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| **TEKA: Māori youth solutions for problem gambling** (Sentence case) |
| Teka is the name of a dart used by Māori in traditional games of skill and coordination. The game was played competitively in pre-European times and is no longer played in Māori communities, but was observed in other parts of the Pacific in the early 1900s by Māori scholar Te Rangi Hiroa (Sir Peter Buck).  The TEKA model was developed from findings of the research that was conducted with Māori youth on the impacts of problem gambling in their communities.    TEKA is an acronym for the four components of the model:  T=Tūrangawaewae: A place to stand.  E=Eke ngā taumahatanga: Overcome barriers to achievement.  K=Kāinga: A safe home.  A=Aromatawai: Assessment of the situation.  **Objectives**  The objective of the workshop is to:   1. Share a model that was developed as a result of my research on youth perspectives on gambling and gambling related harm among Māori communities. 2. Gain critical feedback on the framework in order to develop the model further for a pilot demonstration community action project.   **Format**  Opening karakia (prayer) and mihimihi (welcome and introductions).  A presentation will be given of the overview of the research (20 minutes).  Participants will workshop the model, framework and case studies in small groups of 5-6 people (20 minutes).  Group leaders will give a short feedback on the group’s outcomes (20 minutes).  Closing prayer.  **Learning goals**  Review and develop the framework of the model.  Review the case studies utilising the model.  Gain new insights and understanding about gambling related harm for Māori.  Discover how the model may apply to other indigenous peoples. |