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# Young Persons' Behaviour and Attitudes Survey 2022

## Gambling – a health perspective

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# Young Persons' Behaviour and Attitudes Survey 2022

## Gambling – a health perspective

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# Explanatory Notes

The Young Persons' Behaviour and Attitudes Survey (YPBAS) is a school based survey carried out among 11-16 year olds (school years 8 to 12). It is commissioned jointly by a number of government departments and includes questions on a wide range of topics. Eight rounds of the survey have now taken place: 2000, 2003, 2007, 2010, 2013, 2016, 2019 and 2022. The most recent survey in 2022 included a module on gambling; this was a joint module commissioned by Department for Communities and Department of Health. This report presents an overview of the Department of Health gambling questions with a focus on the health perspective; additional information relating to the prevalence of gambling and the type of gambling undertaken by young people is available from the Department for Communities gambling report *Experience of gambling in Northern Ireland 2022* (available online at <https://www.communities-ni.gov.uk/topics/law-and-legislation-statistics-and-research/social-policy-statistics>).

The fieldwork for the survey ran between September 2022 and March 2023. A total of 7,498 children completed the survey. Due to the high level of interest amongst policy makers on the views and behaviours of young people, topics were split across two questionnaires to accommodate additional questions. Version A was completed by 3,726 children and version B by 3,772 children. This bulletin is comprised of responses to questions asked in version B.

Findings in this report have been weighted by year group, sex and religion in order to reflect the composition of the Northern Ireland post-primary population.

Please note that only differences that are statistically significant at the 95% confidence level are reported.

The Central Survey Unit of Northern Ireland Statistics and Research Agency (NISRA) are responsible for carrying out this survey. A technical report and information on other topics included in the survey are available online at:

<https://www.nisra.gov.uk/young-persons-behaviour-attitudes-survey>

Findings in this Department of Health report may differ from findings published by other government departments due to differences in methodology.

