



# Gambling amongst adolescents - ALS 2021

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# What is the ALS and who took part?

The Adolescent Lifestyle Survey (ALS) is a survey of school pupils in school years 7 to 11 (ages 11-16) in North East Lincolnshire.

The ALS is an online survey completed in classrooms in exam style conditions.

It has been carried out every 3-4 years since 2004; the 2021 ALS was completed in October and each school received their results in November.

This report focuses on how and why different demographics gamble, and if they have been affected by gambling in the family. The summary for all respondents can be found [here](#).

Respondents can be broken down as follows:

- ▶ On buying coins to move up a level in a game or purchasing skins/Skin Betting in the last 12 months, 3595 said they have never done this, 1572 said they have a few times this year, 376 said they have every month, 109 said they have weekly, 92 said they have most days, and 108 said they have daily;
- ▶ On using fruit machines/slot machines/other gambling machines in the last 12 months, 4537 said they have never done this, 968 said they have a few times this year, 158 said they have every month, 31 said they have weekly, 41 said they have most days, and 74 said they have daily;
- ▶ On placing a private bet for money (e.g. with friends) in the last 12 months, 5020 said they have never done this, 516 said they have a few times this year, 97 said they have every month, 48 said they have weekly, 25 said they have most days, and 76 said they have daily;
- ▶ On buying a national lottery scratch card in the last 12 months, 5163 said they have never done this, 400 said they have a few times this year, 85 said they have every month, 44 said they have weekly, 21 said they have most days, and 73 said they have daily;
- ▶ On placing a bet on a sporting event in the last 12 months, 4720 said they have never done this, 753 said they have a few times this year, 100 said they have every month, 87 said they have weekly, 33 said they have most days, and 84 said they have daily;
- ▶ On betting/gambling in another way in the last 12 months, 5253 said they have never done this, 289 said they have a few times this year, 52 said they have every month, 45 said they have weekly, 26 said they have most days, and 94 said they have daily;
- ▶ On why adolescents gamble (presented as a multiple-choice question), *to try to win money* was picked 903 times, *because it helps me/cheers me up when I feel depressed, nervous, or in a bad mood* was picked 345 times, *to get a buzz/because it is exciting* was picked 619 times, *because it is something my friends do/I do not want to feel left out* was picked 210 times, *because it is something my parents/guardians do* was picked 207 times, *Other*, was picked 752 times, and *I don't know* was picked 2541 times;
- ▶ And on if adolescents have been affected by someone in their family gambling, 168 said yes, 5300 said no, 154 said maybe, and 369 said I don't know.

# Key points:

In the last 12 months, 5.3% of all adolescents had gambled actively (at least once a week) in a game.

55% of adolescents who gamble suggest they don't know why they gamble.

Adolescents in receipt of Free School Meals (FSM) have been affected by gambling in the family at more than twice the level of the population not receiving FSM.

Adolescents with a disability (6.9%) gamble in a game everyday at five times the rate of the population without a disability.

Adolescents with a disability are almost four times as likely as the population without a disability to be affected by gambling in their family.

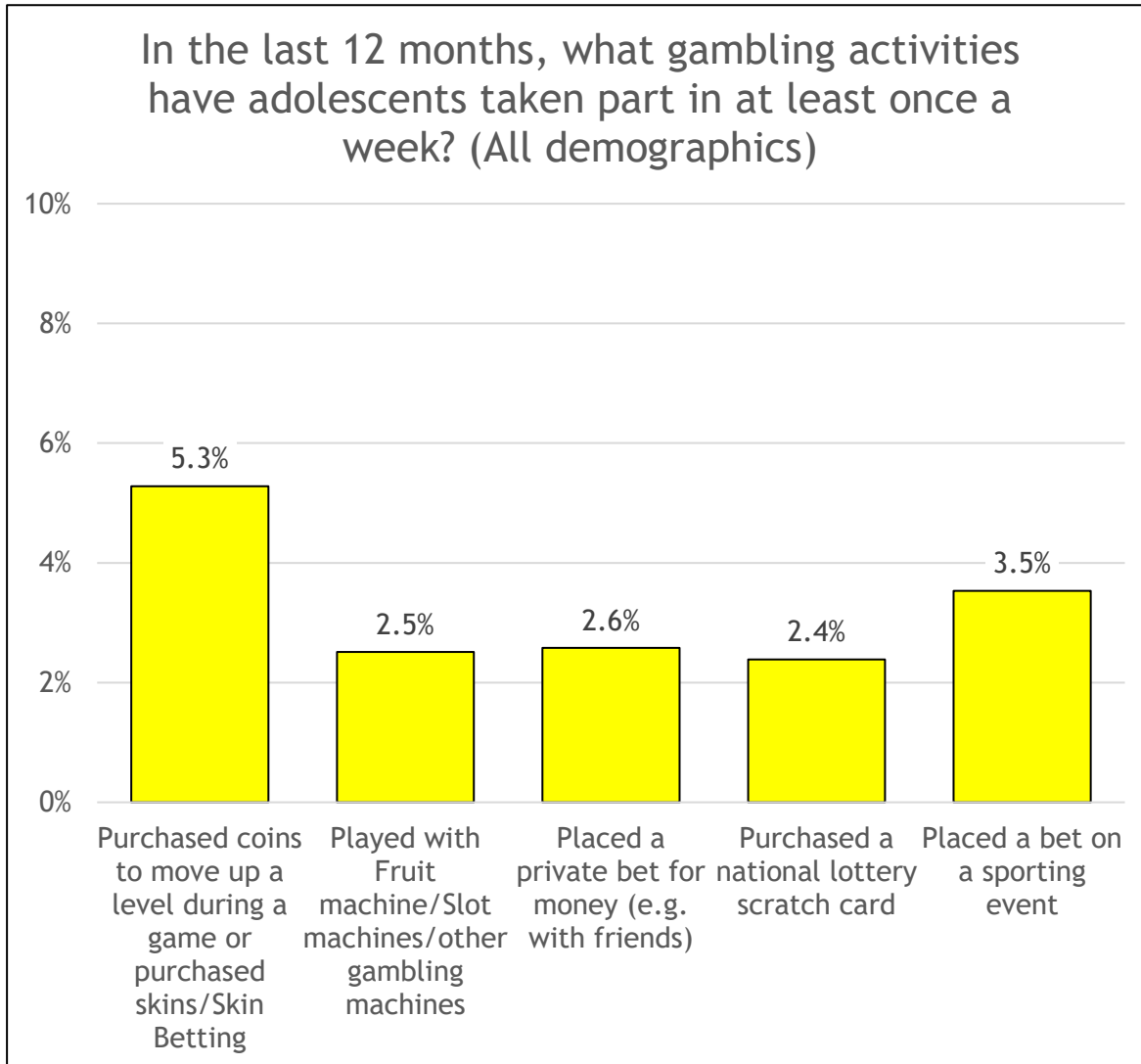
The proportion gambling actively in a game peaks at 6.2% in year 8, but more than 5% of all of years 7, 9, and 10 do this actively.

Year 10 gamble the most frequently.

Males gamble more than females, with 8.1% of males and 2.4% of females gambling in a game actively.

