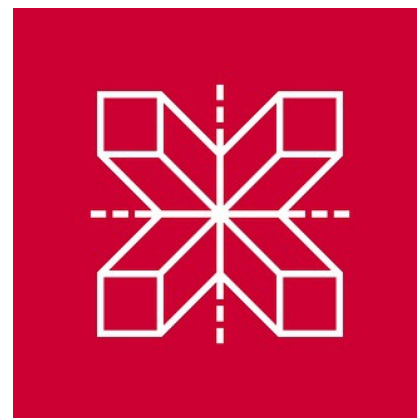


DOSSIER PÉDAGOGIQUE

Festival THIS IS ENGLAND – ROUEN



TERMINAL

SUNNY BAHIA (2025)

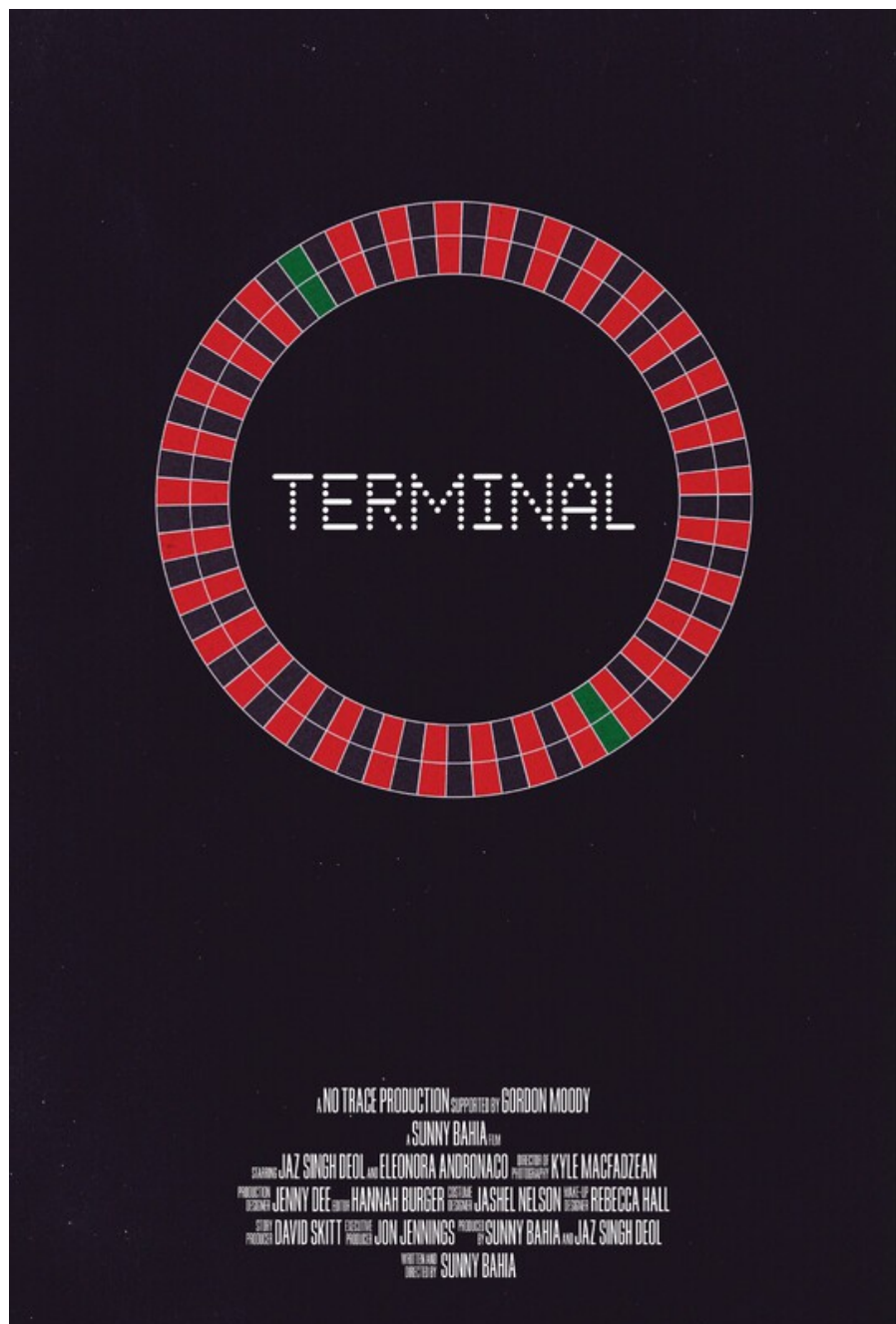


Dossier pédagogique à destination des enseignants de LP

THIS IS ENGLAND 2025
le festival du court métrage britannique de ROUEN

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About the film

Full Cast & Crew:

