

**SAULT COLLEGE OF APPLIED ARTS & TECHNOLOGY
SAULT STE MARIE, ON**



COURSE OUTLINE

Course Title: Introduction to Problem Gambling

Code No.: NSA110

Semester: 3

Program: Native Community Worker and Continuing Education

Author: Native Education Department

Date: November 1998

Previous Outline Date: n/a

Approved:

M. O'Donnell

Nov. 98

Dean

Date

Total Credits: 1

Prerequisite(s): HDG110

Or equivalent experience

Length of Course: weekend

Total Credit Hours:

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Written permission of The Sault College of Applied Arts & Technology is prohibited.*
*For additional information, please contact Mary O'Donnell, School of Arts & Liberal
Studies & Native Education, (705) 759-2554, Ext. 499.*

I. PHILOSOPHY/GOALS:

Gambling is becoming more problematic in North American society. It affects various groups within the population in different ways. Students will be provided with information on the causes and effects of problem gambler's issues. The weekend will explore the effects on individual, family and community. The course will provide the student with the necessary skills to be an informed helper, organize and develop community intervention support networks to address this growing issue.

II. LEARNING OUTCOMES:

When you have earned credit for this course, you will have reliably demonstrated an ability to:

- 1. Adopt a confident and knowledgeable attitude toward dealing with gambling issues and related consequences.**
- 2. Identify the different types of gamblers and age, gender and culture issues present.**
- 3. Differentiate between specific assessments, characteristics and presenting issues for gambling and those related to chemical dependency.**
- 4. Properly locate the client's situation within the phases of problem gambling.**
- 5. Integrate specific suicide and psychological first aid concerns for the problem gambling client within personal helping style.**
- 6. Make the correlation between your own value and belief system in relation to money, gambling and lifestyle and the work to be done with the problem gambler.**

III TOPICS TO BE COVERED:

- 1. Personal Values, Beliefs and Gambling Style**
- 2. Gambling Overview: prevalence, history, definitions**

- 3. Reasons for Gambling**
- 4. Who are They?**
- 5. Types of Gamblers**
- 6. Major Life Domains Affected, Characteristics & Presenting Issues**
- 7. Phases of Problem Gambling**
- 8. Assessments**
- 9. Suicide and Psychological First Aid**

III LEARNING ACTIVITIES/REQUIRED RESOURCES:

Topics will be covered through group discussion, lecture, experiential exercises, role play, handouts and video material.

IV REQUIRED TEXT:

None.

V METHOD OF EVALUATION

Participation	20%
Reaction Paper	10%
Test #1(in class)	30%
Test #2(take home)	40%
TOTAL	100%

PARTICIPATION:

20/20 = 100% attendance, active participation in exercises, group discussions and talking circles

10/20 = 80% attendance, average participation in exercises, group discussions and talking circles

5/20 = 80% attendance, minimal participation in exercises, group discussions and talking circles

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0/20 = less than 80% attendance, no participation in exercises, group discussions and talking circles

TEST #1

In class evaluation on information presented during the weekend course.

TEST #2

Take Home evaluation given out to students on Sunday afternoon and to be handed in within 4 days. Students are to work on Take Home test integrating course material with previous skills, knowledge and experience. Take Home Test to be typewritten.

REACTION PAPER

Students are to complete reaction to in class material (ie; video or exercises) using format provided by instructor.

VI SPECIAL NOTES:

Instructor reserves the right to modify the course as he/she deems necessary to meet the needs of the students.

Students cannot miss more than three(3) hours total of the weekend course. If more than the specified time is missed by the student, it will result in an "R" grade.