4.8% of adolescents who don't usually feel happy about life have been affected by gambling in the family, compared to 2.1% for those who are usually happy. This highlights a gap larger than in the FSM demographic but smaller than in the demographic with a disability.

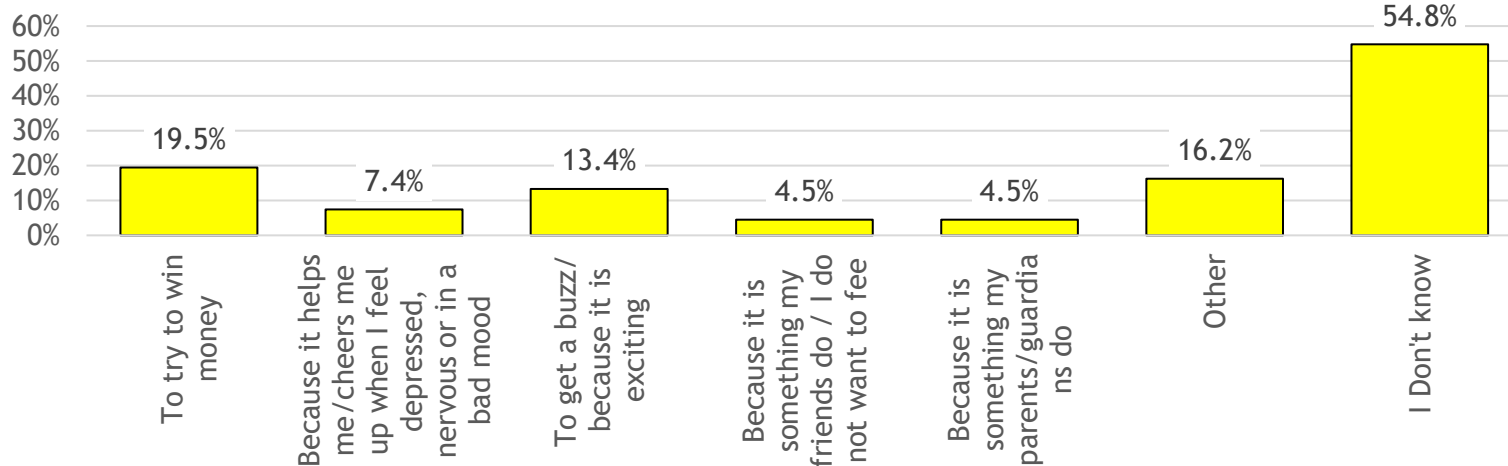
# 1.a Gambling overview



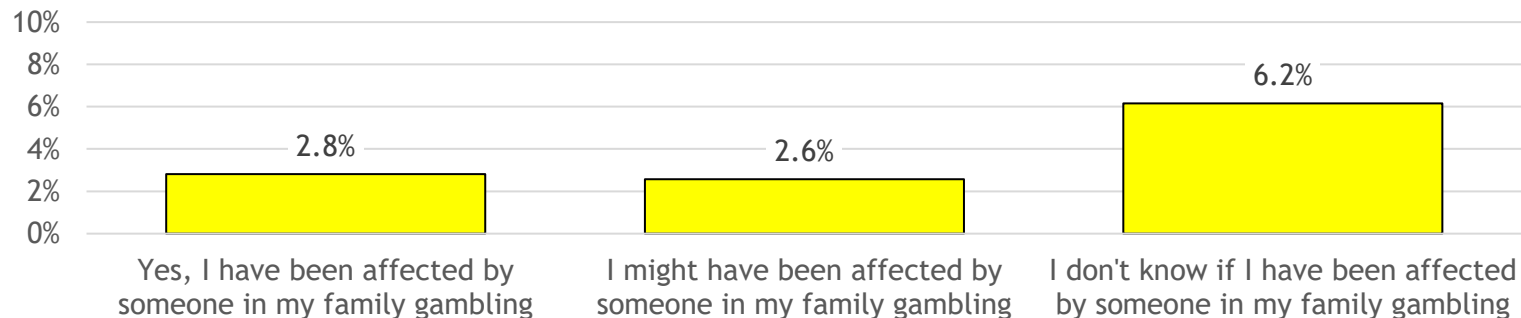
- ▶ In the year before adolescents responded to the 2021 ALS, Purchasing coins to move up a level in-game or purchasing skins/skin betting was by far the most popular form of gambling with 61.4% never having done it, and 5.3% doing it at least once a week, including 1.8% who do it everyday.
- ▶ But the proportion who partake in the above method everyday is not exceptional, as an average 1.4% of adolescents partake in the other methods listed - including the 'other' category - everyday.
- ▶ Betting on a sporting event is also popular with 81.7% having never done this, and 3.5% doing it actively, including 1.5% who do it everyday; playing with gambling machines is done the second-most, with 78.1% having never done this, but only 2.5% doing it actively and 1.3% everyday.
- ▶ The least popular form is buying a national lottery scratch card, with 89.2% never having done it, and 2.4% doing it actively, with 1.3% doing it everyday.

# 1.b Gambling overview

Why did adolescents gamble for money in the last 12 months?  
(All demographics)



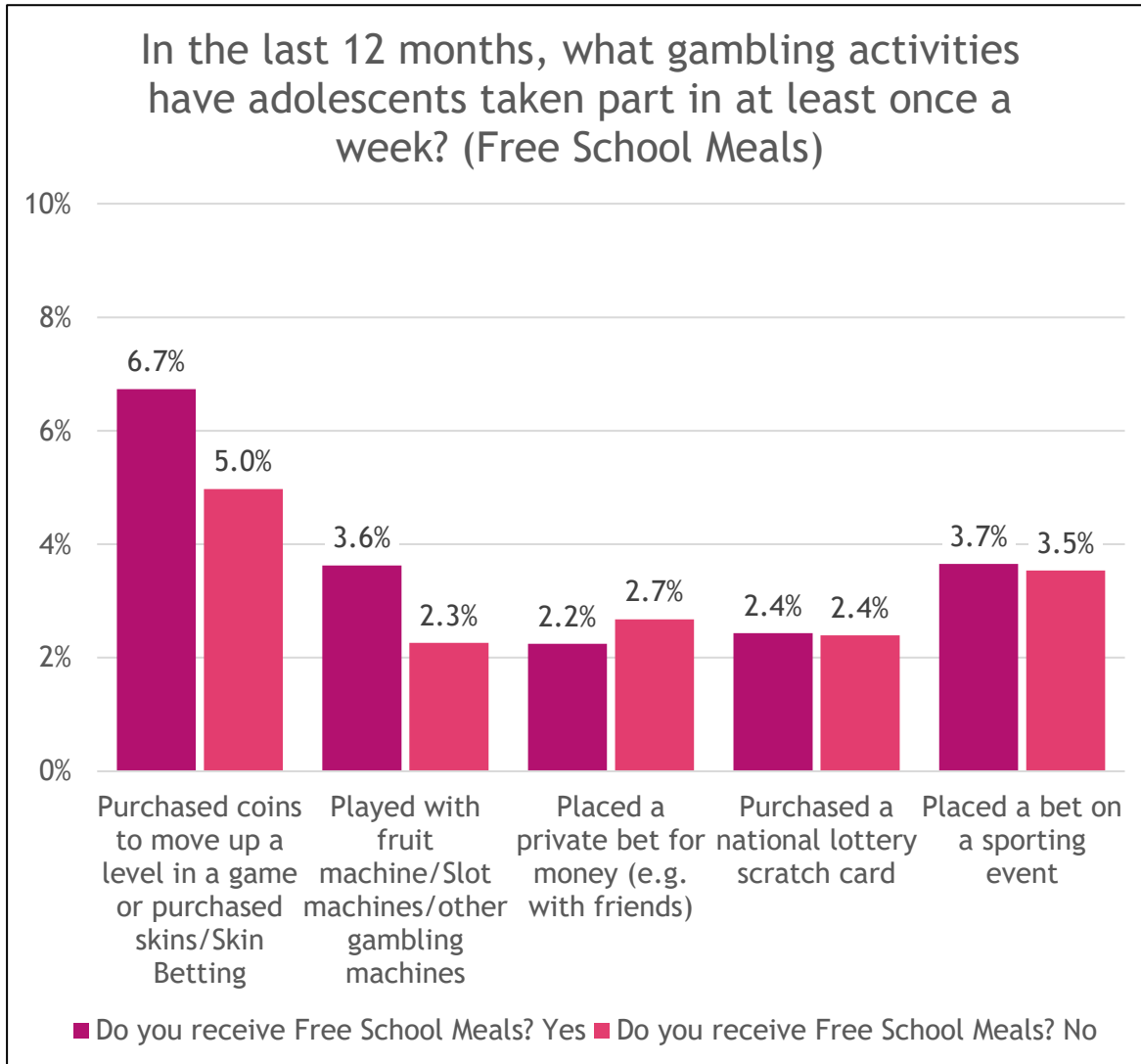
How many adolescents have been affected by gambling in the family? (All demographics)



