

Who Has Experienced a REALL Simulation?

- Public High Schools
- Public Middle Schools
- Private Organizations
- SCORE School Programs
- BASE Programs
- Girl Scouts

What educators, volunteers, & youth are saying about the REALL experience:

“One of the girls at my debriefing stated that she was not going to come back to school next year (she had just turned 16!!), but after going through the simulation, she has changed her mind and is going to go until she graduates.”

“Students noticed it was easier to pay bills and live a comfortable life if they went to school.”

“I am going to go to college and not have children until later in life.”

“Dropping out affects you very much. You will earn less pay...”

To experience a REALL Simulation contact us!

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REALL

Reality Enrichment
And Life Lessons





The National Picture

- 1 out of 5 young Americans drop out of school each year
- High school dropouts are 6 times more likely to report being arrested
- The National graduation rate is 75.5%
- The rate among African-American and Hispanic students is less than 69%
- Raising the graduation rate in 2011 to 90% would have increased the Gross Domestic Product (GDP) by \$6.6 billion
- College graduates earn at least \$1 million more over their lifetimes than high school graduates

What is the REALL project?

The Reality Enrichment And Life Lessons (REALL) project is a simulation designed to challenge youth to think critically about how choices and decisions made in adolescence may have consequences in adulthood.

REALL addresses many of the competencies identified by the Missouri State Board of Education:

- Identify components and sources of income
- Analyze how career choice, education, skills, and economic conditions affect income and goal attainment
- Relate taxes, government transfer payments, and employee benefits to disposable income
- Explain how financial resources affect the choices people make

The REALL Simulation

A REALL Simulation is divided into three activity sessions that strive to educate youth on the consequences of their choices. The simulation lasts approximately three hours.

First, the orientation will explain the simulation rules and expectations.

Second, youth assume a different identity and live life by the choices that person made. During the Reactive Session, they will live their lives as if they made poor decisions in the youth (all have dropped out of high school, some have past legal histories, some have low paying jobs, etc.). The Proactive Session focuses on someone who made positive choices (all have graduated high school and are employed at a living wage).

Finally, during the debriefing, youth will divide into small groups to discuss the trials (Reactive) and successes (Proactive) they experienced.

They will experience how the **REAL DECISIONS** they make now affect their futures!

Sometimes youth make poor decisions like choosing to engage in substance abuse, having an unplanned pregnancy, or dropping out of school. Do they understand the consequences of their actions?

During a REALL Simulation, youth will encounter issues of inadequate education, inadequate income, managing a budget, being labeled as an ex-offender, caring for small children, and more. They will be challenged to make REAL decisions.

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