



YOUNG FRIENDS - GROUPS

LEARNING RESOURCE FOR AGES 8+

SCAMS PACK

INTRODUCTION

This Young Friends Scams packs has been created to help raise awareness to young people aged 8+ on protecting themselves and their communities on scams.

It is designed to aid leaders of youth group organisations on this subject with information and activities set up to run a 60-90 minute session with your young people.

This pack has been created by Devon, Somerset and Torbay Trading Standards with the help of Friends Against Scams, Bucks and Surrey Trading Standards and Norfolk Trading Standings



SCAM AWARENESS

PROGRAM PLAN

Learning points:

- **Anyone can be a victim of a scam.**
- **We all need to protect ourselves and help others protect themselves from scams.**
- **Need to raise awareness of scams.**

Running time: 60-90 minute plan to run a session on scams aimed at young people 8+.

Leaders: Read the Young Friends Information document before running this session to have better knowledge about scams and help aid discussions. Refer back to this at any time during the session if needed or for extra information.

1. Introduction

Leader to introduce the theme for the evening.

Scams, otherwise known as tricks, ruses, swindles or rackets are carried out by individuals or groups of individuals with the intent of gaining money unlawfully from their victims. All scams no matter what form they are in are crimes. Today we are going to look in more detail at what types of scams there are, how you can help identify when other people may have been scammed in your community, what scams you may come across and what you can do to help raise awareness and take a stand against them.

2. Games

(5-10 minutes) see page 3.

3. Activities

Each activity should take approximately 25 minutes if all games/ exercises are completed. This can be shortened by picking only one of these to do for each of the following sections (see instructions for each activity for more information):

Activity 1: Scams In The Wider Community

Activity 2: Scams And Young People

Activity 3: Take A Stand Against Scams

They can either be run in small groups as bases (run activities 1-2 and then activity 3 at the same time) or go through 1-2 as a group together then split them into smaller groups for activity 3 which can be run across multiple occasions depending on the task they choose.

4. Games

(5-10 minutes) see page 4.

5. Round-Up & Handing out of FAS Certificates.

Outline the key learning points.

Issue each young person with their Friends Against Scams certificate and ask the young people one thing that they will remember or that they think is the most important.



GAMES

Scam whispers (Indoors):

- Sit young people in a circle.
- Leader whispers into the ear of one young person a key scam word e.g. Scams, Friends, Rogue.
- They then have to whisper it into the ear of the person say to the right of them, and so on until the word reaches the person to the left of the one that started it off.
- They then have to say the word out loud to see if it is the same as the one they started with.

Wink Scam (Indoors) - (variation on wink murder):

- One person gets sent out who is a scam wise person, the rest of the young people decide on who is to be the 'scammer' and the rest will all be 'victims'.
- They then stand in a circle and the scam wise person comes back into the room and into the middle of the circle.
- The 'scammer' has to wink at his/her victims who crumble to the floor and the scam wise person has to try and identify who the scammer is.

Dodge the Scam (Indoors): **Equipment: foam footballs (the scams)**

- Divide into two groups.
- Divide hall into two with a line down the middle.
- On go, each group throws balls at each other, if hit below waist they are out, if the opposition catches the ball

without it hitting the floor, the thrower is out.

- Winners are the last ones in and they are the scam wise.

Victim, Victim, Scam Wise (Indoors) - (a variation on duck, duck, goose):

- Sit the young people in a circle.
- Select a young person who is a 'scammer'.
- The 'scammer' then goes round the outside of the circle touching the young people's heads saying victim, victim and changing to 'scam wise' at random.
- The 'scammer' then starts running round the circle ahead of the 'scam wise' young person and tries to get back to the space that's being vacated before the scam wise young person tags them.
- The scam wise young person then becomes the 'scammer'.

Victims and Scammers (Outdoors):

- Define the playing area in which young people are allowed to hide.
- Designate a start/finish point.
- Split the group into two - 'victims' and 'scammers'.
- The scammers stay at the start point, close their eyes and count to 40 out loud while the 'victims' run and hide.
- Once the 'scammers' have counted to 40 they go to find the 'victims'.
- The 'victims' have to try and get back to the start point

without being tagged by the 'scammers'. If they are, they are out and must stand with the leaders until all the 'victims' are either back to safety avoiding the 'scammers' or have been tagged.

Protect the Victim (Indoors or Outdoors):

Equipment: will need at least one foam football.

- Split the groups into two
- One group is the defenders the others are the 'scammers'.
- Get the defending group to identify one young person as a 'victim'.
- The defenders must stand in a circle holding hands facing outwards with the 'victim' in the middle.
- The 'scammers' stand in a circle around the defenders facing them about two paces away (if playing indoors, you may wish to draw a chalk circle between the defenders and 'scammers' as a dividing line).
- The 'scammers' have to throw the foam ball inside the defenders circle to try and hit the 'victim'. They can pass the ball around the circle to try and surprise the defenders. The defenders are not allowed to let go of each other's hands but can move left, right and jump to try and head the ball around. The 'victim' can only move within the space they have inside their circle to try and avoid the ball hitting them directly.
- Once the 'victim' has been hit, switch groups around.

BADGES (IF APPLICABLE)

You will need to double check the criteria of badges against the young persons chosen action against scams as to which badges and criteria they have completed as part of this pack. Suggested badges are listed at the side below:



Team Leader



Team Work



World (2)



Skills (3)



Community Impact



Entertainer



Personal Safety (3&6)



Media & Marketing

Take a look in the 'Take a Stand' section to see a list of suggested activities and actions that can meet the criteria of the higher staged Community Impact badges along with some challenge badges such as World and Skills and Activity Badges, Entertainer or Media and Marketing depending on the action they decide.