► When asked about their motivation to gamble for money, more than half said ‘I don’t know’. The second-most common response was ‘to try to win money’, with almost a fifth of all the population who gamble suggesting this is a reason. The third-most popular response was ‘other’, which was chosen by 16.2% of respondents; most comments entered under the ‘other’ response pertained to pursuing an interest in a game.

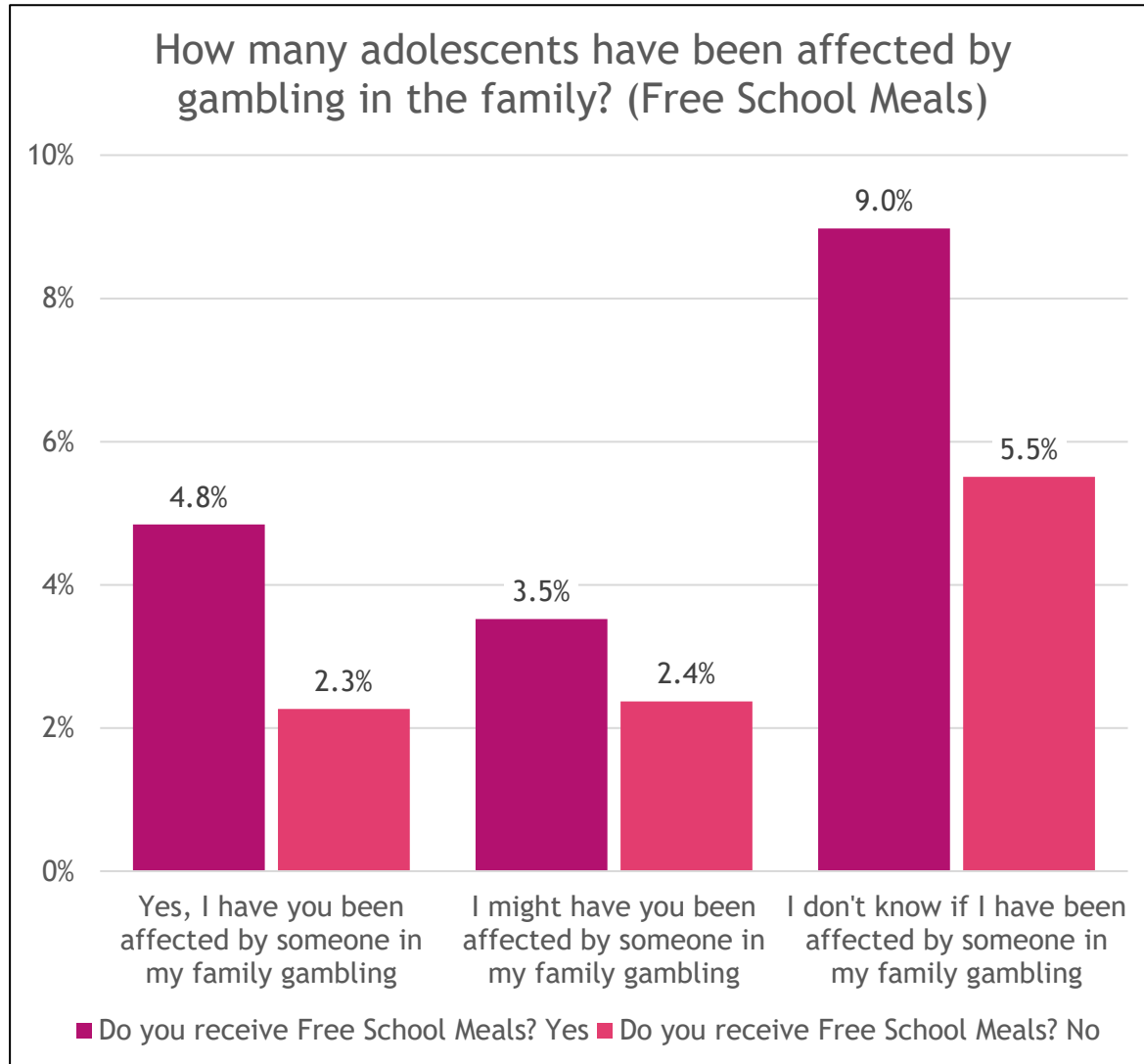
► An overwhelming majority (88.5%) of adolescents haven’t been affected by gambling in the family, but 2.8% say they have and a further 2.6% said they might have been.

## 2.a Gambling and Free School Meals (FSM)



- ▶ The most popular form of gambling for adolescents in receipt of FSM is buying coins to level-up in a game or buying skins/skin betting [in a game]. 1.8% of secondary-school age children do this everyday and a further 2.2% do it most days, and 34% have done it at some point. These figures are 1.8%, 1.4%, and 39.6% for those not receiving FSM.
- ▶ The second most popular option is placing a bet on a sporting event, wherein there is the least difference in terms of inequality. Playing with gambling machines presents a stark inequality, however, as well as a high proportion of gamblers, particularly for FSM recipients.
- ▶ On average, 0.5% more of those in receipt of FSM gamble actively, relative to those not in receipt.

