Who would benefit from a REALL simulation?

- Public Middle and High Schools
- Private Organizations
- Boys & Girls Clubs
- Civic Organizations
- Youth Faith-Based Groups

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

"I think that now I will make better decisions in life. For high school, I thought I could drop out at 17 and be just fine."  
Student

"The one thing I heard many students say they learned was to 'ask questions.' This is a huge lesson and I'm thankful (and so are the students) they were able to learn it in an environment where it is safe to make mistakes."  
Frances Gooden  
Principal, Finley River School

For information on how to bring the REALL simulation to your community, contact:

Ozark Opportunities, Inc.  
1856 Church Park Drive  
Harrison, AR 72601  
Phone: (870) 741-2089  
Fax: (870) 741-2090  
Email: ooi@ozarkopp.org
The National Picture

- The National graduation rate is 82.3%
- The rate among African-American, Hispanic and low-income students is less than 70%
- Across the U.S., 68% of state prison inmates don't have a high school diploma
- If the graduation rate increased to 90% for just one cohort of students, the country would see a $7.2 billion increase in annual earnings and a $1.1 billion decrease in federal tax revenue

Sources: nces.ed.gov and fightcrime.org

What is the REALL project?

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

REAL 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

Source: www.dese.mo.gov/divimprove/assess/documents/Personal_Finance_Competencies

The REALL Simulation

The simulation lasts approximately three hours and is divided into interactive sessions which educate youth on the consequences of their choices.

Orientation: A facilitator explains the simulation rules and expectations. Participants are then given a few minutes to review their packet, which contains their new identity.

Reactive Life: During this session, participants live the life of someone who made poor decisions during youth. All have dropped out of high school, some have legal histories, and many are seeking employment or have low paying jobs.

Proactive Life: Following the reactive life, youth experience adulthood based on positive choices made during adolescence. All graduated high school and are gainfully employed earning a living wage. Participants experience saving money, less stress, and more.

During both reactive and proactive sessions participants must meet adult level responsibilities such as going to work, budgeting, paying bills and caring for children.

Debriefing: Participants divide into small groups and are led through a discussion comparing and contrasting their reactive and proactive life experiences. This is where they make the connection on how the decisions they make now affect their futures.

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

Pilot simulation held in mid-2019 and involved OOI family and community members!