

Ozarks Area Community Action Corporation: **From Section D**

Ozarks Area Community Action Corporation (OACAC) developed and implemented the Reality Enrichment And Life Lessons (REALL) youth-focused community initiative. REALL is a hands-on experience for youth, ages 12-18, during which they simulate different life choices and experiences, showing how their actions today can affect their future. The experience is divided into three sections: an introduction, the simulation and a debriefing.

During the introduction, participants are given instructions and time to review their packet of information, as well as ask questions. During the simulation, participants role play both a reactive and proactive scenario. In the reactive scenario, they have dropped out of high school, some have legal histories, they are either unemployed or underemployed and none have adequate income to pay their bills. In the proactive scenario, youth have graduated from high school and continued education or secondary training; they are all employed, and have enough income to pay all of their bills plus have extra income for savings. During the debriefing, participating youth break into small groups and discuss both the reactive and proactive scenarios, sharing their experiences and feelings. Adults facilitate the small groups and lead the discussions in a direction about the importance of education and making proactive choices.

Partners contributed to the REALL project in many ways, including serving as network members, volunteers, and host sites. Scores of local and regional partners helped develop, implement, and support REALL. Local partners included (but were not limited to): banks; community foundations; churches; local school districts; University Extension; Career Centers; youth-serving organizations; county government; state government; local colleges and universities; mental health agencies; local service organizations; and individual community volunteers.

During FFY2014, 820 youth participated in REALL simulations in the ten-county service area. This is reported on NPI 6.3 Y2: youth improve social/emotional development.

Community Services Block Grant funds were utilized for staff salaries, building rent, utilities, and building maintenance. Staff time included but was not limited to planning and facilitation of simulations, networking, meetings, training, coordination of volunteers, and finalization of REALL kit copywriting.

Ozarks Area Community Action Corporation: **REVISED EXAMPLE**

Being a teenager is a critical period of time that plays a huge role in influencing and shaping a young adult's path towards self-sufficiency. Many teenagers face different life choices and experiences that will dramatically and directly affect their future, but some teens might not be aware of the consequences. Ozarks Area Community Action Corporation is determined to make sure teenagers in their community are aware and are actively taking hold of their future.

Ozarks Area Community Action Corporation (OACAC) developed and implemented the Reality Enrichment And Life Lessons (REALL) youth-focused community initiative. Recognizing the importance of working with teenagers, scores of local and regional partners worked with OACAC to help develop, implement, and support REALL. Local partners included (but were not limited to): banks; community foundations; churches; local school districts; University Extension; Career Centers; youth-serving

organizations; county government; state government; local colleges and universities; mental health agencies; local service organizations; and individual community volunteers. Staff time and CSBG funds were used to plan and facilitate simulations, networking events, meetings, training, coordination of volunteers, and finalization of REALL kit copyrighting. The result of this community-wide collaboration is REALL: a hands-on experience for youth, ages 12-18, during which they simulate different life choices and experiences, showing how their actions today can affect their future.

The REALL experience is divided into three sections: an introduction, the simulation and a debriefing. During the introduction, participants are given instructions and time to review their packet of information, as well as ask questions. During the simulation, participants role play both a reactive and proactive scenario. In the reactive scenario, they have dropped out of high school, some have legal histories, they are either unemployed or underemployed and none have adequate income to pay their bills. In the proactive scenario, youth have graduated from high school and continued education or secondary training; they are all employed, and have enough income to pay all of their bills plus have extra income for savings. During the debriefing, participating youth break into small groups and discuss both the reactive and proactive scenarios, sharing their experiences and feelings. Adults facilitate the small groups and lead the discussions in a direction about the importance of education and making

During FFY2014, 820 youth participated in REALL simulations in the ten-county service area, receiving valuable lessons on the ways that decisions have the potential to shape their futures. REALL simulations empowers these youth to actively make decisions that will help them move toward a vision of their future that they now feel that can shape.