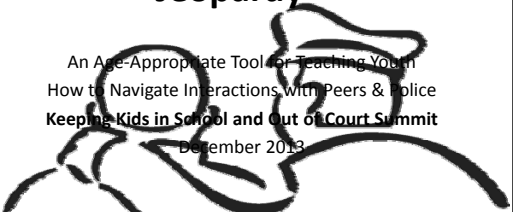


**Strategies for Youth**  
CONNECTING COPS & KIDS®

## 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**  
December 2013



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**Strategies for Youth**  
CONNECTING COPS & KIDS®

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*?

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**Strategies for Youth**  
CONNECTING COPS & KIDS®

# I KNOW MY RIGHTS!



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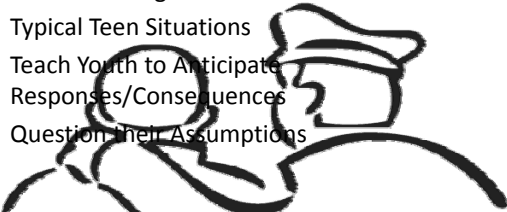
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**Strategies for Youth**  
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SFY approach to educating youth is to **integrate:**

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



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**Strategies for Youth**  
CONNECTING COPS & KIDS®

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."



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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Developmental Competence**



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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Develop that Frontal Lobe!**

- A *brake* on teen action
- Connect the dots
- Explain what **TO** do
- Encourage Accuracy
- Youth support each other

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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Educational technique:**

- Interactive
- Realistic/relevant
- Physical
- Concrete
- Participatory

Team	Points	Points	Points	Points	Points
Team 1	150	100	150	150	150
Team 2	250	200	250	250	250
Team 3	300	300	300	300	300
Team 4	400	400	400	400	400
Team 5	500	500	500	500	500

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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Game Development:**

- Look at reasons for arrests/suspensions/expulsions
- Interview/Review Data to address conflict/rule violation:
  - Most common youth-on-youth tension
  - Youth-parent
  - Youth-officer
  - Youth-SRO

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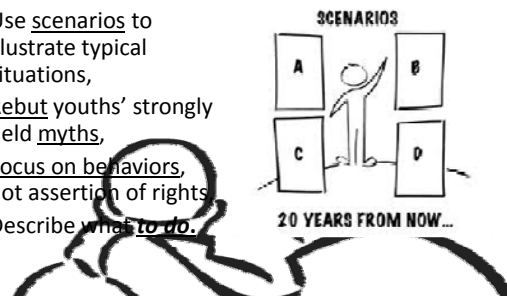
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Game Questions:**

- Use scenarios to illustrate typical situations,
- Rebut youths' strongly held myths,
- Focus on behaviors, not assertion of rights
- Describe what to do.



SCENARIOS

A B

C D

20 YEARS FROM NOW...

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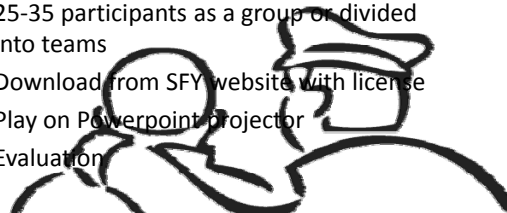
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**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



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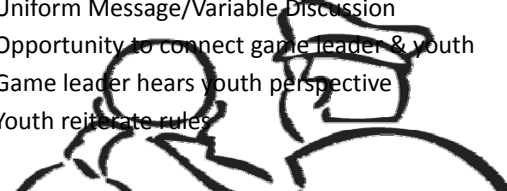
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Advantages:**

- Portable
- Consistently Accurate
- Uniform Message/Variable Discussion
- Opportunity to connect game leader & youth
- Game leader hears youth perspective
- Youth reiterate rules



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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Additional Components:**

- Do's and Don't's List
- Age Chart
- Earnings Chart
- *Think About It First!* card
- Evaluation Forms
- After-Game Questions



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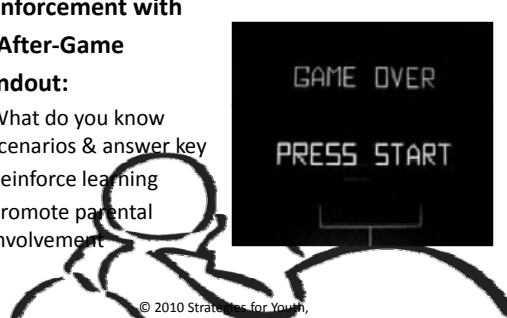
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Reinforcement with Le After-Game Handout:**

- What do you know scenarios & answer key
- Reinforce learning
- Promote parental involvement



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**Strategies for Youth**  
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**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

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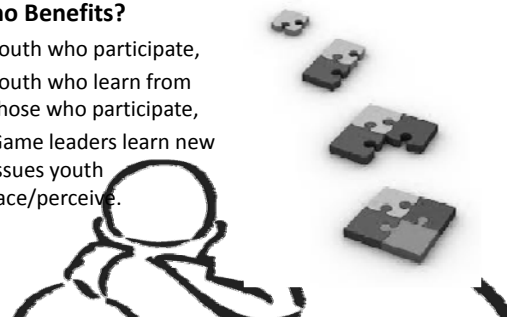
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**Who Benefits?**

- Youth who participate,
- Youth who learn from those who participate,
- Game leaders learn new issues youth face/perceive.

An illustration showing several puzzle pieces scattered around a simple line drawing of a person with their hand to their chin, appearing to be in deep thought.

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**Strategies for Youth**  
CONNECTING COPS & KIDS®

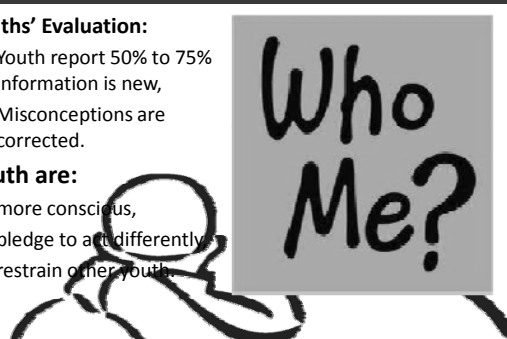
**Youths' Evaluation:**

- Youth report 50% to 75% information is new,
- Misconceptions are corrected.

**Youth are:**

- more conscious,
- pledge to act differently,
- restrain other youth.

Who Me?

An illustration of a person holding a large rectangular sign that has the handwritten text "Who Me?" written on it.

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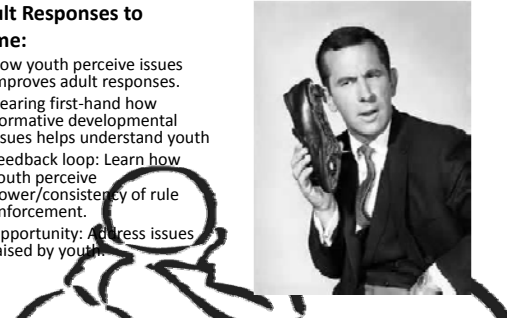
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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**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.

An illustration of a person holding a sign, with a photograph of a man in a suit talking on a mobile phone overlaid on the right side of the slide.

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**Strategies for Youth**  
CONNECTING COPS & KIDS®

**QUESTIONS?**  
**CALL US: 617-714-3789**

A line drawing illustration of a police officer in profile, wearing a cap and uniform, talking to a child. The child is shown from the chest up, looking towards the officer.

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