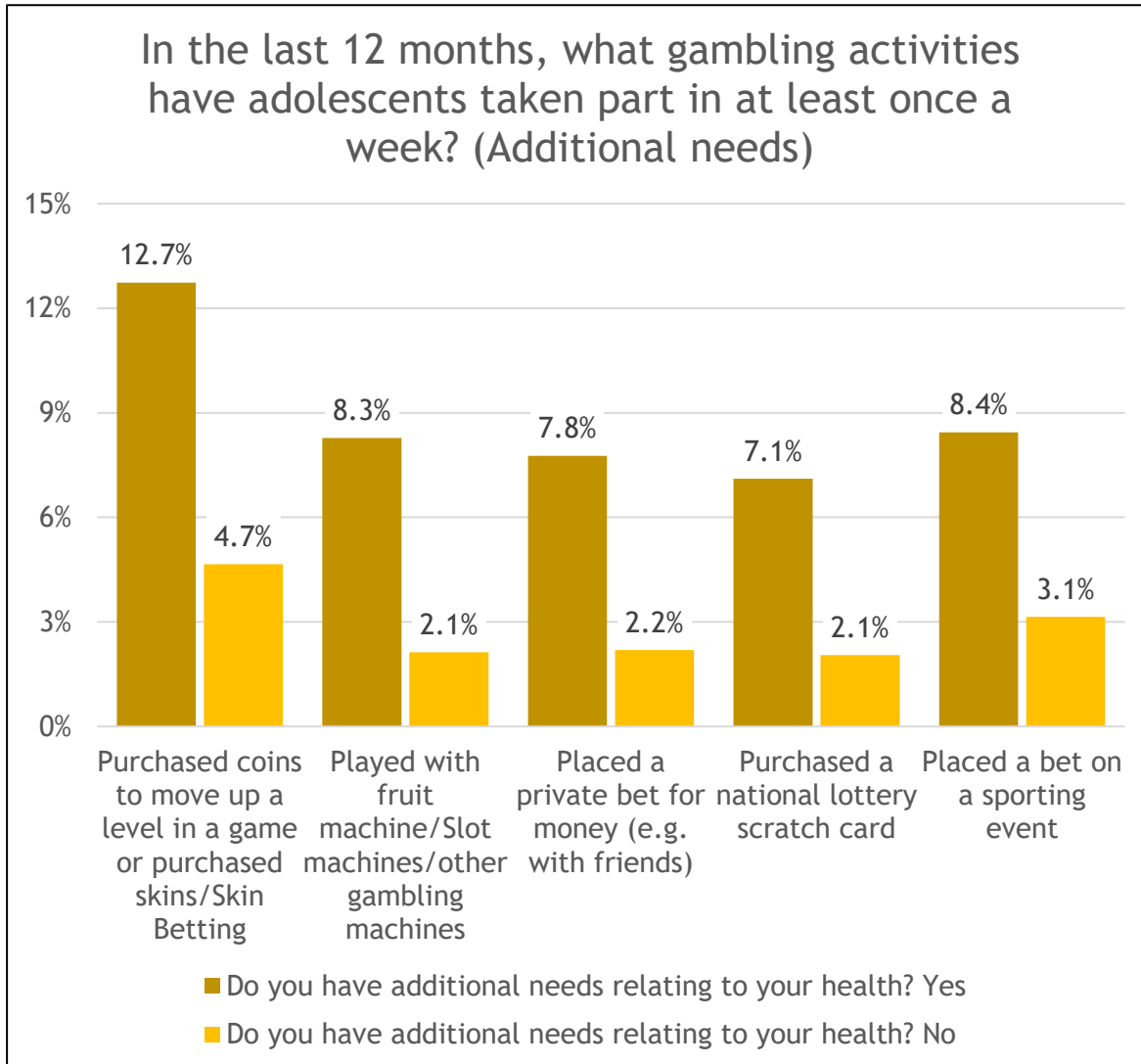
## 2.b Gambling and Free School Meals (FSM)



- ▶ There is a significant inequality in the proportion of adolescents receiving FSM who have been affected by a family member's gambling, relative to the proportion of adolescents not receiving FSM - the percentage of those in receipt who say they have been affected is 4.8%, which is more than double the 2.3% who aren't in receipt and who have been affected.
- ▶ Further, 1.1% more of those in Receipt say they might have been affected, and 3.5% more say they don't know.



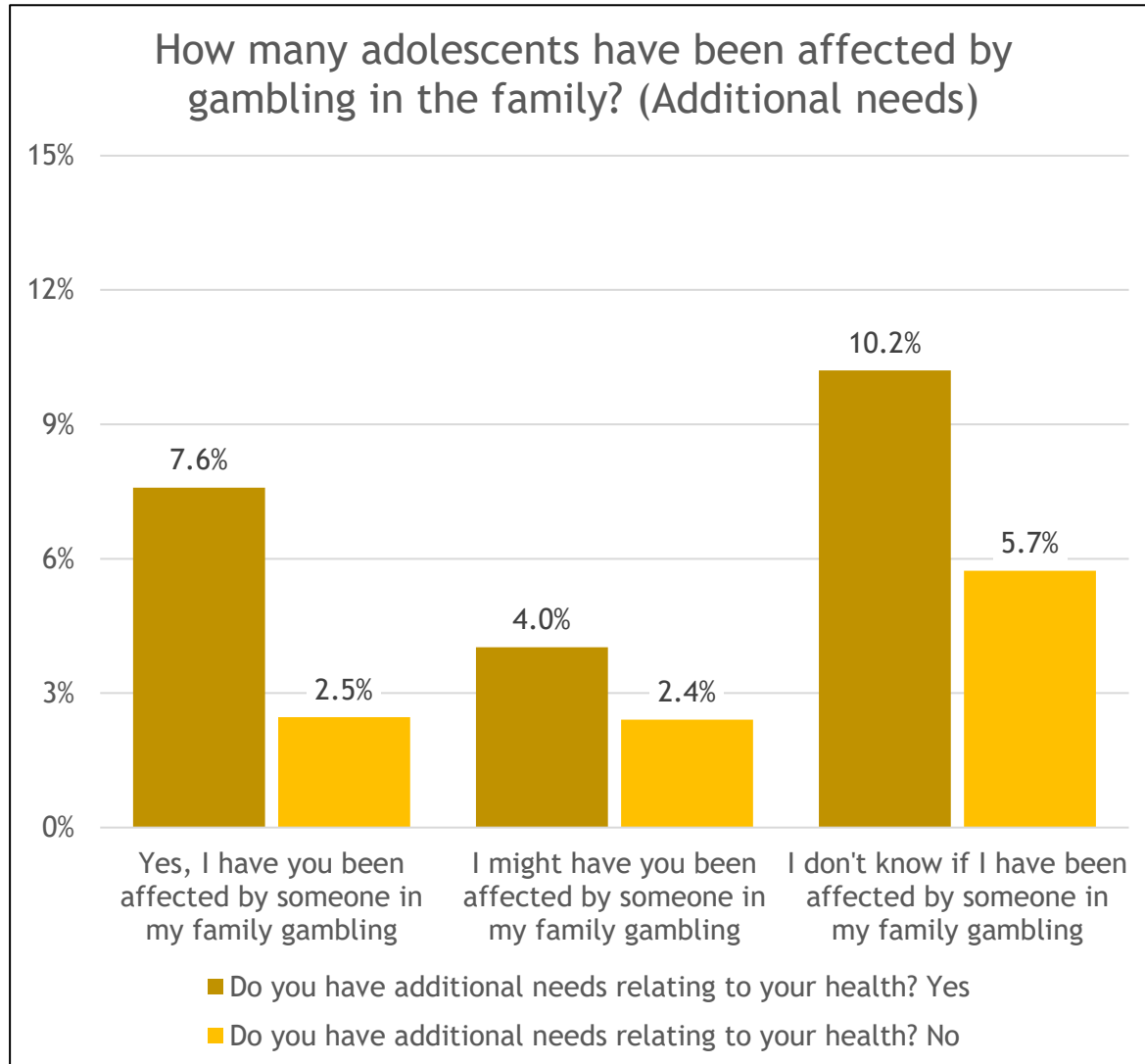
# 3.a Gambling and Additional Health Needs