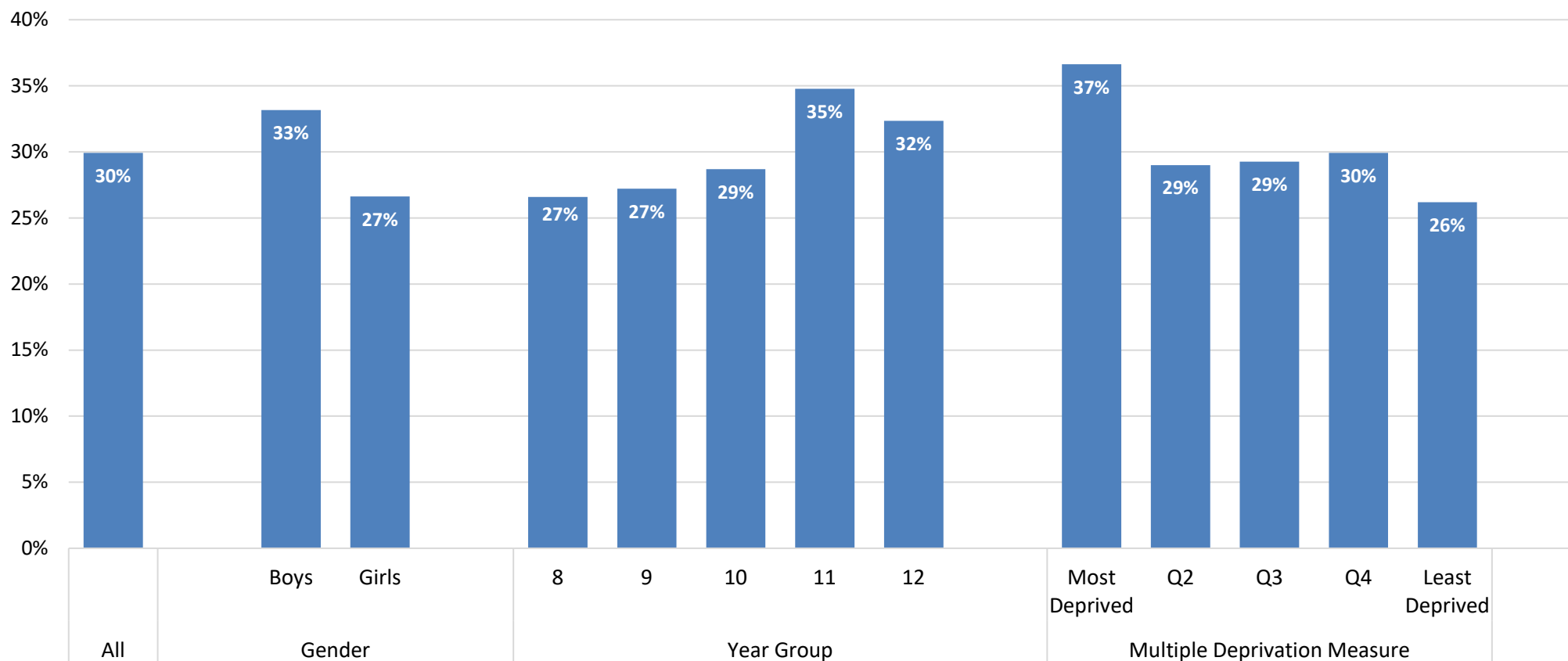
## Introduction

The purpose of this infographic report is to highlight the findings of young people's behaviours and attitudes towards gambling. This includes, where appropriate, a breakdown by school year, sex, and between those living in the most and least deprived areas. For a more complete review of the findings, please see the accompanying tables.

# Gambling

Under a third of young people (30%) reported they had gambled in the last 12 months.

### Gambled in the last 12 months - 2022



**Boys** (33%) were more likely than **girls** (27%) to report having gambled in the last 12 months

The proportion who had gambled was higher for those young people living in the most deprived areas (**37%**) compared with all other quintiles

The most common type of gambling reported was playing a fruit or slot machine (**13%**)

Please note that further detail on the prevalence of gambling and the type of gambling undertaken by young people is available in the Department for Communities publication; available online at <https://www.communities-ni.gov.uk/topics/law-and-legislation-statistics-and-research/social-policy-statistics>.

## Reasons for gambling

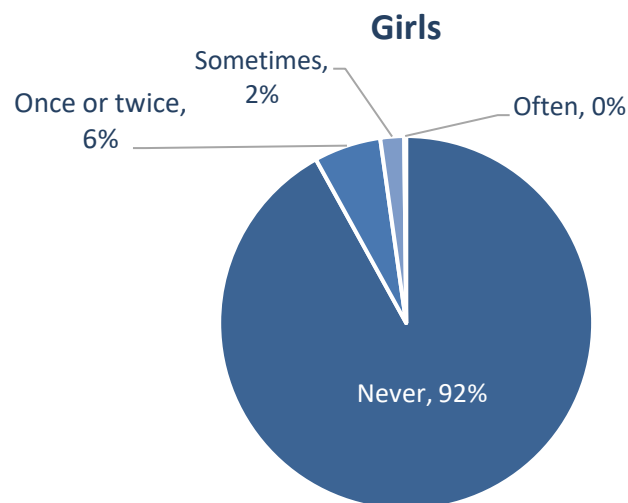
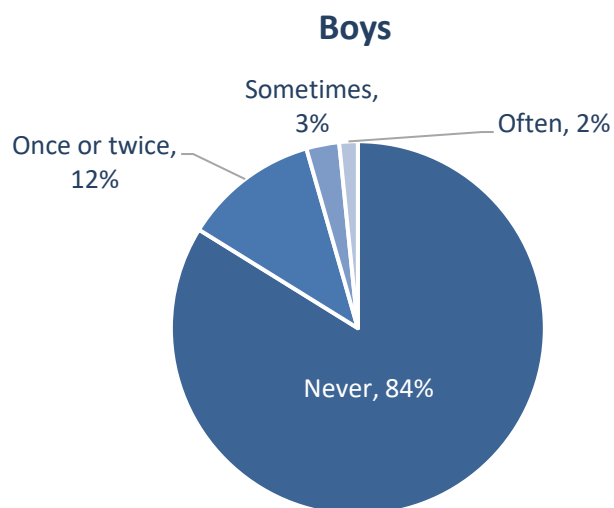
Young people who indicated they had gambled in the last 12 months were asked a number of questions to investigate why they participated in gambling activities and if they associated their gambling with particular moods or feelings. They were asked to indicate which of the reasons applied to them.

The most common reason noted was “to try to win money”.

### Thinking about when you gambled – why did you do this?

<b>35%</b>	To try to win money
<b>18%</b>	It gives me something to do
<b>15%</b>	To get a buzz/because it is exciting
<b>15%</b>	I like to take risks
<b>14%</b>	It is fun or cool
<b>11%</b>	Because my friends/family do it
<b>3%</b>	It cheers me up when I feel depressed, nervous or in a bad mood
<b>37%</b>	None of these reasons

