

Lesson Plan

Year 9 | Session 4 'Online Gaming'

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

Activity	Description	Timing
LO 1 Identify and calculate how the cost of online gaming can escalate		
Starter	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?	5 mins
How games encourage spending	Teacher to use video to explain how in-app spending works. Students to recall points from the video explaining how each point works	10 mins
Calculating the cost of gaming	Teacher to explain the activity. Students to use Resource 2 to assist their calculation of converting in-game currency to real life currency	15 mins
LO 2 Explain what can be done to manage spending when gaming		
Ways to manage spending when gaming	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?	10 mins
LO 3 Evaluation recommendations made to help young people manage their spending when gaming		
Assessing ways to manage spending when gaming	Students to note the advantages and disadvantages for the following recommendations. <ul style="list-style-type: none"> • Better regulation or checks of how games include and promote in-game purchases • Using real currency to show the cost • Better access and promotion of parent controls • Stricter age requirements for making in-game purchases 	10 mins
	Student feedback and decide which recommendations they believe to be effective in rank order.	10 minutes
	Class reader to explain ways to avoid overspending when gaming	5 minutes