OSU | **EXTENSION**

POVERTY SIMULATION WHAT TO EXPECT

The Poverty Simulation is the active portion of the event in which individuals are assigned to family roles and given a profile to follow while "living" one month with limited resources. It is not a game. It is based on real Community Action clients and their lives. **The goal of the immersion experience is to sensitize participants to the reality of poverty.**

STEP-BY-STEP

During the poverty simulation you are going to try to walk a mile in the shoes of those who are poor and struggling. You will be living in poverty for one "month"—a month consisting of four 15-minute weeks and three seemingly-brief weekends.

Upon entering the simulation, you will receive a nametag with your simulation identity. There are 26 separate families in the simulation.

Poverty in Oklahoma Lesson

STEP 1

There will be an educational, introductory **lesson to help frame poverty from various metrics/perspectives.**

Participants will explore current **poverty statistics for the U.S., Oklahoma** and the specific counties.

After the lesson, **participants will understand** the various **poverty definitions.**

Simulation

STEP 2

At the simulation orientation, **participants are instructed to provide** the **basic necessities for their family**, **keep their home secure**, **meet unexpected situations**, etc.

Families are given a few minutes to acquaint themselves with their scenarios and **make plans for "Week 1."**

Scenarios Include:
- grandparents raising grandchildren
- young adults caring for underage siblings
- working parents
- single parent households
- elderly adults

STEP 3

Debriefing

Participants and volunteer staffers take part in a guided debriefing in which they **share their observations and insights from the activity.**

Participants and volunteer staffers reflect on their feelings about the simulation and/ or poverty **and how those attitudes may have changed** during the simulation.

Discussion also centers around:
- insights about life experiences of low-income families
- accomplishment of daily, weekly and monthly tasks or goals
- simulation's family relationships and interactions
- response to family needs
- availability of and assistance by resources, etc.

The Community Action Poverty Simulation is a tool that helps participants rethink the challenges that millions of low income individuals must face each and every day. More importantly, this tool helps people identify areas of change that can directly impact the effects of poverty on individuals, families and communities.

INTERESTED IN HOSTING?

Hosting Requirements

► The organization must secure a location for the simulation that is available for 2 full consecutive days.

► The facility must include a large space that is a minimum of 3,000 sq. ft. (such as a gymnasium) AND a classroom large enough to accommodate the anticipated number of attendees.

► The organization is responsible for securing the minimum number of participants for a small simulation (40), the maximum number of participants for a large simulation is 80.

► The organization is responsible for providing 175 chairs and 15 tables for the simulation plus 2 tables for registration and family role assignments.

► The classroom will need to have enough chairs for all participants, a table for the presenter; a screen and projector or a large tv for the simulation powerpoint.

► Organization is responsible for setting up the facility according to the floor plan which will be provided by OSU Extension.

For more information, scan the QR code below:

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