

Poverty Simulation

ACHNE Education Committee Plenary Session

The Community Action Poverty Simulation



- Developed by Missouri Community Action Network
- Participants take on roles of members of up to 26 families
 - TANF recipients
 - Individuals who are disabled
 - Senior citizens on Social Security
 - Children
- Tasked to provide basic needs on a limited budget during four 15 minute “weeks”
- Participants interact with human service agencies, grocers, pawnbrokers, bill collectors, job interviewers, police officers, etc.
- Artificial money is used to simulate real-life scenarios
- Debriefing sessions follow the simulation to discuss experiences and perspectives

The Community Action Poverty Simulation



How the Poverty Simulation Works

The Community Action Poverty Simulation breaks down stereotypes by allowing participants to step into the real life situations of others.

Poverty is often portrayed as a stand alone issue - but this simulation allows individuals to walk a month in the shoes of someone who is facing poverty and realize how complex and interconnected issues of poverty really are.

- A single parent with limited resources and no transportation must find a way to get to work and get their child to daycare.
- An elderly person must find a way to pay for both utilities and medication.
- A young adult must care for siblings while their parent is incarcerated.
- An elderly couple must raise their grandchildren and deal with their own health and employment issues.

After the experience, individuals then have the opportunity to discuss what they've learned with their peers.

The Community Action Poverty Simulation is a tool that helps participants rethink the challenges that millions of low income individuals must face each and every day. More importantly, this tool helps people identify areas of change that can directly impact the effects of poverty on individuals, families and communities.



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The Community Action Poverty Simulation is a profoundly moving experience. It moves people to think about the harsh realities of poverty and to talk about how communities can address the problem. Most importantly, it moves people to make a difference.

The Community Action Poverty Simulation is the first step to get people and communities moving.

Some examples of groups who have used the Community Action Poverty Simulation experience include:

- Customer Service Groups
- Health Care Professionals
- Educators
- Clergy and Congregations
- Social Service Providers
- Elected Officials
- Management Staff
- College Students
- Community Organizations
- Corporations



The Community Action
**POVERTY
SIMULATION**®



RETHINK POVERTY.

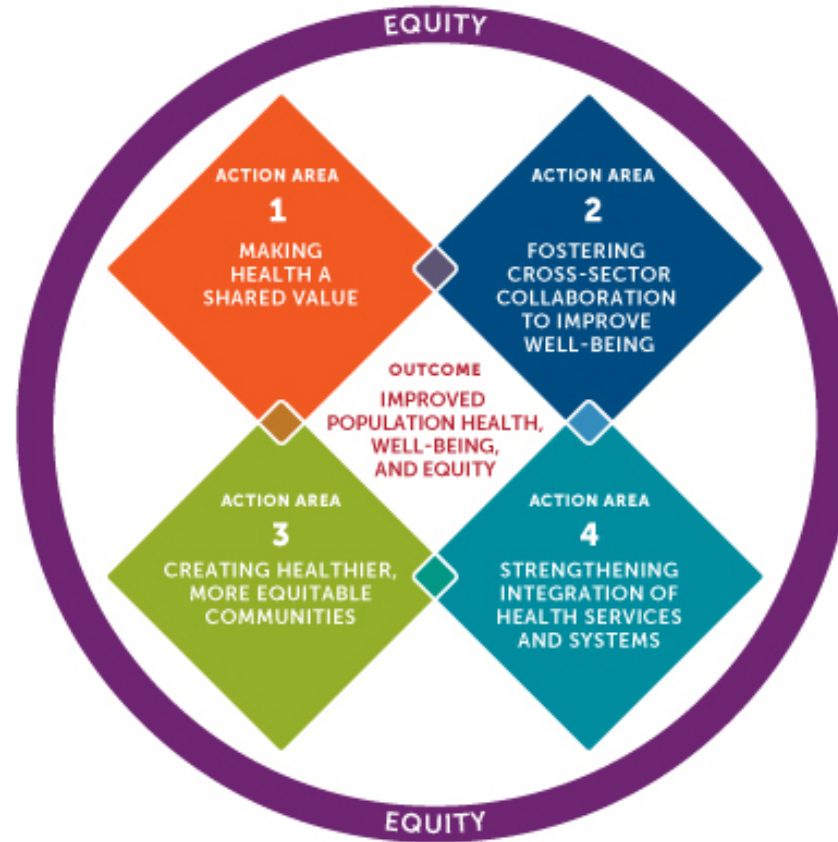


http://www.povertysimulation.net/wp-content/uploads/2017/01/Poverty_simulation_brochure_2017.pdf



The Community Action Poverty Simulation:

Building a Culture of Health



The Community Action Poverty Simulation: Building a Culture of Health



- Action Area 1 – Making Health a Shared Value
 - It is difficult to make health a personal value if you are living in poverty.
- Action Area 2 – Fostering Cross-Sector Collaboration to Improve Wellbeing
 - Working together across disciplines is a necessity to solve such issues as complex as poverty.
- Action Area 3 – Creating Healthier, More Equitable Communities
 - The social determinants of health and built environment has so much to do with the health of the individual.
- Action Area 4 – Strengthening Integration of Health Services and Systems
 - Communication between providers, care coordination, and streamlining services will ultimately improve outcomes.



Auburn University Interprofessional Poverty Simulation: Background



- The interprofessional education initiative at Auburn University aims to prepare students from health professional programs to be effective members of a multidisciplinary team while in school and upon graduation.
- Students from nursing, social work, and pharmacy participate in this simulation together.
- The simulation was developed to promote awareness of poverty, increase understanding of the choices people living in poverty might make, and inspire participants to bring about change in their communities as well as impact their future professional practice.





Auburn University Interprofessional Poverty Simulation: Student Responses

- Reported feelings: frustration, anger, defeat, fear, helplessness, stress, anxiety, desperate, sense of uselessness
- Corruption noted throughout the community
- Poverty forces people into a day-to-day survival mode
- There is a reason behind everyone's actions
- "Why would someone focus on healthy food when you don't have enough money to pay your water bill?"
- "It became easy to do something illegal."
- "I realized there's always more to the story."

References

- Building a Culture of Health: Taking action. (2019). Retrieved from <https://www.rwjf.org/en/cultureofhealth/taking-action.html>
- The Community Action Poverty Simulation: Rethink poverty. (2019). Retrieved from <http://www.povertysimulation.net/>