- ▶ Buying coins to level-up in-game or buying skins/skin betting is the most popular form of gambling for all those with additional health needs (including special educational needs, long term illnesses, and disabilities). There are significant inequalities though, the most pronounced of which is in those with a disability, 6.9% of whom gamble in this way everyday, compared to 1.5% of those without a disability. And, there is a 5% difference between these groups concerning the everyday use of gambling machines and purchasing a national lottery scratch card.
- ▶ The second-most popular form for those with disabilities and those with a special educational need is placing a bet on a sporting event, while playing with gambling machines was chosen second-most by those with a long term illness.
- ▶ On average, 6% more of those with additional health needs gamble actively, including a 6.5% gap for those with a disability, relative to those without.



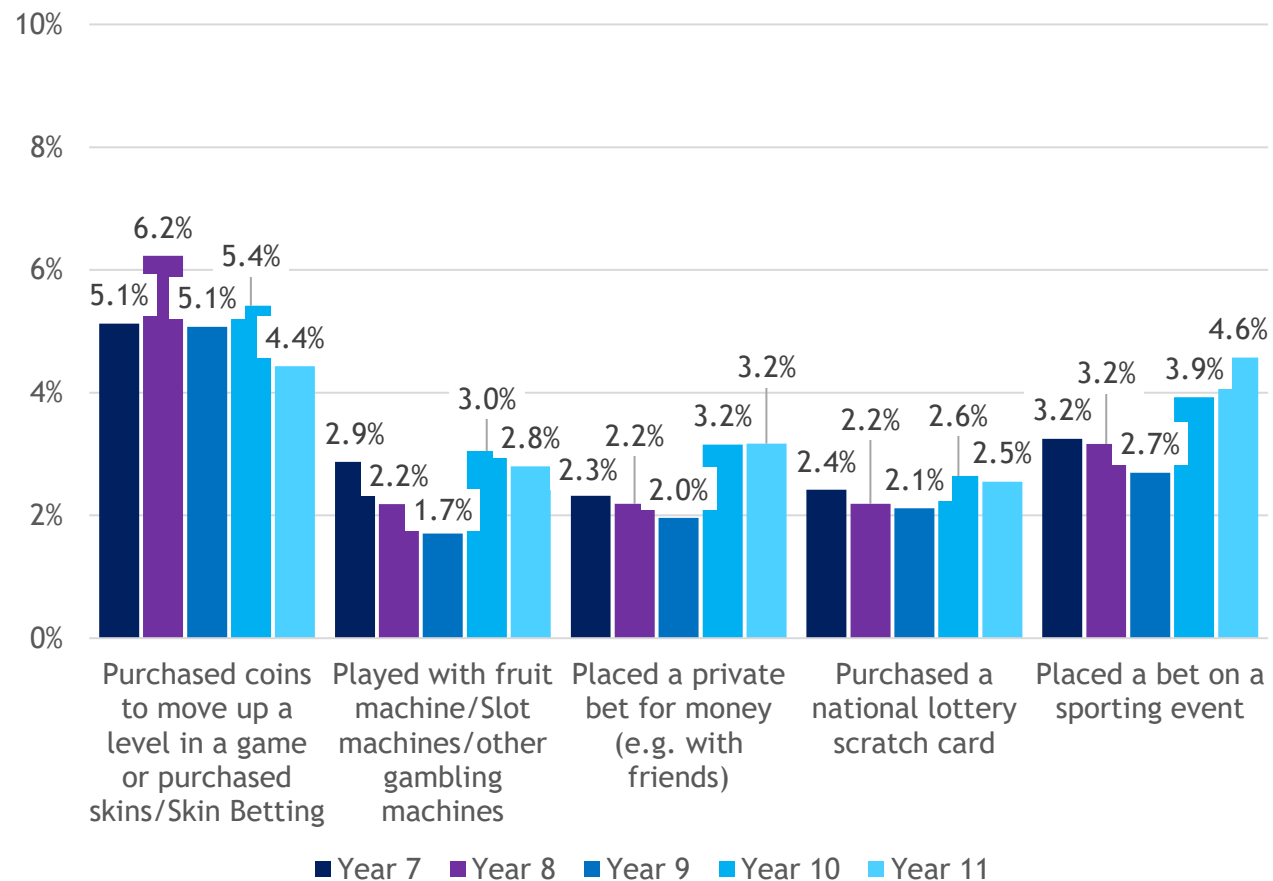
## 3.b Gambling and Additional Health Needs



- ▶ Again, while the proportions of those without an additional health need being affected by gambling in their family remains relatively constant, the proportion with an additional health need fluctuates depending on the nature of the need; there is a 6.7% gap and over a three-fold increase from the percentage of the population without a disability to that with, and inequality gap is 3.3% regarding special educational needs, and 5.9% regarding long-term illness.
- ▶ There are also significant differences regarding the responses indicating an adolescent might have, and didn't know if they'd been affected by gambling in the family. Again, the biggest differences can be seen among those with a disability, 10.5% chose the 'didn't know' option, relative to 5.7% of those without a disability.

