

## *Juvenile Justice Jeopardy*<sup>TM</sup> Games

### About The Game

The *Juvenile Justice Jeopardy (JJJ)* game was created to teach youth how to navigate interactions with peers and police and to understand the short and long term consequences of arrest and court involvement on their educational and employment opportunities. The game seeks to dispel prolific and enduring myths that may harm youth and yet are held dear. In an effort to address disproportionate minority contact, the game discusses how media portrayal of youth of color influences the response of police, authority figures, and the public. Unlike other outreach tools, *JJJ* focuses on teaching youth behaviors to avoid escalation of minor incidents with adults and to avoid risky interactions with peers. The School version is an invaluable tool for combatting the School to Prison Pipeline.

*JJJ* game questions are based on youths' most prevalent confusion, reasons for arrest, and school exclusion. *JJJ* is played on interactive game software accessed by a game license provided by Strategies for Youth. The game can be downloaded to a laptop and projected on a screen to play with groups of youth in various settings. In addition to the game questions, SFY provides an age chart, a cost-of-going-to-court worksheet, an education-earnings chart, and job application forms to teach youth how to correctly respond to questions about prior arrests and records to prevent youth from losing employment opportunities. SFY provides game leaders information on each question in the game as well as training on best practices for playing the game based on 10 years of SFY's experience with youth across the country.

SFY customizes versions of *Juvenile Justice Jeopardy* for different cities, based on local laws, school district codes of conduct, arrest trends, and discussions with local stakeholders including judges, prosecutors, public defenders, school administrators, school resource officers, and police.

## Game Versions

### ***Juvenile Justice Jeopardy* for the Street**

The *Street* version focuses on strategies for avoiding needless escalation of mundane encounters with police, behaviors that are likely to result in arrest, and the short and long-term consequences of arrest and court involvement. The game seeks to dispel prolific and enduring myths such as all juvenile records are automatically sealed, and that a male officer cannot perform a pat-down on a female, and “officers need a warrant to speak to you.” The 5 categories of the *Street* game are: 1) Juvenile Justice, 2) Police/Youth Interactions, 3) & 4) Offenses, 5) Juvenile Records.

### ***Juvenile Justice Jeopardy* for School Code of Conduct**

The *School* version teaches key aspects of a school district’s school code of conduct with a specific focus on reducing behaviors that lead to school exclusion. Many youth are unaware that their rights and responsibilities are considerably different in school. The *School* version addresses issues such as locker searches, implications of bringing prescription medication and weapons to school, sexting, and conduct likely to lead to a school-based arrest. The 5 *School* game categories are: 1) Being There, 2) School Zone, 3) Don’t Bring It, 4) Student-on-Student, and 5) Irritating Adults.

### ***Juvenile Justice Jeopardy: Drugs and Alcohol***

In this game, youth learn not only the legal, but also the physical and social, risks associated with drug and alcohol use and abuse. The game uses and highlights relevant law from the jurisdiction it will be played in and focuses on how drugs and alcohol can impact healthy development, decision-making, and create additional legal jeopardy beyond laws related to the substances themselves. We tailor the game to the specific types of substances and patterns of use and abuse that are of the most concern in the communities where the game will be used. The goal is to ensure that young people have a safe platform to ask questions and receive vetted, accurate information about what is often perceived as a taboo topic for youth to broach with informed adults.

### ***Juvenile Justice Jeopardy: Sex and Boundaries***

In this game, youth are able to explore questions about drawing the line regarding permitted, risky, and illegal sexual behaviors. We tailor the game to the questions youth ask trusted adults and focus on providing strategic and legal answers to their questions. This game aims to help youth more openly discuss what consent is—and is not—and consider how drug use and alcohol affect decision-making in many

situations. Having young people imagine themselves in risky situations is key for helping them plan ahead to avoid them and navigate out of them.

### ***Juvenile Justice Jeopardy* for Orienting Youth/Parents to Probation & Reducing Technical Violations**

This version of the game walks youth and parents through the terms of probation, the expectations, and the consequences of violation of technical conditions. The game teaches youth what is expected of them at meetings with probation officers, how to handle missed appointments, and the value of developing a strong relationship with one's probation officer.

### ***Juvenile Justice Jeopardy* for Orienting Youth in Detention/Incarceration Facilities**

This version of the game, typically titled *Making the Best of Your Time at...* teaches youth the disciplinary systems, expectations, and consequences for rule violation in detention/incarceration facilities. In addition to providing orientation to the present conditions they will face, the game focuses youths' attention on capitalizing on the educational, occupational, and therapeutic services offered in the program. The five game categories are: 1) Are you on the level?, 2) Resume builders, 3) Outside problems on the inside, 4) Don't Stress, and 5) Try This at Home!

