

Is a Poverty Simulation right for your club, business, or organization?

To host a Poverty Simulation for your group:

- Contact us at least six (6) weeks in advance to schedule and work out the payment arrangements;
- Be able to commit four (4) to six (6) hours on the day of the simulation;
- Have between 45 and 80 participants from your group in attendance;
- Access to a school gym or large enough space (that includes tables and chairs) for the simulation to take place;
- Make a payment to NKCAC for the costs associated with facilitating the simulation.

Contact:

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The Community Action Poverty Simulation Experience

A service of:





Could you survive a Month in Poverty?

32.9 million Americans, 11.7 million of whom are children under the age of 18, live in poverty every day. Many more have incomes above the poverty line, but their incomes are still low enough to qualify for programs like Food Stamps and Medicaid.

It is difficult for those of us who have enough to truly understand the situations that families living in poverty experience every day – the decisions they have to make, the traumas they experience, and the fears and frustrations they feel. The Community Action Poverty Simulation will provide insights that will change you forever.

The Poverty Simulation Experience

The poverty simulation experience is designed to help participants begin to understand what it might be like to live in a typical low-income family trying to survive from month to month.

The Community Action Poverty Simulation will open your eyes to the human costs of poverty. This one-of-a-kind learning experience will show you how trauma, crisis, and stress affect poor families in our region.

It is a simulation, not a game.

The object of the Community Action Poverty Simulation is to sensitize participants to the realities faced by low-income people. In the simulation, participants assume the role of a low-income family member living on a limited budget. The experience is divided into four 15-minute sessions, each of which represents one week in which you must provide for your family and maintain your home.

The Debrief

Volunteers, many of whom have experienced poverty themselves, make the experience realistic for the participants.

At the end of the simulation, participants and volunteers debrief on the simulation experience. Participants talk about their reactions to the various roles of the volunteers and comment about their ability to cope during this “month in poverty.” Volunteers provide context by talking about how their own experiences reinforce the realities of living in poverty, how it feels for the volunteer to be “on the other side of the table” during this simulation, and whether or not there was a perceptible change of attitude on the part of the participants during the simulation.

For many participants, the debrief is as eye-opening as the simulation experience itself, as they realize that the frustrations, stress, and fears are real.

