this young person spent £1000 on a game? Has a crime been committed? Who should take responsibility for this bill?	<b>5 mins</b>
<b>How games encourage spending</b>	Teacher to use video to explain how in-app spending works. Students to recall points from the video explaining how each point works.  Optional literacy moment on loot boxes [10 mins] included: <b>Resource 1</b> .	<b>10 mins</b>
<b>Calculating the cost of gaming</b>	Teacher to explain the activity. Students to use <b>Resource 2</b> to assist their calculation of converting in-game currency to real life currency	<b>15 mins</b>
<b>LO 2 Explain what can be done to manage spending when gaming</b>		
<b>Ways to manage spending when gaming</b>	Teacher to use the video to explore ways to manage spending online. Student prompt questions; Why did the young person say they purchased the loot boxes while playing? How did the young person feel when they realised how much money they had spent? What did the parents do to respond to their child's spending? What are the recommendations to prevent young people from overspending when gaming?	<b>10 mins</b>
<b>LO 3 Evaluation recommendations made to help young people manage their spending when gaming</b>		
<b>Assessing ways to manage spending when gaming</b>	Students to note the advantages and disadvantages for the following recommendations. <ul style="list-style-type: none"> <li>• Better regulation or checks of how games include and promote in-game purchases</li> <li>• Using real currency to show the cost</li> <li>• Better access and promotion of parent controls</li> <li>• Stricter age requirements for making in-game purchases</li> </ul>	<b>5 mins</b>
	Student feedback and decide which recommendations they believe to be effective in rank order. Class reader to explain ways to avoid overspending when gaming followed by reflection.	<b>5 mins</b>