

# ASSEMBLY, No. 1711

## STATE OF NEW JERSEY 221st LEGISLATURE

PRE-FILED FOR INTRODUCTION IN THE 2024 SESSION

**Sponsored by:**

**Assemblywoman GARNET R. HALL**

**District 28 (Essex and Union)**

**Assemblyman JAY WEBBER**

**District 26 (Morris and Passaic)**

**Co-Sponsored by:**

**Assemblyman Sampson**

**SYNOPSIS**

Requires school districts to provide instruction on risks of compulsive gambling as part of implementation of New Jersey Student Learning Standards in Comprehensive Health and Physical Education.

**CURRENT VERSION OF TEXT**

Introduced Pending Technical Review by Legislative Counsel.



**(Sponsorship Updated As Of: 4/4/2024)**

1 AN ACT concerning public school curriculum and supplementing  
2 chapter 35 of Title 18A of the New Jersey Statutes.

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4 **BE IT ENACTED** by the Senate and General Assembly of the State  
5 of New Jersey:

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7 1. a. Each school district that includes grades nine through 12,  
8 or any combination thereof, shall incorporate instruction on the  
9 potential risks of compulsive gambling into the curriculum for  
10 students as part of the district's implementation of the New Jersey  
11 Student Learning Standards in Comprehensive Health and Physical  
12 Education. The instruction shall include, but not be limited to,  
13 information on:

14 (1) the dangers of gambling addiction;

15 (2) taking risks with personal finances or personal assets; and

16 (3) probability versus predictability.

17 b. The Commissioner of Education shall provide school districts  
18 with sample learning activities and resources designed to inform  
19 students of the potential risks of compulsive gambling.

20 c. The Commissioner of Education shall develop a training  
21 module on compulsive gambling for high school teachers to help  
22 local school districts in fulfilling the required gambling instruction  
23 established pursuant to subsection a. of this section. The training  
24 module shall include, at a minimum:

25 (1) the ways compulsive gambling behaviors can develop;

26 (2) key indicators to watch for when determining if gambling is  
27 becoming a problem; and

28 (3) treatment implications to consider.

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30 2. This act shall take effect immediately and shall first apply to  
31 the first full school year following the next review and update of the  
32 core curriculum content standards performed by the State Board of  
33 Education pursuant to section 4 of P.L.2007, c.260 (C.18A:7F-46).

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#### STATEMENT

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38 This bill requires each school district that include grades nine  
39 through 12, or any combination thereof, to incorporate instruction  
40 on the potential risks of compulsive gambling into the curriculum  
41 for students as part of the district's implementation of the New  
42 Jersey Student Learning Standards in Comprehensive Health and  
43 Physical Education. Instruction will include information on the  
44 dangers of gambling addiction; taking risks with personal finances  
45 or personal assets; and probability versus predictability. The  
46 Commissioner of Education will provide school districts with  
47 sample learning activities and resources designed to address the  
48 potential risks of compulsive gambling. The Commissioner of

**A1711 HALL, WEBBER**

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1 Education is also required to develop a training module on  
2 compulsive gambling for high school teachers to help local school  
3 districts in fulfilling the requirements of integrating the risks of  
4 compulsive gambling as part of the required gambling instruction.

5 The bill postpones the application of these requirements until  
6 the school year following the next core curriculum review and  
7 update performed by the State Board of Education.