ENGLISH AND GAMBLING

I ÖVNINGEN INGÅR ATT:

- Att få förståelse för talad och skriven engelska samt förmåga att tolka innehållet.(EN)

- Att formulera sig och kommunicera på engelska i tal och skrift. (EN)

- Att diskutera och reflektera över livsvillkor, samhällsfrågor och kulturella företeelser i olika sammanhang och delar av världen där engelska används. (EN)

INLEDNING

Arbeta i smågrupper. Varje grupp behöver en läsplatta eller dator med tillgång till internet. Anteckna era svar och diskussioner.

TO PLAY

- 1. What things can you play?
- 2. Let's make a scale, with the two opposite ends labeled active, and passive. Now decide where on this scale you would place the things you can play.
  - a. As you can see, all the things that we play require activity. So we'll need some new terms to be able to discuss playable things. Some new terms could be luck and skill, alone and many. Use these new labels to sort the things you can play.

WHAT AND WHY DO YOU PLAY?

- 3. We do different things for different reasons: We go to school for one reason, and we brush our teeth for another; we listen to music for one reason and we see our friends for another. We've talked about playing in general.
  - a. What do you play?
  - b. And, more importantly: Why do you play?

WHAT DO SCIENCE SAY ABOUT PLAYING VIDEO GAMES?

- 4. According to one scientist; Scott Rigby, the reasons for playing video games are threefold. Use this link.
  - a. One is competence, mastery: We like to be good at things.
  - b. The second is control; we want to be able to shape the world that surround us.
  - c. And the third is relatedness; we like the feeling of being connected to other people.
  - d. How do these ideas apply to your own playing?

DIFFERENT ACTIVITIES

- 5. Now take a look at this:
  - a. Use this link.
  - b. Use this link.
  - i. What is the term that we use to talk about these activities?
  - ii. What differences are there between this kind of activity and regular playing?

- iii. What do you know about gambling?
- iv. Do you think that these clips represent the truth? Why/why not?

LIKELIHOOD AND PROBABILITY

- 6. Shooting craps/maths
- a. Use this link.
- i. Go to this page, and choose one dice: What is the likelihood of getting a six?
- ii. Now two dice: The likelihood of getting 2 numbers six in one throw is 6 times 6= 1/36.
- iii. With three dice, one throw, three numbers six, the probability is 6 x 6 x 6 = 1/216. Let's all throw until one person gets three sixes in one throw. Call out as soon as it happens.
- b. The likelihood of winning at Lotto is 1 chance in 6,7 million. How many dice would you have to throw in order to get to at least that number?
- c. If you threw your set of dice once per second, for how many hours would you have to be at work shooting crap, statistically, in order to get only sixes with one throw?
- d. Are these calculations reflected in the clips that you just saw?

WHY DO PEOPLE GAMBLE?

- 7. Now. If it's that unlikely that they're going to win: Why do people play these kinds of games?
- a. Use this link.
- i. What is escapism?
- ii. What do people escape from?
- iii. What makes people take risks?
- b. Addiction to gambling:
- i. What consequences did gambling have for the young man who is interviewed in the clip?
- ii. What family connection does Alexis Conran have with gambling?
- iii. What was the difference between Alexis Conran and a gambling addict in their emotional responses to gambling?
- iv. Why do people become addicted to gambling, according to Mr. Conran?
- v. What about gambling is good, from Mr. Conran's perspective?
- vi. For what reason do they call it "the hidden addiction"?
- c. Now watch this link.

2 AVSLUTANDE DISKUSSION I HELKLASS:

- 1. Class discussion:
  - a. Prepare for five minutes, using arguments from the texts that you've read, and the clips we've watched.
  - i. What is good about gambling?
  - ii. What is bad about gambling
  - iii. Should we let people gamble freely?