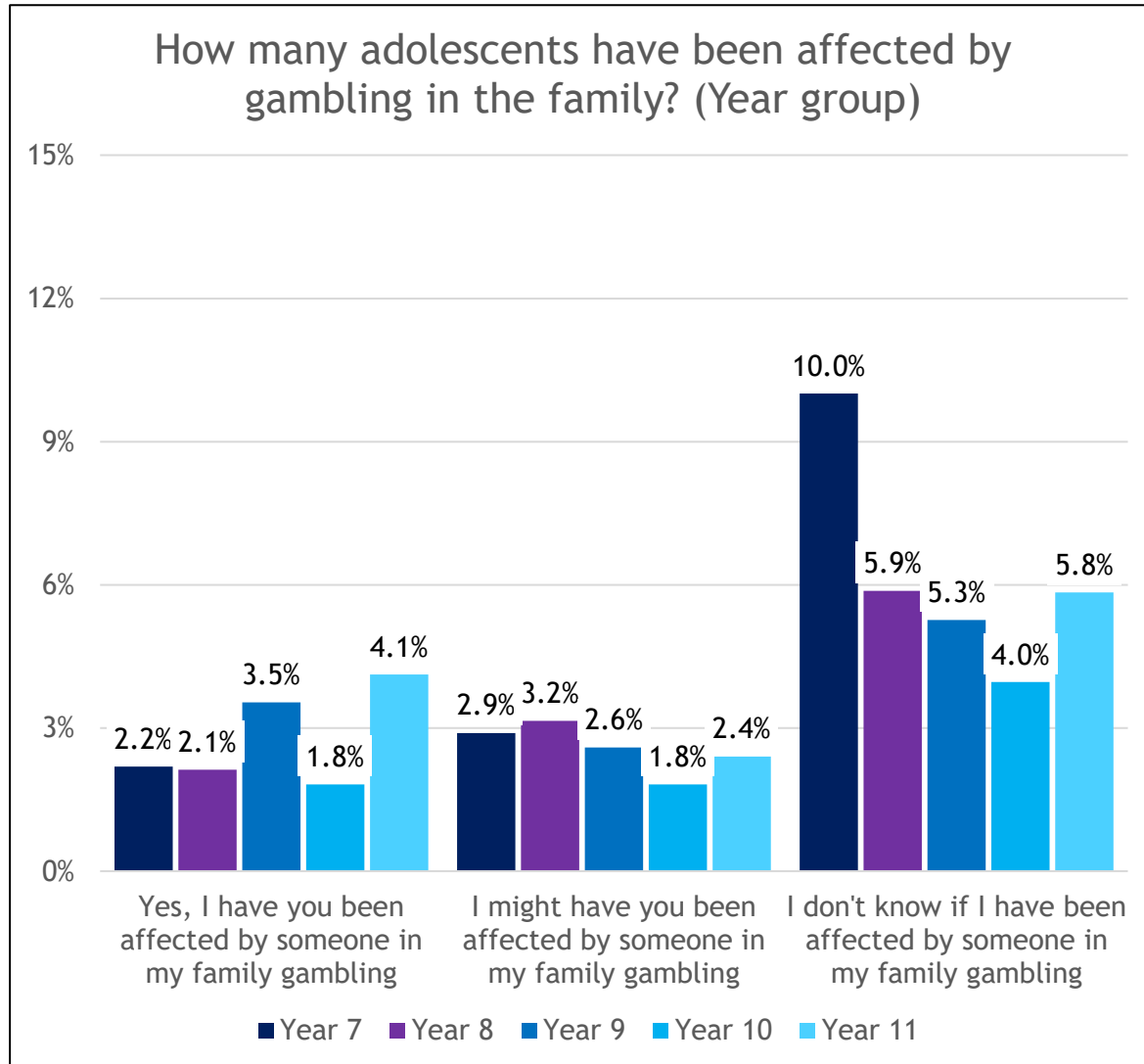
# 4.a Gambling and Age

In the last 12 months, what gambling activities have adolescents taken part in at least once a week? (Year group)



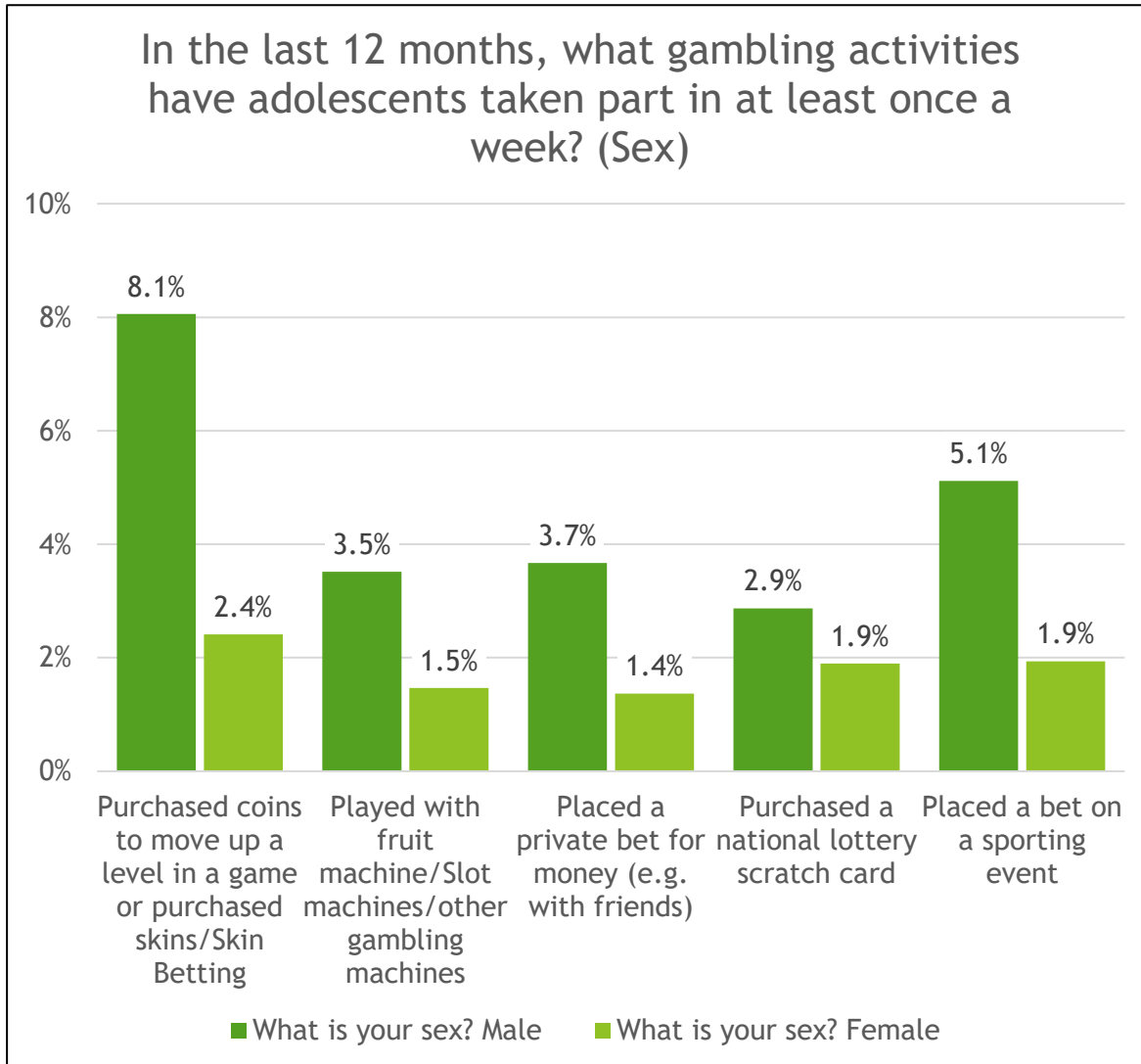
- ▶ Analyzing adolescents' chosen methods of gambling alongside their age indicates year 7-age children gamble more than those in year 8 and 9 in almost every way [including *other*]. The only exception is buying coins to level-up in-game or buying a skin/skin betting. This method presents the highest proportion for active gambling - 6.2% of year 8 - and a pattern that is the inverse of the other gambling method's patterns.
- ▶ Year 11 gamble most when placing a bet with friends for money or on a sporting event. But year 10-age children gamble the most, with their average, active gambling figure 0.1% above year 11's, and 0.9% above the lowest gambling group (year 9).
- ▶ Also, 2% of year 10s place a bet on a sporting event everyday, and 2.1% gamble in the way outlined in the 'other' option everyday, suggesting they're most in need.

