**Facilitator Information**

**Instructions to Participants:**

Welcome to the Reentry Simulation.

This activity is set to simulate one month in the life of someone who has just been released from prison and is trying to navigate his or her way through the system and to comply with all the requirements of supervised release; each week will be represented by 15 minutes.

In a few minutes you will receive your packet, which contains your Life Card, information about your identity, and various items you may use during your reentry (including items you may pawn or sell).

There are also some general instructions- make sure you look at those as well.

* Your Life Card contains the weekly tasks and responsibilities you must fulfill each week. Make sure those tasks are completed.
* When a task is completed, remember to have the Representative at the station mark your Life Card. A check mark represents a positive interaction and an X represents a negative interaction.
* Look around and get an idea of where the stations are located. If you can't find what you need- ask.
* If you have a job, the employment station is the first place you must report each week.
* Every station will require you to show your IDs at each visit. (Your name tag is not an ID). You will need to show a State ID, Birth Certificate, and Social Security Card. We understand that in real life you don’t need to show your IDs at certain places, such as, church or transportation stations. However, in our simulation you must show all three at every single station.
* You must pay a transportation ticket at every visit to every station.
* Additional transportation tickets can be purchased for $1 at the Transportation Station- you must have a ticket in order to get to the Station and buy more. There is a $5 minimum for the purchase of transportation tickets. If you run out of tickets, you may get one ticket – one time only – at the Vocational Rehab station.
* You may receive rent assistance one-time-only at the Social Service (Vocational Rehab) Station.
* You may give plasma two times a week and receive a $25 check each time.
* You must purchase food every week and you can do this by using money, food stamps, or going to the food bank.
* Your Life Card includes requirements as to how often you must see your PO and/or attend treatment/counseling.
* UA’s will be done at your probation office at their discretion. UA’s may also be done at Discount Medical upon receiving/changing employment.
* At the end of each week you must return to your housing location. There will be a five minute break, during which, “monitors” and “officers” will check your compliance, and you will have time to prepare for the next week’s tasks.
* If your housing situation changes, you must take your chair with you.

DO NOT SHARE THE INFORMATION IN ITALICS BELOW WITH THE PARTICIPANTS

(At this time - Introduce stations. Then pass out packets- do not give 2 people sitting next to each other the same letter. Names that start with A&L, J&B, R&D, W&C, S&F, and N&K each have the same identity and requirements.)

* I will give you a two minute warning before time is up for the "week." When we call "time up," return to your housing situation- Home, Jail, Halfway House, or Homeless Shelter. If you are in the middle of a transaction it will not be finished.
* Please pull the name tag out of your packet and put it on. Leave the other name tag on your chair- this represents your home.
* Since life is always throwing a curveball at us, you will also receive a wild card each week. You are required to complete the task on those wild cards just as you are the other tasks you are required to complete. The good news is that there are some wild cards that are positive.

Take out your Life Card and we'll go over the basics.

If your life card says you live at the Halfway House, you need to take your chair and begin the simulation from there.

You now have five minutes to review your packet and formulate a plan on how you will get to all the places you need to go, fulfill all your requirements, and make your reentry a successful one. GOOD LUCK!

**Helpful hints for the facilitator(s):**

**(Do not read to participants.)**

* 60 participants are ideal. When there are too few participants the simulation is not as chaotic and participants have an easier time completing tasks.
* Never give two people sitting next to each other packets that begin with the same letter (See facilitator instructions above.). They tend to figure out that their scenarios are the same and they team up throughout the simulation.
* Be flexible- none of the instructions HAVE to be followed exactly as written. You will encounter new questions and situations each time you do the simulation.
* At the end of each week, make sure you check with the Rent table. The “Landlord” should walk around the room with the list of those who owe rent each week, and look at the participants’ nametags to determine who didn’t pay rent. DO NOT call out the names on the list who owe rent because it makes it obvious that the names with the same beginning letter have the same requirements. Send anyone who didn't pay rent to the homeless shelter. They can pay their rent at any time and move out of the homeless shelter.
* Make sure you check life cards between each week. Mark an "x" in any blank box that the participants did not get completed.
* If anyone is in jail at the end of weeks 1-3 you can draw attention to them by asking the other participants if anyone would like to bail them out for $50. Participants cannot bail out of jail in week 4.
* If someone is truly struggling during the simulation and to the point of giving up, look at their life card and review options with them: anything to pawn, donating plasma, borrow transportation from friend, voc rehab, church for food, career center to apply for job, etc. If they have exhausted all avenues and are at a loss you can give them a transportation ticket or a small amount of money to get them going again.
* There are typically 1 or 2 participants that will sit down during week 1 and say it's too hard and give up. Try to convince them that it gets better if they stick with it and keep going. Avoid having anyone quit if possible.

**Discussion afterwards**

Participants enjoy talking about their experiences during the simulation.

Questions to prompt discussion are:

1. Who was frustrated and why?
2. What was the hardest part of the week?
3. How many of you have all of your IDs?
4. How many of you have a job?
5. Who went to work this week?
6. Who remembered to eat?
7. How hard was getting transportation?
8. Did anyone commit a crime? Were you successful?
9. Ask those in jail how they got there.

At the end:

1. Who felt successful and why?
2. Who was not successful and why?
3. Who was not employed but got a job during the simulation and how did that change things for you? What was most challenging during the simulation?

We share that the statistics shown at the end of the simulation fall in line with the national recidivism statistics.

* 95% of those incarcerated will be coming home at some point.
* Nationally, approximately 70% of those released from prison will recidivate within three years. 30% of those released are re-arrested within the first six months.
* Up to 60%-70% of those released from prison do not secure a job within the first year of release.
* Parole violators account for 35% of prison admissions, which is quickly becoming the highest category of admissions.

Finish by asking for final thoughts or overall opinions.