### In the past 12 months how often have you gambled to help you escape from problems or when you are feeling bad?

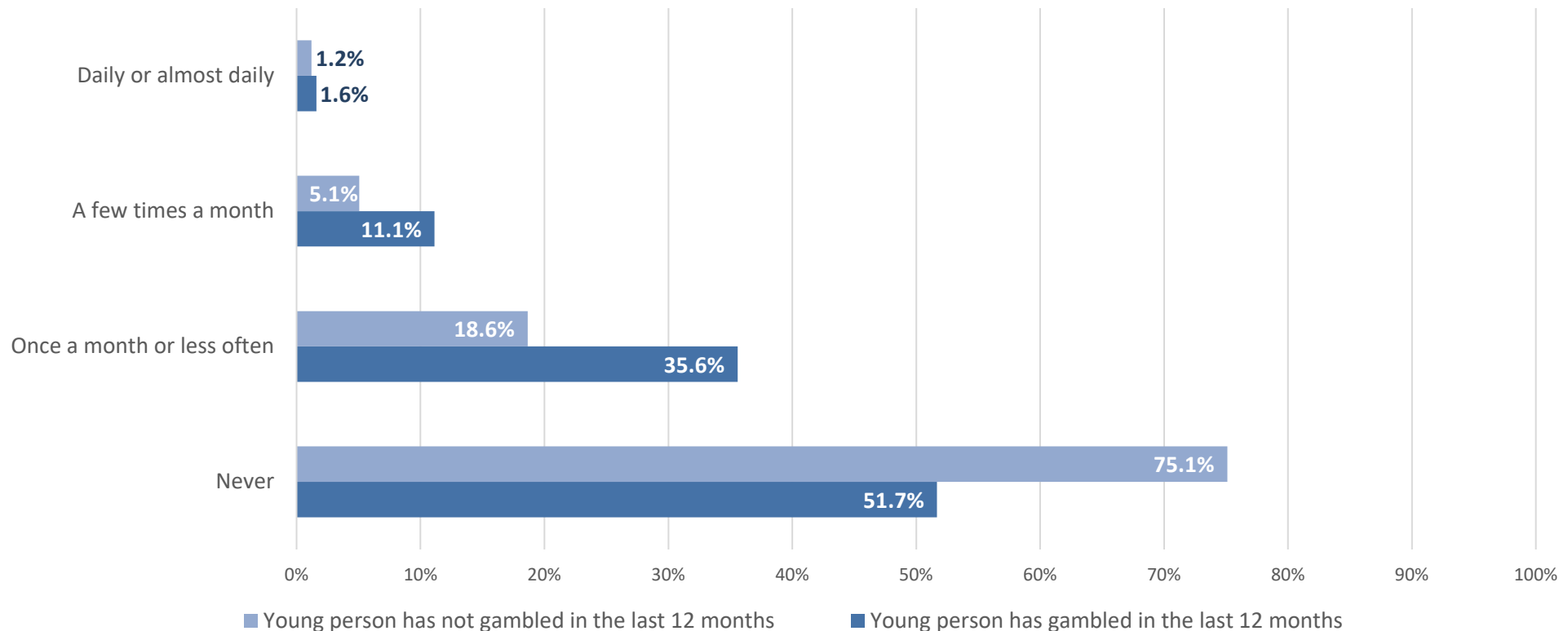


*Boys were more likely to indicate they had gambled to help escape from problems or when feeling bad though the majority of boys (84%) and girls (92%) indicated they never did so.*

## Gambling within the family

Around two-thirds of young people (68%) thought their parents/carers/guardians never spend money on gambling; a quarter (24%) thought they did so once a month or less often, 7% noted a few times a month and a small proportion (1%) reported daily or almost daily gambling. The figures below show the frequency of parental gambling split by the gambling status of the young person.

As far as you know, how often do your parents/carers/guardians spend money on gambling?



Young people who had not gambled in the last 12 months were more likely to report that their parents never spend money on gambling.