## 4.b Gambling and Age



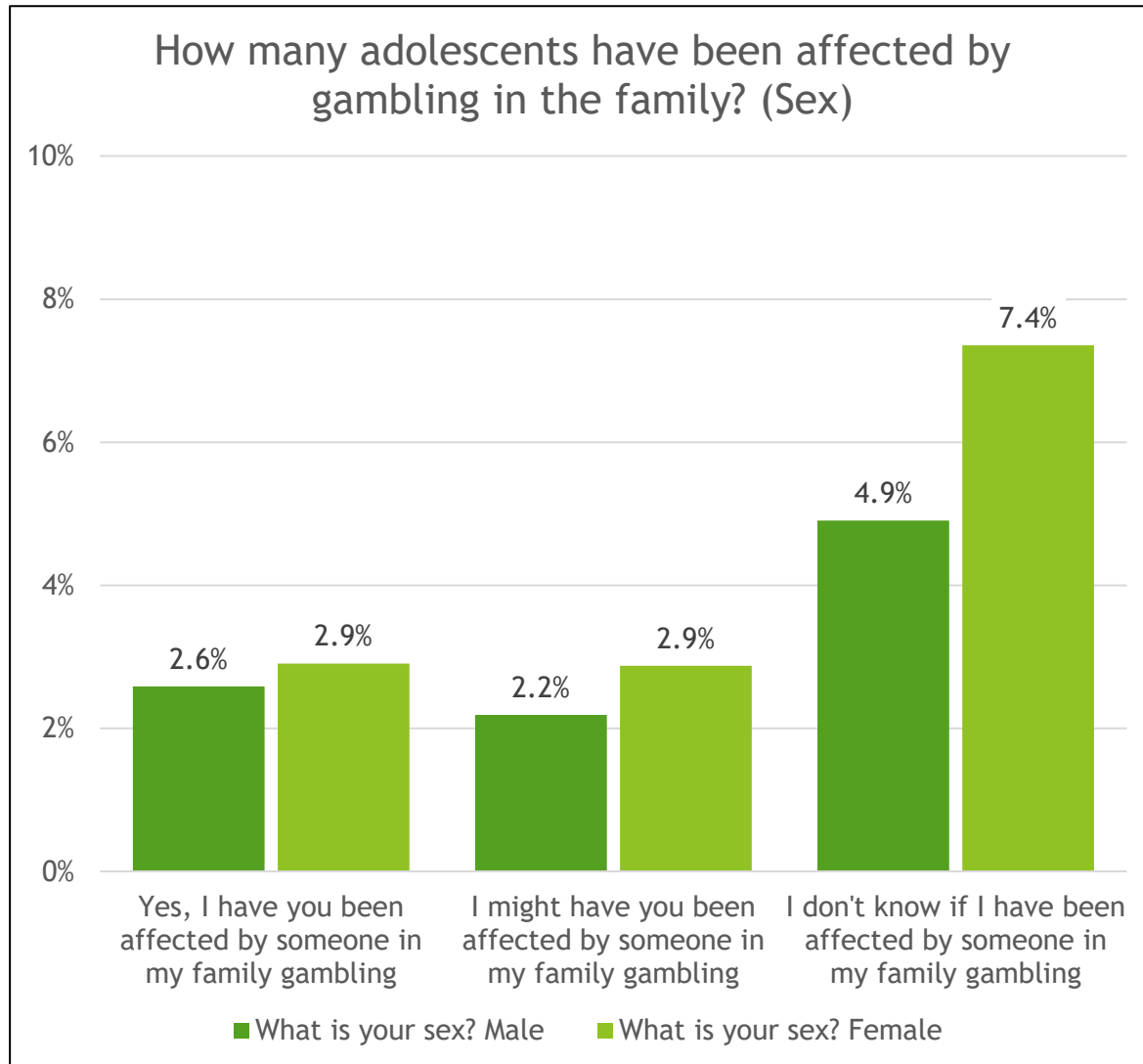
- ▶ On motivation, more than half of all years' responses were that they didn't know. After that, the most popular responses was 'to make money, which was particularly favoured by year 9 and 11.
- ▶ The proportions of adolescents by age who have been affected by gambling presents another interesting pattern, especially when contrasted with the previous chart, as year 9-age children - who gamble the least in every way - are the second-most affected age group, while year 10 - who gamble the most are the least affected age group. Although a clear correlation isn't evident, as year 11 - who gamble almost as much as year 10 in terms of their average - are the most affected age group by a relatively large margin (their figure is twice that of year 10 and almost twice that of year 8 and 7).
- ▶ Further, 10% of year 7s suggest they don't know if they've been affected - 3.1% more than the nearest age grouping (year 8).

# 5.a Gambling and Sex



- ▶ This chart suggests males need support more than females regarding gambling, as males indicated for every method listed [and other] that they gamble at least once a week much more than females. The most pronounced gap is in the case of buying coins to Level-up in-game or purchasing skins/skin betting, in which there is a 5.7% increase from the female figure (2.4%) to the male figure (8.1%). Also, the male figures for placing a bet on a sporting event and placing a private bet for money are both almost three times the female figures.
- ▶ Buying coins to level-up in-game or buy skins/skin betting is both sexes gambling method of choice - 2.7% of males and 1% of females do it daily.
- ▶ On average, 2.9% more males gamble actively, relative to the female population.
- ▶ On motivation, a majority of females responded 'I don't know', but many less males said that. Many more males than females picked 'to make money' and 'to get a buzz/because it's exciting, though.'

