

# JUST SKINS

AGE RANGE: 13-16

## Purpose

Explore skin gambling, pressure, and risk perception

## FACILITATOR: KEY LEARNING POINTS



**SKINS CAN STILL HAVE REAL VALUE**



**“FREE” OR “NOT MONEY” DOESN’T REMOVE RISK**



**SOCIAL PRESSURE PLAYS A BIG ROLE**



**GAMBLING–STYLE HABITS CAN FORM WITHOUT CASH**



**IT’S OKAY TO PAUSE, ASK QUESTIONS, OR OPT OUT**

# THE SITUATION



## THE SITUATION

Alex (14) plays an online shooter game after school.

One night, a friend messages: "There's a site where you can flip skins. It's not real gambling — you're not using money."

Alex has a couple of rare skins from opening cases in the game.

The site looks professional and shows people winning bigger skins. The friend says: "Everyone uses it.

You can always win them back." Alex feels curious and doesn't want to seem boring in the group chat.

## DISCUSSION PROMPTS



**WHY MIGHT THIS NOT FEEL LIKE  
GAMBLING TO ALEX?**

## DISCUSSION PROMPTS



**WHAT MAKES THE SITE SEEM  
SAFE OR TRUSTWORTHY**

## DISCUSSION PROMPTS



# WHAT INFORMATION IS MISSING?

## DISCUSSION PROMPTS



# WHO IS INFLUENCING ALEX'S DECISION?

## DISCUSSION PROMPTS



**WHAT COULD ALEX DO IF THEY  
WANT TO SAY NO WITHOUT  
LOSING FRIENDS?**

## DISCUSSION PROMPTS



**WHAT COULD GO WRONG,  
EVEN WITHOUT USING MONEY?**

## KEY LEARNING POINTS



**IT'S OKAY TO PAUSE, ASK  
QUESTIONS, OR OPT OUT**