- Sunny Bahia Director
- Sunny Bahia Writer
- Jon Jennings Producer
- Sunny Bahia Producer
- Jaz Singh Deol Producer
- Jaz Singh Deol Key Cast
- Kyle Macfadzean Director of Photography
- Ollie Andersen Colourist
- David Webb Supervising Editor
- Hannah Burger Editor
- Jenny Dee Production Designer

Specifications:

- Project Type: Short
- Runtime: 9 minutes 55 seconds
- Completion Date: February 14, 2025
- Production Budget: 35,000 GBP
- Country of Origin: United Kingdom
- Country of Filming: United Kingdom
- Language: English
- Shooting Format: Digital, Arri Alexa
- Aspect Ratio: 1:85:1
- Film Color: Color
- First-time Filmmaker: No

Synopsis:

Based on a true story of a bright young man whose life is gradually consumed by his obsession with Fixed Odds Betting Terminals.

One man. One machine. One endless cycle of winning, losing and self-destruction.



Sunny BAHIA

Sunny is a British South-Asian commercials and drama director with over 20 year experience in advertising, scripted comedy and drama.

His TV directing credits include Disney+'s Renegade Nell as 2nd Unit Director and Director for BBC's The Dumping Ground and Apple Tree House. In the commercial world he has directed for a host of global brands including Audi, Samsung, Netflix, Toyota, Campo, Apple & HSBC.

Sunny has had the opportunity to direct talent in a variety of settings and genres and has developed an expertise from these experiences that allows him to bring performances out in a natural and authentic way. He approaches every project with focus and commitment and uses his acute eye for detail alongside methodical research to inform all his creative decisions.

Storytelling is at the heart of Sunny's work and his passionate approach to this key aspect of filmmaking ensures that the narrative is conveyed in the most visceral and engaging way possible.

Sunny's perspective is informed by his British Asian heritage and he uses this to illuminate and bring attention to British, South Asian stories that will appeal to a wide audience.

Sunny is represented by Casarotto Ramsay & Associates.

His statement about the film:

Terminal is a personal story that draws on my own experiences of suffering from long term gambling harm.

The story unfolds using a unique, gambling machine point of view that provides an intimate, first hand perspective of the problem gamblers experience and allows for an unfiltered and unflinching account of how the disease of addiction can gain control of someone and dominate them in a stealth-like manner.

The film captures the horror of the problem gamblers experience and juxtaposes it with beautifully lit, visceral imagery and a carefully selected sound palette based on the same sensory seduction techniques that gambling machines use to seduce their helpless victims.

The film's intimate vantage point allows the audience to observe the harsh realities of the punishing, self-destructive life of a problem gambler whilst also experiencing the dark comic edges that emerge from within the protagonists wildest and most delusional fantasies.

I believe that Terminal's story and its insights can play a role in bringing the silent horrors of problem gambling to a wider audience by shining a light into this dark and rarely seen world, in particular within the South Asian community where gambling is an unspoken and taboo subject.

*The film has been funded by **Gordon Moody**, a charity that provides unique treatment programmes for those suffering from gambling-related harm.*

Topics and issues:

- Addictions
- Gambling addiction

Documents and links:



Film funded by Gordon moody, a charity.

The whole site can be explored. <https://gordonmoody.org.uk>

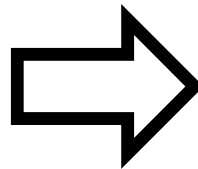
Videos:

- Clinic helps teen gaming addicts - BBC News
<https://www.youtube.com/watch?v=Jto-ByH6XtE&t=101s>
- Video Game Addiction Explained
<https://www.youtube.com/watch?v=li3q9w2uAfo>
- Lost Boys | Gaming Addiction Documentary | CTV W5
<https://www.youtube.com/watch?v=oIO-yOWX-Dc>

Written Comprehension:

- Online anonymous self-assessment: <https://gordonmoody.org.uk/self-assessment>

- Online quiz:



- What is a fob-tee?
<https://www.parliament.uk/business/publications/research/key-issues-parliament-2015/social-protection/fixed-odds-betting-terminals/>

50 years of tackling gambling-related harms together

Adapted from : <https://gordonmoody.org.uk/our-approach/>

2021 marked 50 years of the Gordon Moody organisation providing treatment for those whose lives have been severely affected by gambling-related harms. Gordon House, as it was known then, was first opened in South London in 1971 by the Reverend Gordon Moody.