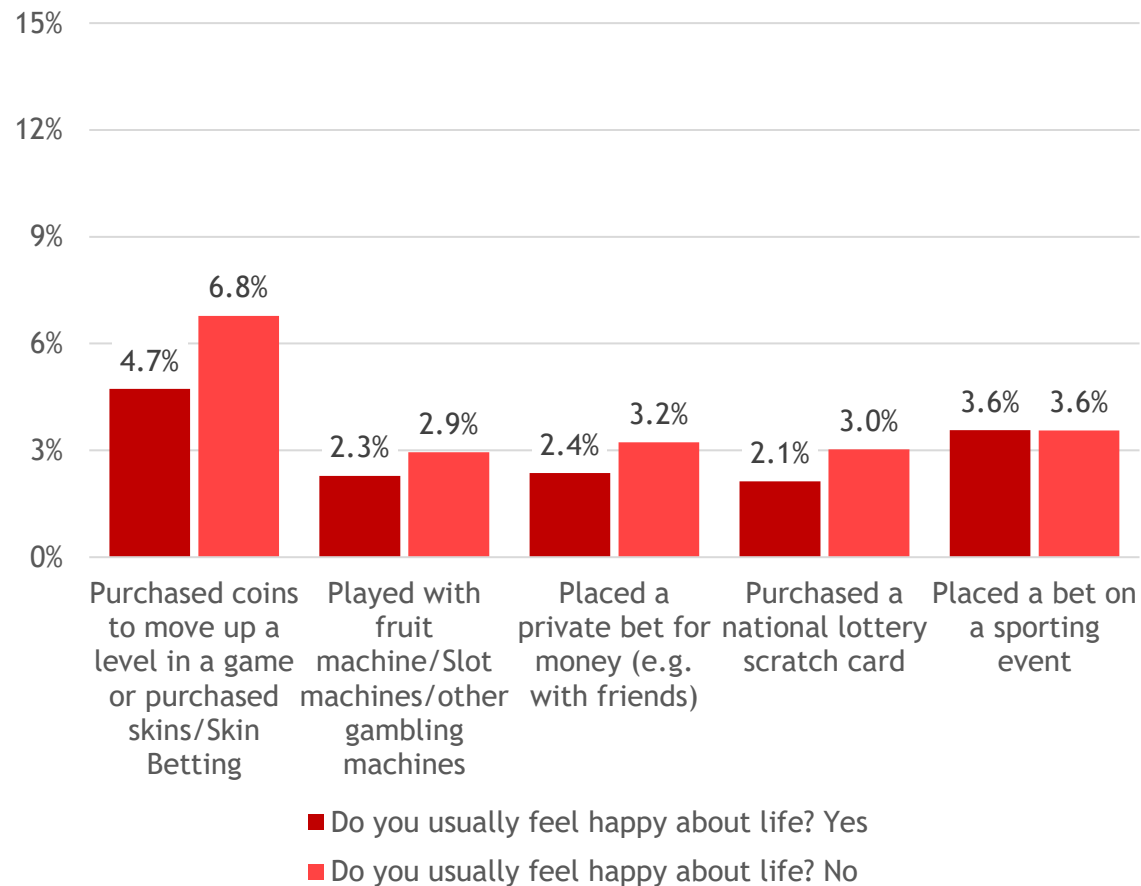
## 5.b Gambling and Sex



- ▶ In contrast to the previous demographic analyses, the group which gambles the least is the most affected by gambling in the family in this case; here, females are the most affected sex, with 2.9% saying they have been affected, relative to 2.6% of males. These figures present a relatively small inequality gap, especially considering the clear, observable difference between both sexes' responses in terms of whether and how they gamble.
- ▶ Further, 7.4% of females say they don't know if they've been affected (a 2.5% increase on the figure for males) and 2.9% say they might have been affected.

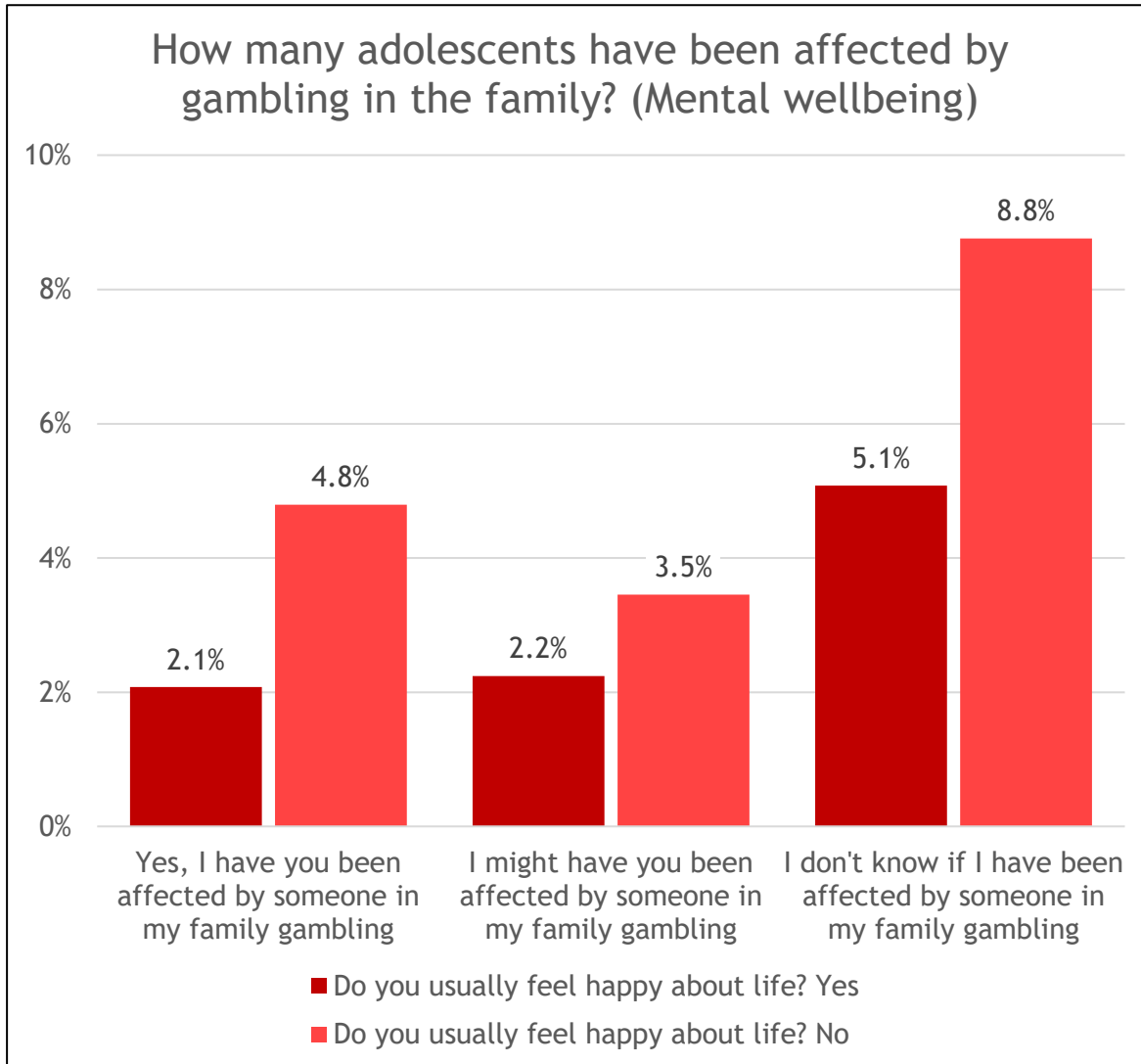
# 6.a Gambling and Mental Wellbeing

In the last 12 months, what gambling activities have adolescents taken part in at least once a week? (Mental wellbeing)



- ▶ Those who usually feel happy about life generally gamble less than those who do not usually feel happy, with the latter more highly represented in the response to each method of gambling. This is especially true of buying coins to level-up in a game or purchasing skins/skin betting, where there is a 2.1% increase from the figure for those usually happy (4.7%) to the figure for those usually unhappy (6.8%). In-turn, 1.6% of the former do this everyday, while this figure is 2.7% for the latter.
- ▶ The second-most popular response was placing a bet on a sporting event, which corresponds to the least inequality (a 0.02% difference). The most popular response after that is placing a private bet for money, wherein the inequality gap is 0.8%.
- ▶ On average, 0.8% more of those who aren't usually happy about life gamble actively, relative to the population that are usually happy.

## 6.b Gambling and Mental Wellbeing



- ▶ In contrast to Sex, but similarly to the trend highlighted in the demographic analyses on FSM and additional health needs, the group of adolescents which gamble the most are also group most affected by gambling in the family; here, those who aren't usually happy about life are the most affected by a relatively large margin - the proportion of whom who say they've been affected is 4.8%, which is more than twice the figure for those who are happy about life (2.1%).
- ▶ Also, 3.5% of those who aren't usually happy about life say they might have been affected, and 8.8% say they don't know if they've been affected - both almost twice the corresponding figures for those who are usually happy.



Thank you for  
your time!