

POVERTY

V I F C S
M E N T A P I L E N E S
S B S T A N L A B U J
H O E L S S E S

POVERTY SIMULATION INFORMATION SHEET

ABOUT...

The Poverty Simulations can mean different things to different people and has been very beneficial for a diverse group of participants: students, clinicians, practitioners, organizational leaders, policymakers, funders, direct-care professionals, community stakeholders, etc. It can help individuals to:

- better identify with the needs of their patient/consumers and those they engage with (e.g., colleagues, neighbors) daily
- create and implement policies and programs that address the issue of poverty with more effectiveness
- gain empathy and appreciation for the diverse world around them
- inspire a commitment to making a positive difference in the work they do in their communities

Immersed in the 3-hr experience, participants assume the roles of family members of up to 35 different families. Some families are comprised of single parents, mixed generation families, same sex couples, traditional nuclear family. Other families may have a language barrier, a family member with a physical disability or health conditions. Additionally, some participants function as resources to the community, such as social workers, loan officers, employers, pawnbrokers, grocers, utility collectors, police officers, and teachers.

Characteristics that embody health and systemic inequities, Social Determinants of Health, structural racism, implicit bias, language barriers, cultural nuances, etc., as well as critical points related to your organization's area of service, are incorporated into the Poverty Simulation. The integration of these characteristics makes the experience more robust.

The simulation leaves a lasting impression on participants and communities. Many individuals reported leaving the experience with an increase in both awareness and empathy and feeling motivated to work to improve the lives of those they work with and for.

For more information, click on the following link to a video that offers some perspectives:

[Coordinated Care Services, Inc - POVERTY SIMULATION.](#)



CCSI VALUE-ADDED DISTINCTION

- Cultural Competence and Health Equity (e.g. health and systemic inequities, Social Determinants of Health, structural/institutional racism, implicit bias, language barriers, cultural nuances, etc.), as well as critical points related to your organization’s area of service, are incorporated into the Poverty Simulation, making the experience resonate with professionals and community stakeholders regarding emerging and concerning issues associated with community and health outcomes paired with the relative impact of poverty on the people you serve. This activity aims to provide a perspective to support your organization’s effort to improve service delivery and patient/consumer/client outcomes.
- A leader and expert in cultural competence and health literacy. CCSI has consulted with entities from the systemic level to organizational leaders and staff. Our service array includes:
 - Tools: Organizational Cultural Competence Assessment and Organizational Readiness Questionnaire
 - Strategic Planning
 - Leadership Coaching
 - Professional Development & Trainings/Workshops
 - Change Management & Organizational Transformation
 - Community Stakeholder Forums and Consumer/Patient/Client Focus Groups
- Poverty Simulation pre- and post-survey to evaluate the experience and the movement of participant’s awareness and empathy level in reference to the challenges associated with poverty
- Conducted a couple dozen poverty simulations across New York State, including CBOs, municipalities/ government agencies, school districts, health care organizations, faith-based organizations, private entities, post-secondary educational institutions, etc.



FOR INFORMATION CONTACT:

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“HOST” RESPONSIBILITIES

REQUIRED VENUE AMENITIES:

- Large room at least 3,000 to 3,500 sq. ft. of space. (comparable to a school gymnasium) to facilitate the Poverty Simulation role-play exercise.
 - Accommodates individuals with mobility issues (e.g. wheelchair accessible, elevator, ramps)
 - 2 Microphones (preferably both are cordless; option: 1 wired and 1 cordless)
 - Lights that can be turned on and off easily (no “warming” lights)

- **IN THE SIMULATION AREA:**
 - Total Group Size (@ 145 people): 120 Participants, 20 Volunteers and 2 CCSI Staff
 - Host will arrange for the venue to be set-up per the diagram (*refer to p.5/attached diagram*)
 - (234) Chairs and (16) Tables** (includes registration area)
 - (120) Chairs - center of the room chair groupings, do not include the tables represented on the diagram, tables take up too much space
 - Located on the perimeter of the room – (14) “Resource” Tables with corresponding chairs, along with the associated Resource chair groupings (e.g., School, Shelter, Jail, Employer, etc.)

- **IN THE REGISTRATION AREA:**
 - (4) chairs – 2 chairs per table
 - (2) 6’ tables

VOLUNTEER RECRUITMENT:

- The Host must provide at least **20 volunteers** to fill the Poverty Simulation’s Service Provider roles (e.g., Police Officer, Pawn Broker, Doctor, Grocer, Teacher, etc.).
 - The Poverty Simulation offers a robust learning experience for the participants as well as the volunteers!
 - Volunteers will be asked to come to the workshop 1 hour before the Start time to receive an orientation and instructions regarding their assigned roles and duties
 - Volunteers are assigned their roles the day of the Poverty Simulation. We have found this to be important to add to the “chaos” and complexities we are attempting to re-create
 - CCSI staff will support and assist (as needed) the volunteers throughout the simulation