It was set up as a hostel for men who often had nowhere else to live and needed a safe place to focus on their recovery. Our founder's involvement in gambling dates back to the 1950s. The Reverend Gordon E. Moody, MBE was a Methodist minister who became secretary of the British Churches' Council on Gambling in 1958. Reverend Moody held this post for 20 years and during this time he was influential in the shaping of the 1968 Gambling Act.

In 1964, Gordon Moody introduced Gamblers Anonymous to the UK. This was an organisation that began in Los Angeles in 1957 and still continues to provide therapeutic groups and peer support to disordered gamblers worldwide.

Gordon Moody was the honorary Founder-Patron of Gamblers Anonymous in the UK until his death in 1994. Reverend Moody realised that for some the weekly meetings were not enough due to the fact they had nowhere to live and very little support from others, and in 1971 Gordon House was opened.

Treatment over the years

The initial aim for Gordon House was to provide a safe place to stay for gamblers to focus on their recovery.

After a few years, this approach of working in a residential setting with a group of clients soon developed into the residential treatment programme that is still in use today.

Over time the need to provide treatment for women as well as men became apparent and a specific residential service for women was set up in 2002. This ran for seven years until 2009. The programme ended because it was felt that the length of the treatment programme was thought to be a barrier for women seeking treatment because of childcare and family commitments.

Like the men's programme, the length of residential treatment at this time was nine months, which was a massive commitment for anyone. This was shortened to six months in 2009 and further again to three months in 2010.

Range of services

In 2014, we launched our Retreat & Counselling programme for women, which meant they could experience the peer support and face-to-face group sessions across two weekend retreats as well as receiving one-to-one sessions from home.

This allowed women to balance their lives more effectively while getting treatment. This programme was such a success that it is still going strong providing treatment for men and women for whom a full residential programme is not suitable.

With the knowledge in the treatment of women gamblers we have gained over the years, we opened a full residential service in 2021. This intense residential programme is specifically designed to meet the needs of women severely affected by gambling harm and requiring this high level of intervention.

In 2004, Gordon Moody launched its international support service [Gambling Therapy](#). Available as a website and later as a free to download phone app, Gambling Therapy provides advice and signposting to thousands of people around the world in multiple languages each year.

Get involved

To keep up to date with the latest news, you can follow us across our social media platforms (links below), visit our [News](#) page, view our latest [blogs](#), or [sign up](#) to receive updates and newsletter.

If you would like to support Gordon Moody through volunteering, please [click here](#) or to donate, [click here](#).

Volunteer

Adapted from : <https://gordonmoody.org.uk/>

Get involved

Volunteers are absolutely crucial in supporting us to deliver our mission to help people recover from gambling-related harm and in supporting their families and friends through the challenges of a recovery journey.

We're always looking for enthusiastic people to help with our work. We have a range of volunteering opportunities for you to get involved with.

With the commitment of our volunteers, we're able to offer a support network to people suffering from gambling-related harm. There are a number of ways for you to volunteer with us and in return we'll give you experience that helps you to develop your skills and open up new opportunities for you.

Can I volunteer?

Many have used our services in the past or have a family member affected by gambling-related harm; others just want to give their time to help others in the community.

We are also seeking practical help at our residential centres, such as gardening, painting and decorating, and photography - as well as support from trained experts willing to work alongside our residents to help them develop new interests and skills.

Support our fundraising

Fundraising volunteers offer vital support to our fundraising team. From cheering on fundraisers at running events to marshalling our walks. Being a fundraising volunteer is fun and rewarding so please spare a couple of hours and join our team.

Campaign with us

Sign up as a campaign supporter and help us to improve awareness and access to best treatment and care for everyone affected by gambling the UK.

We email campaign supporters to update them on our latest campaigns and how they can take action. [Sign up](#).

If you would like to offer some time as a volunteer please contact us by completing our [contact form](#), email us at help@gordonmoody.org.uk, or telephone us on [01384 241292](tel:01384241292).

On addictions, types, most common addiction, symptoms and causes, diagnosis and tests, treatments, prevention, how you can help someone: <https://my.clevelandclinic.org/health/diseases/6407-addiction>

Tasks and to go further:

Lesson plan Gaming Addiction B1 Sequence

General Information

- Level: B1 (Vocational High School)
- Duration: 5 sessions (~1 hour each)
- Theme: Gaming Addiction (video games and online gaming)
- Cultural focus: balance between real and virtual life
- Final Task: Write an article for your school magazine:
"Are Teenagers Addicted to Video Games? Give examples and advice."

Linguistic and Cultural Objectives

- Talk about personal gaming habits
- Understand causes and consequences of gaming addiction
- Express opinions and give advice
- Produce a short argumentative text

Skills

- Listening: Understand a testimony about gaming addiction
 - Reading: Understand an article presenting pros and cons
 - Speaking: Debate, give advice, express opinions
 - Writing: Write a short argumentative article
-

Lesson 1: Why do people love games?

