

Juvenile Justice Jeopardy Game Process

Strategies for Youth (SFY) is a national nonprofit policy and training organization dedicated to improving police/youth interactions and reducing disproportionate minority contact. SFY offers a variety of training programs and materials to achieve its mission.

INTRODUCTION

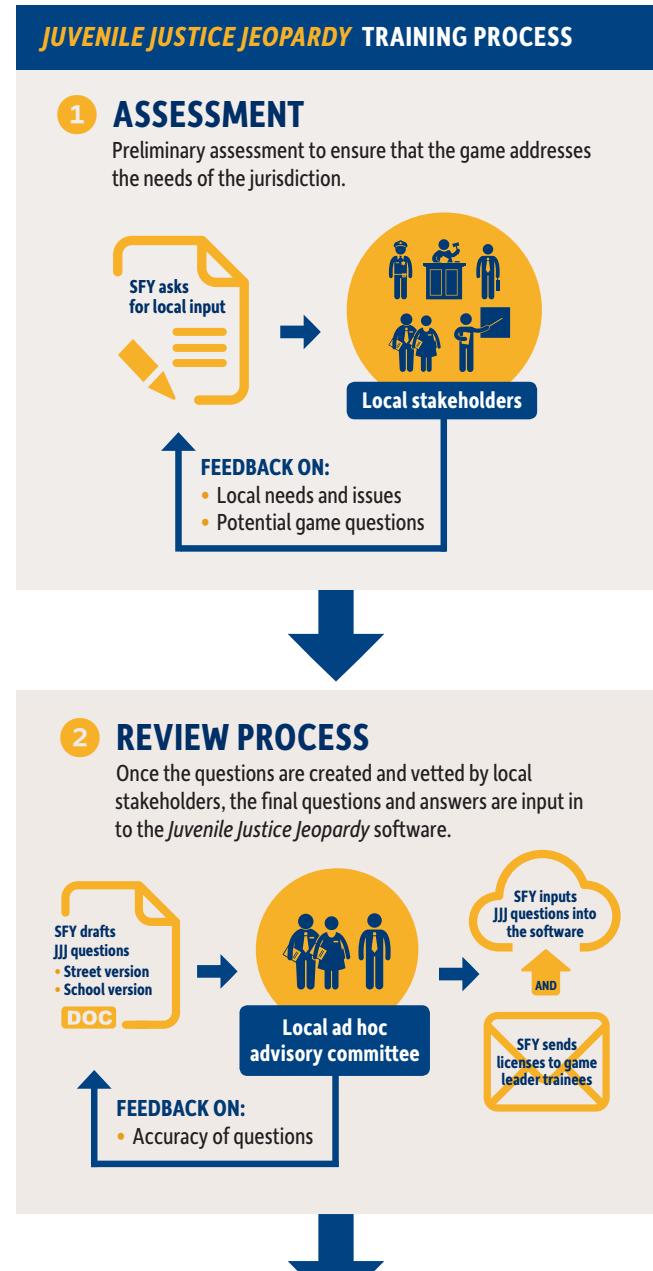
Juvenile Justice Jeopardy (JJJ) is a key SFY program. This game teaches youth how to navigate interactions with peers, police, and other authority figures. The game also informs youth about law, the Juvenile Justice system, and short and long-term consequences of arrest and court involvement on their future opportunities. The goal of this game is to provide youth with accurate, relevant information about how their conduct is perceived by legal authorities, as well as to clarify legal concepts that youth don't understand or are misinformed about.

THE TRAINING PROCESS

SFY replicates *Juvenile Justice Jeopardy* for localities using a three-pronged approach including an assessment, drafting, and two train-the-trainer/coached training sessions. Each step of the process is described below.

1 ASSESSMENT

SFY conducts a preliminary assessment prior to creating a first draft to ensure that the game addresses the needs of a jurisdiction. A questionnaire is sent to, or a phone conference is conducted with local stakeholders including juvenile defenders, police patrol officers, school resource officers, juvenile prosecutors, juvenile judges, and community leaders. The purposes of the assessment are to understand the strengths and weaknesses of current officer/youth interactions, to identify what youth don't understand about the operation of law (e.g. constructive possession, joint venture) and to identify pressing issues affecting youth such as prescription drug abuse, gang involvement, and trends visible in available arrest data.



SFY creates *Juvenile Justice Jeopardy* based on information collected during the assessment and an independent review of local law. This game is also known as the “Street” version.

When SFY creates a “School” version for a jurisdiction, it bases the questions on the School Code of Conduct of the largest school district in the jurisdiction; the questions will also be informed by responses to the questionnaire.

Before the first versions of the games are drafted, stakeholders will have an opportunity to discuss information and suggestions from their questionnaire responses.

2 DRAFTING

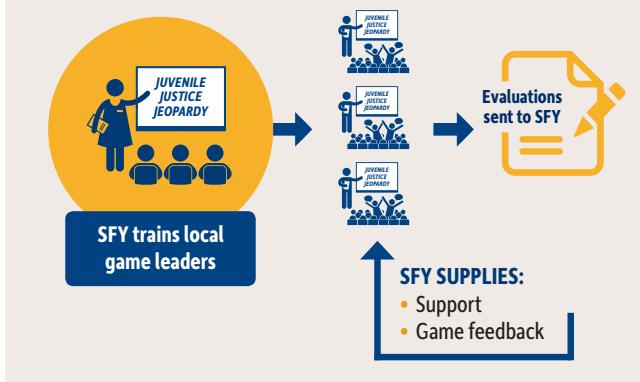
A first draft is created as a Word document and is sent to an ad hoc committee of local stakeholders for review. The questions are vetted to ensure legal accuracy and that pressing issues of the jurisdiction are addressed. At the end of each week during the drafting period, the game will be updated based on feedback received, and will be returned to the ad hoc committee. This process will continue until all parties reach consensus about the game questions and answers.

SFY will then input the questions into the Jeopardy software and host the game on the cloud. Licenses will be sent to future game leaders so that they may play the game online or download it to their laptops.



3 TRAINING GAME LEADERS

Strategies for Youth trains Juvenile Justice Jeopardy game leaders.



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To maximize participation, SFY uses a train-the-trainer approach to replicate the game. SFY will make on-site visits to a jurisdiction and conduct two identical Jeopardy training sessions for game leaders, followed by piloting of the game. Future game leaders will attend the training and observe the pilot games. During the trainings, future game leaders will be provided the following documents:

- Game Leader Replication Guide
- Discussion Points for all versions of the game
- Materials for Distribution
- Evaluations
- Earnings and Trade Charts

After the training SFY will summarize the number of evaluations agreed to in the scope of service completed by youth who have played the game and send summaries back to the jurisdiction. SFY will continue to provide technical support as game leaders replicate the game.