2021-22 POVERTY SIMULATION PROPOSED OPTIONS & COSTS

OPTION #1	COST	
3-hour POVERTY SIMULATION <ul style="list-style-type: none"> • 30 min. - registration, family assignment, pre-test • 1.5-hour – Poverty Simulation exercise • 1-hour - post-test and debriefing tailored to meet your organization’s needs and area(s) of service delivery 	\$5,500 <i>(120 participants + 20 volunteers = \$36 per individual)</i>	
OPTION #2	COST	
3-hour POVERTY SIMULATION <ul style="list-style-type: none"> • 30 min. - registration, family assignment, pre-test • 1.5-hour – Poverty Simulation exercise • 1-hour - post-test and debriefing tailored to meet your organization’s needs and area(s) of service delivery 	\$5,500 <i>(120 participants + 20 volunteers = \$36 per individual)</i>	
2-hour FOLLOW-UP MEETING <ul style="list-style-type: none"> • Deeper discussion of the participants’ thoughts after considering the experience and the possible implications and applications to their work • Share the pre/post survey data results • Conduct “Personal Commitment to Action” planning with participants regarding: <ul style="list-style-type: none"> ○ how to incorporate the learning from the Poverty Simulation into professional practice, ○ how to use the increased awareness and empathy to improve service delivery and client outcomes ○ drafting a personal action plan 	\$1,500 <i>(4-6 weeks after simulation activity)</i>	
OPTION #3	COST	
POVERTY SIMULATION FULL-Day WORKSHOP		
Proposed Agenda		
<ol style="list-style-type: none"> Welcome and Introductions Laying the Foundation for the Day Poverty Simulation Exercise Initial Debrief LUNCH 	<ol style="list-style-type: none"> Deeper Understanding of Poverty <ol style="list-style-type: none"> Intersection of Poverty and Race Situational Poverty Generational Poverty Barriers to Change Generated by Poverty Mental Models on Poverty 	<ol style="list-style-type: none"> Poverty as a Social Determinant of Health Implicit Bias A Personal Commitment to Action Closing Thoughts & Remarks

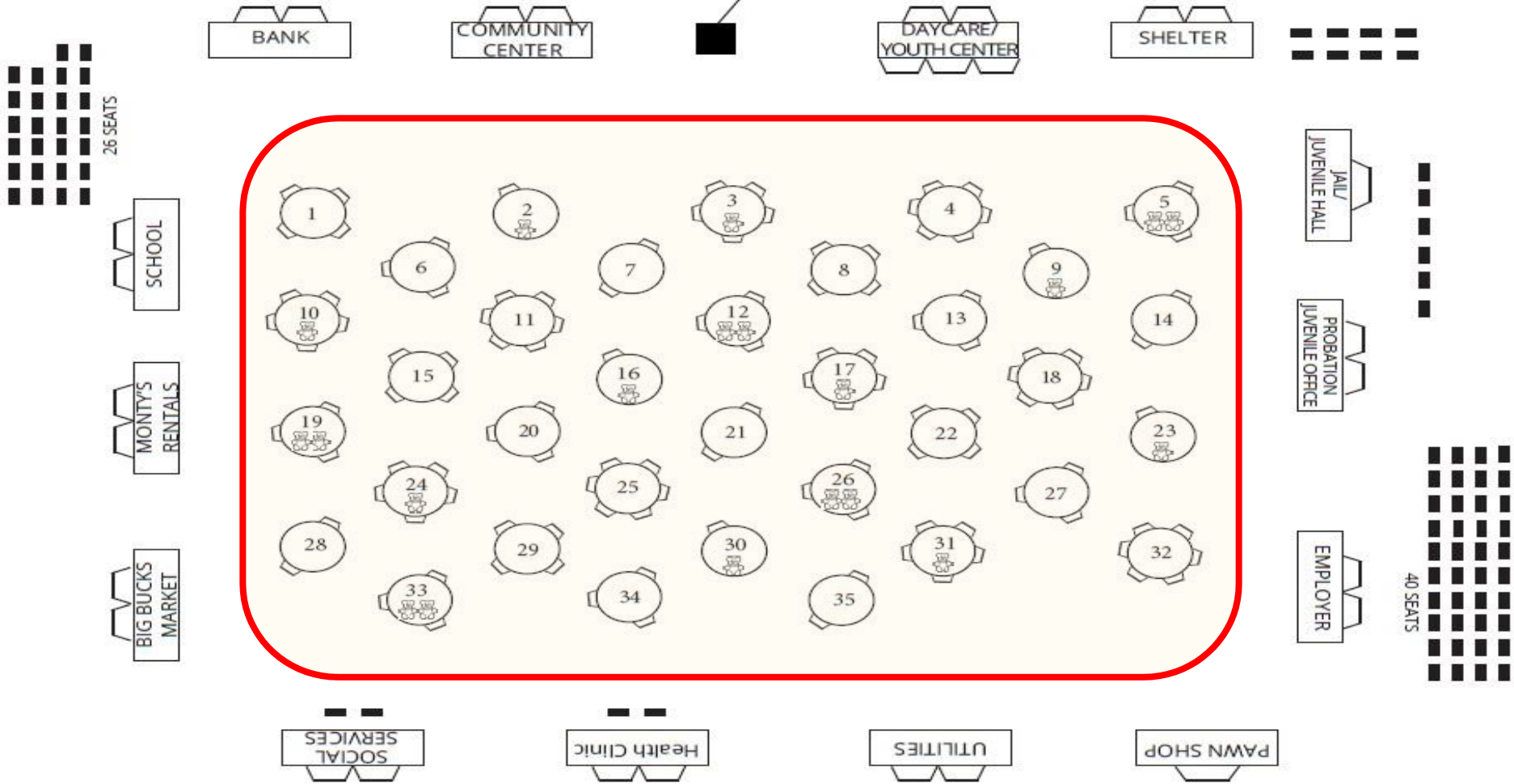
TOTAL CHAIRS: 234
 TOTAL # OF DOLLS: 20
 TOTAL # OF TABLES: 14
 TOTAL # OF PEOPLE: 120

CHAIR
 CHAIR
 DOLLS

TRAINING FOR 120 ROOM SETUP



PODIUM MICROPHONE



Please note: All circles in the center (in the red box) of room are not tables, but Family Groupings of chairs.

For example, Grouping #1 has 4 chairs in the Grouping, Grouping #2 has 1 chair, Grouping #3 has 5 chairs, etc.

Note: *The numbers on the Groupings are associated with family names and registration assignments. The "Teddy Bears" located on some of the groupings are props that we provide.*