

Juvenile Justice Jeopardy Game

<p>Juvenile Justice Jeopardy (JJJ): Derived from the television jeopardy game, JJJ offers teens an opportunity to explore what they think they know about the juvenile justice system and how the media portrays teen violence and criminality to them—and how much they believe it.</p> <p>Game’s Goal: Teens are asked to answer 24 questions, with candy as the prize for their effort. For program providers, the game provides needed information and an opportunity to connect advice of staff with the court related consequences to youth who don’t follow the advice. Another goal of the game is to develop youths’ critical thinking skills regarding how they view each other, the dangers of involvement in certain activities, and the consequences of their actions in the light of the law. The game also helps youth understand and navigate the difference between what their legal rights may be and the reality of how the system works. The game plays out how some survival strategies employed by youth make them vulnerable to arrest, detention and incarceration.</p> <p>Game Elements: The game, using 24 questions attached on poster boards as well as handouts which delve more deeply into conduct that can lead to arrest, suspension or expulsion from school, and long term court-involvement. Each of the sections below are elaborated at length with the students. On the poster boards, the question is visible to the students and the answer is Velcro-ed beneath it.</p> <ol style="list-style-type: none">1) Who is a juvenile?2) Interacting with the Police3) Did you Know This is an Offense?4) What Getting Arrested does to your Education Options.5) How your Arrest/Court Records Follow You	<p>Comments Teens Have Made During JJJ Game</p> <p><i>“When I die, will my CORI be on my death certificate?”</i> -12 y.o., Boston</p> <p><i>“Is it statutory rape if you are wearing a condom?”</i> -15 y.o., Cambridge</p> <p><i>“Male police officers can’t pat frisk girls—it’s against the law.”</i> -16 y.o. Springfield</p>
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How to Play the Game: Typically, a juvenile defender or trained community outreach staffer with a strong understanding of the juvenile justice system, goes through each of the questions and draws in information related to each question. The questions are the skeletal structure for a long discussion about how to interact with police, with peers, and with school administrators to avoid court involvement.

Results: Each sessions ends by asking youth, "What surprised you the most today? What did you learn that was new?" Adults working with the youth who play the game often learn a lot about the juvenile justice system that they express gratitude for being warned about. They also report that they invoke the legal realities described in the game when dealing with risk-taking behavior of youth in their charge.

"I don't have to answer questions cops ask me, and they can't frisk me unless I give them my permission."

-16 y.o.
Somerville

After learning about joint venture theory, "Man, you got to be careful who you hang with."

-16 y.o.
Boston