

SFY Juvenile Justice Jeopardy™

The goal of *Juvenile Justice Jeopardy™* is to engage youth in important conversations about the juvenile justice system, and the potential consequences of their actions. The game offers a structured framework for correcting misconceptions and inviting youth to participate in meaningful dialogue about their views and experiences of the juvenile justice system.

WHY JUVENILE JUSTICE JEOPARDY™?

Efforts to ensure that youth have accurate, realistic information about the law and the juvenile justice system have not kept up with the criminalization of youth conduct and the increased presence of law enforcement in youths' lives over the last 20 years. This scenario-based approach teaches youth how to navigate critical interactions with law enforcement, educators, and peers. Active role-play and demonstrations help youth visualize specific situations and prepare them for future interactions with law enforcement.

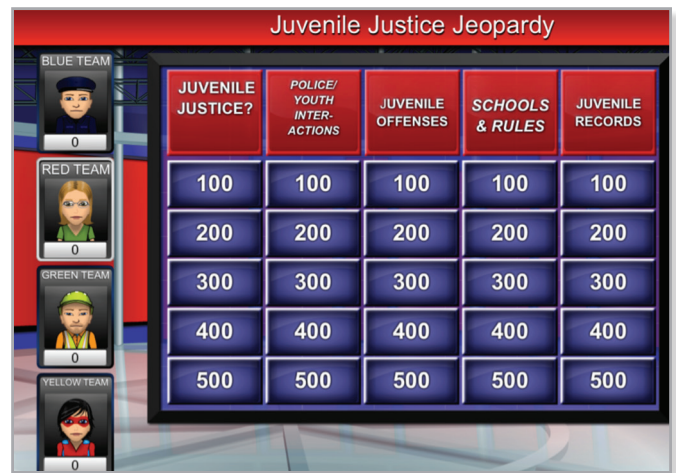
The game offers youth an opportunity to learn by **focusing on behavior** and situations familiar to them; to test their knowledge, and:

- Learn new concepts that focus on the realities of the juvenile justice system
- Discuss issues of race, class, gender, sexual orientation, and culture openly
- Share their own or their friends' and families' experiences with the system

EDUCATIONAL PREMISES OF JUVENILE JUSTICE JEOPARDY™

At Strategies for Youth we believe that youth learn best:

- Interactively
- In give-and-take environments
- Through scenario-based interactions
- When adults are caring and supportive
- Through real life stories
- When they reflect on their own or their friends' and families' experiences



Example of Juvenile Justice Jeopardy game interface.

HOW DO TEACHERS & ADVOCATES USE THE GAME?

The game is typically led by a youth advocate, such as a juvenile defender, youth worker, teacher, or police officer who is trained to work with youth. Their experience legitimizes their explanations in the eyes of youth, and makes the conversation livelier.

These stakeholders are:

- Most able to share stories that resonate with youth,
- Most able to explain carefully, respectfully, and humorously the differences between statutes, youth's rights, and the realities of the juvenile justice system.

“ Officers can't speak to you unless they have a warrant? ”

— JAMAL, 14 YEARS OLD

“ Can male police officers frisk girls? ”

— VANESSA, 16 YEARS OLD

CUSTOMIZING THE GAME

Juvenile Justice Jeopardy can be customized to teach youth about various issues like probation violations, drug and alcohol use, bullying laws, texting and driving, drinking and driving, and traffic stops. Each game allows for 5 categories of questions and a bonus category. Game leaders can add to each topic with scenarios and other supplementary materials. To date, the game has been customized to different state laws, to a girls-only audience, and to teach youth the dangers of drinking and driving and texting and driving.

“ If I’m in a car that has drugs in it, but they’re not mine, I can’t get in trouble, right? ”

— DARREN, 14 YEARS OLD

“ Is it statutory rape if you wear a condom? ”

— SEAN, 13 YEARS OLD

GAME DESCRIPTION

Juvenile Justice Jeopardy is a game for teaching youth how to interact safely with law enforcement and to be aware of the short and long-term consequences of their conduct with peers. The game focuses on behaviors and scenarios that illustrate what situations and behavior could lead to police involvement, escalate interactions, and result in court involvement. The game also corrects youths’ misconceptions about the juvenile and criminal justice systems.

Juvenile Justice Jeopardy resembles the television *Jeopardy* game show and ensures that there is only one correct answer. The game is highly interactive and involves youth in role-playing, skits, and conversation. Youth compete in teams.

The game can be played in classrooms, afterschool programs, church programs, youth empowerment programs, detention and incarceration facilities—anywhere a group of youth is gathered. The game can also be used to teach parents, guardians and adults who routinely work with youth how the juvenile justice system works.



Photo by Romana Vysatova

REPLICATION PROCESS

SFY interviews stakeholders, including juvenile defenders, district attorneys, and juvenile court judges to develop game questions and to narrow the game’s focus to the kinds of interactions that typically result in arrest and/or court-involvement in that locality. SFY also reviews and integrates statistical data describing patterns of juvenile court-involvement.

JUVENILE JUSTICE JEOPARDY™ TECHNOLOGY

SFY develops the game in consultation with its stakeholders and makes it available to organizations through the Strategies for Youth website. Organizations may purchase inexpensive individual player licenses to replicate the game in their programs and schools. The game is also easily adapted to SmartBoard technology.

SFY can provide additional customized versions of the game for your computer or SmartBoard. Each additional version of the game includes:

- Customized game questions
- Handouts
- Evaluations

TO LEARN MORE ABOUT JUVENILE JUSTICE JEOPARDY™

Visit our website at www.strategiesforyouth.org

Write us at info@strategiesforyouth.org,
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