Juvenile Justice Jeopardy

An Age-Appropriate Tool for Teaching Youth
How to Navigate Interactions with Peers & Police
Keeping Kids in School and Out of Court Summit

Where do young people learn about how to interact with peers considering risky business?

Where do young people learn about how to interact with police?

I KNOW MY RIGHTS!
SFY approach to educating youth is to integrate:

- Understanding of Teen Brain
- Typical Teen Situations
- Teach Youth to Anticipate Responses/Consequences
- Question Their Assumptions

Juvenile developmental characteristics such as impulsivity, self-centeredness, and resistance to authority increase the chances that police-juvenile encounters will involve conflict, disrespect, and confrontational behavior.

Developmental Competence
Develop that Frontal Lobe!
- A brake on teen action
- Connect the dots
- Explain what TO do
- Encourage Accuracy
- Youth support each other

Educational technique:
- Interactive
- Realistic/relevant
- Physical
- Concrete
- Participatory

Game Development:
- Look at reasons for arrests/suspensions/expulsions
- Interview/Review Data to address conflict/rule violation:
  - Most common youth to youth tension
  - Youth-parent
  - Youth-officer
  - Youth-SRO
Game Questions:
• Use **scenarios** to illustrate typical situations,
• Rebut youths’ strongly held **myths**,
• Focus on behaviors, not assertion of **rights**
• Describe what to do.

How the Game is Played
• Annotated Game Reference Document
• SFY trains Game Leaders
• 25-35 participants as a group or divided into teams
• Download from SFY website with license
• Play on PowerPoint projector
• Evaluation

Advantages:
• Portable
• Consistently Accurate
• Uniform Message/Variable Discussion
• Opportunity to connect game leader & youth
• Game leader hears youth perspective
• Youth reiterate rules
Additional Components:
- Do’s and Don’t’s List
- Age Chart
- Earnings Chart
- Think About It First! card
- Evaluation Forms
- After-Game Handout

Reinforcement with After-Game Handout:
- What do you know scenarios & answer key
- Reinforce learning
- Promote parental involvement

Customized Versions of the Game
- CA: youth & adults about CSEC
- CA: youth leaving incarceration
- NYC: avoiding going deeper on probation
- CA & MN: school code of conduct
Who Benefits?
• Youth who participate,
• Youth who learn from those who participate,
• Game leaders learn new issues youth face/perceive.

Youths’ Evaluation:
• Youth report 50% to 75% information is new,
• Misconceptions are corrected.
Youth are:
• more conscious,
• pledge to act differently,
• restrain other youth.

Adult Responses to Game:
• How youth perceive issues improves adult responses.
• Hearing first-hand how normative developmental issues helps understand youth
• Feedback loop: Learn how youth perceive power/consistency of rule enforcement.
• Opportunity: Address issues raised by youth.