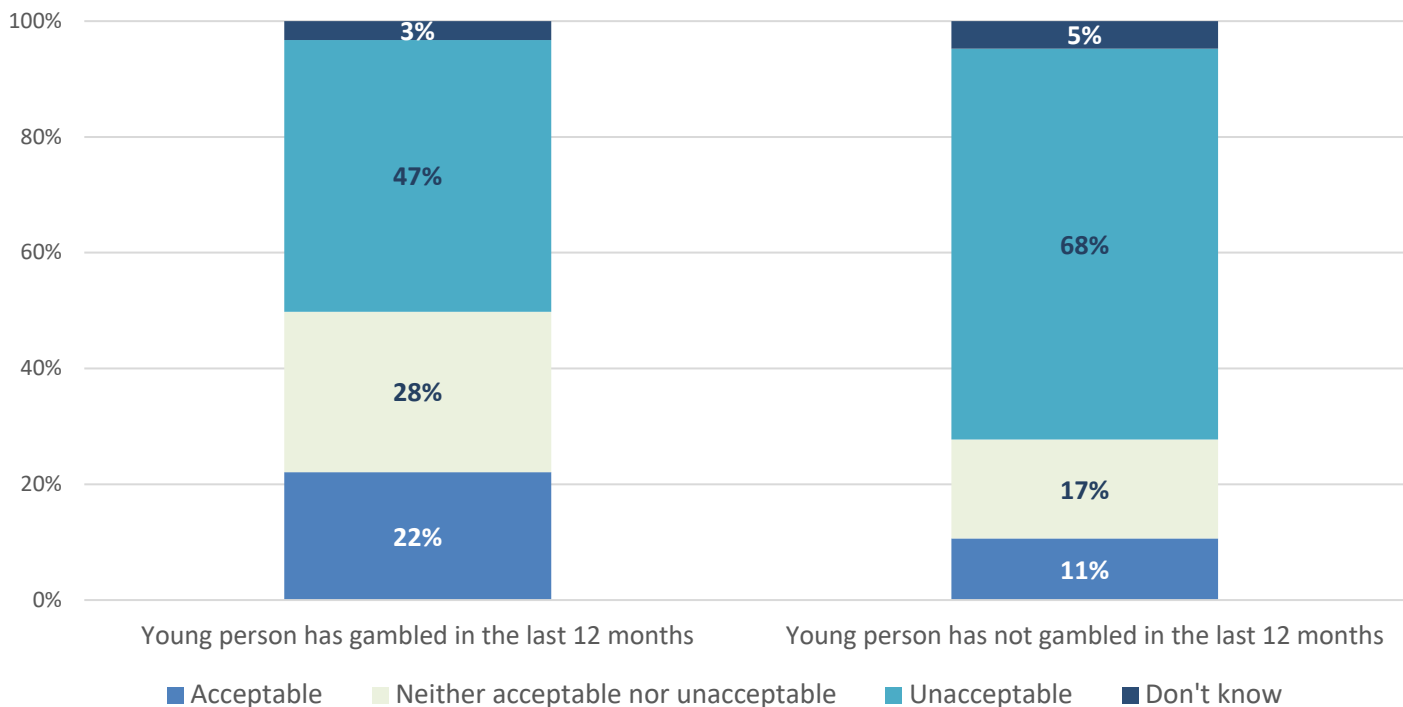
Young people were asked for their thoughts on how their parents would react to them spending money on gambling. Three-fifths (61%) thought their parents would find it unacceptable while one in seven (14%) thought their parents would find it acceptable.

There were differences in responses between those young people who had gambled themselves and those who had not, with young people who had gambled in the last 12 months twice as likely to say their parents would find it acceptable.

**1 in 7**  

Young people thought their parent or guardian would find it acceptable if they spent money on gambling (14%)

**If you spent money on gambling, do you think your parent/carer/guardian would find it...**



## Family's gambling

Thinking about the last 12 months, has your family's gambling led to you experiencing any of the below feelings?

2%	Happy
1%	Worried
1%	Stressed or anxious
1%	Angry
1%	Uncomfortable
0.3%	Lonely
95%	Don't know if any of my family gamble/ Don't know/ None of these feelings

**The majority of young people (95%) did not report any of the emotions in relation to their family's gambling**



**Information Analysis Directorate (IAD)** sits within the **Department of Health (DoH)** and carries out various statistical work and research on behalf of the department. It comprises four statistical areas: Hospital Information, Community Information, Public Health Information & Research and Project Support Analysis.

IAD is responsible for compiling, processing, analysing, interpreting and disseminating a wide range of statistics covering health and social care.

The statisticians within IAD are out-posted from the Northern Ireland Statistics & Research Agency (NISRA) and our statistics are produced in accordance with the principles and protocols set out in the UK Code of Practice for Official Statistics.

#### **About Public Health Information and Research Branch**

The role of Public Health Information and Research Branch (PHIRB) is to support public health policy development through managing the public health survey function while also providing analysis and monitoring data. The head of the branch is the Principal Statistician, Mr. Bill Stewart.

In support of the public health survey function, PHIRB is involved in the commissioning, managing and publishing of results from departmental funded surveys, such as the Health Survey Northern Ireland, Young Persons Behaviour & Attitudes Survey, Patient Experience Surveys and the Adult Drinking Patterns Survey.

The branch also houses the NI Health and Social Care Inequalities Monitoring System which covers a range of different health inequality/equality based projects conducted for both the region as well as for more localised area levels. In addition, PHIRB is responsible for the production of official life expectancy estimates for NI, and areas within the region.

PHIRB provides support to a range of key DoH NI strategies including Making Life Better, a 10 year cross-departmental public health strategic framework as well as a range of other departmental strategies such as those dealing with suicide, sexual health, breastfeeding, tobacco control and obesity prevention. It also has a key role in supporting the Departmental Substance Use Strategy, by maintaining and developing key departmental databases such as, the Substance Misuse Database, Impact Measurement Tool and the Census of Drug & Alcohol Treatment Services, which are all used to monitor drug misuse and treatments across Northern Ireland. In addition to Departmental functions, PHIRB also support the executive level Programme for Government and its strategic outcomes through a series of performance indicators.