



## Lahal Game

### Introduction

This lesson uses Lahal



students discuss in groups) on one or both of the following themes related to gambling and the video using questions such as those provided.

- a. What role did gambling games like Lahal play in the traditional cultures of First Nations in the Pacific Northwest? What role does it play in their cultures today? In what ways are the roles similar or different?
  - b. Specifically, what benefits did these gambling games provide in the past? What benefits does Lahal bring today? Are there any risks involved in gambling games like Lahal? If so, what?
  - c. If something is "cultural," does that mean it is good? Consider examples of cultural practices within different groups of people as you reflect on and explain your ideas.
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- a. In the video, former Chief Roger Williams says that during the residential school period, the government said that "Lahal is a bad game, it's gambling. When you gamble, it's evil." Why might the government at that time have suggested gambling was "evil"?
  - b. Why, do you think, gambling has been made illegal at certain times and places and regulated and taxed at other times and places?
  - c. If something is illegal, is it bad? If something is legal, is it good? Explain.
  - d. Is it possible for gambling to be both good and bad? If so, suggest conditions under which it might be good and those under which it might be bad.
  - e. What, in your opinion, is the responsibility of leaders and governments with respect to gambling? Explain.
  - f. What, in your opinion, is the responsibility of an ethical person with respect to gambling? Explain.

### Gambling literacy

#### Big ideas

Every human society appears to have accepted gambling, legal or otherwise, in some form or another  
Gambling can be a fun recreational activity but can also lead to significant harm  
As humans, both individually and as communities, we need to learn how to manage gambling in our midst  
We can learn how to control gambling by examining the different ways people have thought about it, engaging in critical self-reflection and listening to each other

#### Competencies

Assess the complex ways in which gambling is linked to human culture and impacts the health and wellbeing of individuals, families, communities and societies  
Recognize binary constructs (e.g., win vs lose or success vs failure) and assess their limitation in addressing complex social issues like gambling  
Explore and appreciate the diverse cognitive, social, emotional and physical factors that impact gambling behaviour

### Links to Curriculum

#### First Peoples' principles of learning

Learning is holistic, reflexive, reflective, experiential, and relational (focused on connectedness, on reciprocal relationships, and a sense of place)  
Learning involves recognizing the consequences of one's actions