### ***Juvenile Justice Jeopardy* for Preparing Youth to Leave Incarceration**

This version of the game, titled *When You Go*, teaches youth what to anticipate upon returning home, including situations that are likely to escalate and involve law enforcement. In addition, the game presents scenarios about how to interact with probation officers, handle conflicting obligations, and prepare for interactions with law enforcement. The last set of questions urges youth to capitalize on opportunities offered to them. The five game categories are: 1) You & Your P.O., 2) Interactions with Police, 3) When at Home..., 4) Temptations, and 5) Grabbing Opportunities.

### ***Juvenile Justice Jeopardy* for Youth who have been Exposed to Trauma**

The purpose of each of the 4-part trauma-focused jeopardy games is to reduce the number of youth becoming system-involved as a result of exposure to traumatic incidents. Today, chronic exposure to trauma is the main predictor of juvenile justice system involvement. Exposure to trauma can cause some youth to act out in ways that can put them in legal jeopardy, particularly when interacting with police, school, and other authority figures. These games rely on the assumption that increasing youths' understanding of how and under what circumstances their traumatic responses are triggered can help them anticipate and counter these responses. Both

these games are limited to game leaders who are psychologists and/or clinical social workers, or who otherwise demonstrate a deep understanding of trauma-informed work.

### **Know Your Triggers: Understanding & Managing Trauma**

This generalized game explores the various experiences, circumstances, and identities that can result in a young person's exposure to trauma. Focusing on wide variety of adverse childhood experiences, and treatment due to various identities, such as race, religion, immigration status, gender, and more, this game aims to help youth understand sources of trauma, how to identify triggers, and ultimately teach youth self-regulation and positive coping strategies as well as to seek out the assistance of mental health professionals and other sympathetic adults.

### **From Stress to Success: LGBTQ+ Youth Experiences**

This trauma-focused game version was created in recognition of the disproportionate number of LGBTQ+ youth who are system involved and the particular forms of toxic stress and trauma that LGBTQ+ youth face. Similar to *Know Your Triggers*, this game helps LGBTQ+ youth understand sources of trauma, how to identify triggers, and develop pro-social, healthy coping strategies that can help them avoid negative outcomes.

### ***Juvenile Justice Jeopardy* for Youth In & Exiting Foster Care**

This version of *Jeopardy* focuses specifically on the lived experiences of youth who are in foster care. Given the unfortunately high rate of "cross-over" youth, those involved in both our child welfare and juvenile justice systems, it is not only imperative to educate these youth about the legal system, but also life skills that will promote a successful transition out of care. Built as a two-part series, "The Law Game," teaches youth in care about the differences between the adult and juvenile court, how to safely interact with police, and how to negotiate risky situations with peers, especially when more stable, familial relationships are not available; and "The Life Skills Game," focuses on how to navigate systems to meet needs and secure resources, how to manage the competing stressors of adulthood, and how to navigate family relationships. The goal of these games is to increase the likelihood of a bright future for youth who must navigate the world without foundational family support systems.

### ***Juvenile Justice Jeopardy* for Middle School Aged Youth (Street & School Games)**

These versions of *Jeopardy* are developmentally and age appropriate for youth who are in 6<sup>th</sup> grade. The games approach the topics addressed by the *Street* and *School* games using language that is accessible to this younger audience and the specific experiences that are most relatable to youth at this stage of social and emotional development.

### ***Juvenile Justice Jeopardy* for Youth to Identify and Avoid Grooming**

This version of *Jeopardy*, titled the *Grooming Game*, seeks to educate youth about the types of manipulations that are utilized by adults and peers to lead youth into risky behaviors under the guise of care and acceptance. From gangs to commercial sexual exploitation, the game introduces, contextualizes, and unmasks common techniques used to groom youth to engage in behavior for another person's benefit and to their own detriment.

### ***Juvenile Justice Jeopardy* for Attendance, Truancy, and Other School Issues**

This version of *Jeopardy* addresses issues around truancy, attendance, and common causes of absenteeism in schools. It is designed to educate youth about truancy laws, excused versus unexcused absences, what to do in case of an absence, and possible reasons a youth may not want to go to school. This version also fosters discussion with youth and parents about what to do in case of an emergency requiring an absence in school, strategies to use to get support from the school, and answers some of the misconceptions about excessive absences. *JJJ* for Attendance, Truancy and Other School Issues may be particularly helpful in communities with large immigrant populations that may not be as familiar with attendance laws.

### **SFY has also developed demonstration versions of *JJJ* about:**

- The specific experiences of girls in the justice system.
- The dangers of texting and driving.
- Auto crimes.
- Gun crimes.
- Understanding the impact of juvenile records on future opportunities.