- Activities: Brainstorming, mind map, pair discussions
- Objectives: Activate vocabulary about games and emotions
- Grammar: Expressing opinion (I think, I agree, I prefer)

Lesson 2: A Teenager Talks About Gaming Addiction

- Activities: Watch a short video <https://www.youtube.com/watch?v=BsoElNsQo1g>
(Video Game Addiction A Growing Concern, CBS New York)
- Vocabulary: addiction, obsessed, tired, waste of time, lose control

Lesson 3: The Pros and Cons of Gaming

- Activities: Read article "Are Video Games Good or Bad for You?", identify pros and cons, guided debate
- Grammar: Connectors (however, although, because)

Reading Text:

Are Video Games Good or Bad for You?

Video games are very popular among teenagers. Many people play for fun, to relax, or to compete with friends. Games can help develop problem-solving skills and improve coordination.

Multiplayer games also allow players to make new friends and work together as a team. Some educational games can even help you learn new things.

However, playing too much can be harmful. Some teenagers become addicted, spending hours every day in front of a screen. They may stay up late, skip meals, or lose interest in school and other activities. Spending too much time online can also reduce face-to-face social interactions. It is important to find a balance and play games responsibly.

Lesson 4: How to Stay Safe Online

- Activities: Role-play giving advice to a friend, create a poster "Play Responsibly!"
Instructions: Add 3 tips for healthy gaming habits and one visual symbol of balance (scale, clock, or friends).
- Grammar: Modals for advice (should, shouldn't, must, need to)

Lesson 5: Final Task

- Task: Write an article: "Are Teenagers Addicted to Video Games?"
-

Other final tasks

□ **Debate / Role-play**

Task: Students organize a debate on the question "Is gaming addiction a real illness or just a lack of self-control?"

Goal: Develop critical thinking, oral fluency, and the ability to argue convincingly with supporting evidence.

□ **Awareness Campaign**

Task: In groups, students design an awareness campaign (poster, social media post, short video script, or brochure) to inform teenagers about the risks of gaming addiction and strategies for healthy gaming habits.

Goal: Combine creativity with persuasive writing/speaking while showing understanding of the issue.

□ Make a leaflet to warn people of the dangers of gambling

Examples:

Gambling disorder

Signs of a gambling disorder include:

 <p>Keep gambling even if it causes problems</p>	 <p>Rely on others for money or to cover losses</p>
 <p>Feel angry or upset when trying to stop</p>	 <p>Gamble to escape sadness or stress</p>
 <p>Gamble to win back lost money</p>	 <p>Hide or lie about gambling habits</p>
 <p>Need to bet more to feel the same thrill</p>	 <p>Constantly think about gambling</p>
 <p>Try to stop gambling but can't</p>	

Cleveland Clinic

How to Stop Gambling: Strategies & Prevention

How to Quit Gambling: Tips from a Therapist

- Acknowledge the problem
- Know why you're quitting
- Identify your triggers
- Self-regulate your gambling
- Maintain and reach out to healthy supports
- Join a recovery group
- Find diversions
- Create new routines



CHOOSING therapy

ARE YOU PLAYING SMART?

SMART?

PLAY SAFE, ACT NOW!

GAMBLE RESPONSIBLY

BALANCE GAMBLING WITH OTHER ACTIVITIES



TREAT GAMBLING AS A MEANS OF ENTERTAINMENT



SET A LIMIT IN ADVANCE AND KEEP TO IT



TAKE A BREAK BETWEEN YOUR PLAY



DON'T LET GAMBLING INTERFERE WITH DAILY RESPONSIBILITIES



DON'T GAMBLE WHEN YOU DON'T KNOW THE RULES AND CAN'T AFFORD IT



DON'T CHASE YOUR LOSSES



DON'T GAMBLE WHEN YOU ARE DEPRESSED OR UPSET





Need help to manage gambling addiction or find out more about gambling exclusion/visit limit? Call the National Problem Gambling Helpline: 1800-6-666-666 or webchat: www.ncpg.org.sg

- ✉ Write a letter to become a volunteer at Gordon Moody.
Explain your motivations and your assets”.**

Template:



Fields marked with an * are required

Forename *

Surname *

Email *

Telephone Number

Comment/Enquiry

- By clicking on this button and submitting this form I agree that Gordon Moody can send me emails that provide updates about Gordon Moody activities and campaigns in accordance with [Gordon Moody's Privacy Policy](#). *

SUBMIT

DOSSIER PROPOSÉ PAR : J.FERRIÉ