

## Lesson 4: Advertising and Leisure

 Each activity  
30 minutes

### Learning Intentions

Pupils will:

- know that there are external factors that can influence them when making choices;
- consider different types of influences and discuss which are trustworthy and which are not;
- realise that some people can unfortunately use what they know about brain responses and activities that we enjoy to make money, including some businesses; and
- appreciate the importance of being aware of this.

What you need:

- *Resource 5: What are the Differences between Physical Games and Virtual Gaming?*
- *Resource 6: What Advice Would You Give?*

### Learning for Life and Work: Personal Development

Key Concept: [Self Awareness](#)

Pupils should have opportunities to explore the influences on young people.

### CCEA Social and Emotional Learning (SEL) Post-Primary Guidance

SEL Competency:

[Responsible Decision-Making](#)

### DENI Children and Young People's Emotional Health and Wellbeing in Education Framework

Key Aspect: [Social](#)

#### Activity 8: Physical Games vs Virtual Gaming

1. Divide the class into pairs or small groups. Give each a copy of *Resource 5: What are the Differences between Physical Games and Virtual Gaming?*
2. Ask them to complete the resource sheet.
3. Debrief this part of the activity with the class. Stress how important it is to know:
  - who you are playing with;
  - what the rules are;
  - how much it should cost;
  - who has the power to decide what happens; and
  - when the game will stop.

#### Activity 9: What Advice Would You Give?

1. Give out *Resource 6: What Advice Would You Give?*
2. Ask the pupils to complete the activity (drawing up some advice for a younger child about keeping safe when playing games).
3. Highlight the importance of knowing when to stop, and being cautious about continuing to play if anything changes during play, for example, if rules change or costs increase.

☆☆☆  
WIN 10  
FREE SPINS!  
☆☆☆

GAME  
OVER

## Resource 5

### What are the Differences between Physical Games and Virtual Gaming?



Physical game



Virtual gaming

Both of these images show people having fun and relaxing by playing games.

Describe what you see in each in the table below.

Type of Game	Physical Game	Virtual Gaming
Who is playing?		
How do you know how to play?		
Where are they playing?		
When do you pay?		
How do you know the game is over?		
Who decides the game is over?		

## Resource 6

### What Advice Would You Give?

Imagine your brother, sister, cousin, or friend, who is nine years old, are about to start playing a new game or taking part in a new activity.

Do you have any advice for them about what they should find out about before they start?  
Think about:

Cost

Other players/participants

Time

Rules

Purpose

**ADVICE:**

Once they are taking part or playing, do you have any advice for them about when they should stop? Think about:

Cost

Other players/participants

Time

Rules

Purpose

**ADVICE:**

