Instructions for Justice Journey Exercise Leaders

Materials:
- Score sheets for tracking each player’s score on each round in a central location
- Pen
- Calculator
- Spinner
- Game packets for all players + 2 or 3 copies of the game board/flow chart for each player
- Extra copies of game board/flow chart in case needed.
- Several pennies/other “tokens” with which players can track progress on the game board.

Role of the leader:
1. Ensure that everyone understands the exercise. Key points:
   - This is to make you more familiar with the justice system flow charts, costs to the state, and outcomes within the system
   - You will start at ARREST and move along the flow chart much as you would do for any board game (e.g., “LIFE”). Each person completes a journey before the next person starts.
   - Numbers on the flow chart correspond to pages in the packet. The packet provides information and tells you what to do.
   - On some squares you will record a cost of an activity to the State.
   - On some squares you will spin to determine your next step. Spinner odds are based on approximate real odds of various outcomes.
   - Each participant can keep track of his or her own journey by moving tokens and circling the squares s/he visits on the flow chart. Everyone else should follow along by moving tokens on their own flow charts when it isn’t their turn.

2. While one person plays, another participant keeps score on the central tracking sheet. The person scoring a journey gets the score sheet, pen, and calculator. Players take turns.

3. Leaders are critical to making the game informative & moving things along.
   - Leader should give an informal, verbal description of what happens in each box as someone lands on it.
     - The first time anyone lands on a particular square, the leader should also tell all participants to read the text in the box to themselves and ask the player to make the next move when the player is done reading. The leader should ask whether there are any questions.
     - Once a square has been discussed once, only a brief statement from the leader, e.g., “Now you are in secure detention/juvenile jail” should suffice, and there’s no need to ask everyone to read the text again.
     - If spins are sending players repeatedly to the same place (as is expected, based on real odds), the leader may suggest a player spin a second time so that there is a chance to explore other parts of the system.

4. Leader should confirm that the person playing the game is moving to the correct square and reading the correct material and that the score-keeper is accurately keeping track of each player’s score. At the end of every “journey”, the leader should confirm that the total has been recorded.