

Rigged Game

Five million children and youth are cared for by our nation's social service agencies because they're experiencing homelessness, foster care placement, incarceration, or other challenges. And all of these young people will also show up in our schools while juggling other competing priorities.

Derived from real stories shared by actual students, "Rigged" is a choose-your-own-adventure-style game designed to represent the impossible tradeoffs that pit young people's dreams, desires, and responsibilities against the wants and needs of the various adults placed in their lives to support them through difficult transitions.

With the goal of high school graduation in mind, you will be asked to complete common tasks or solve plausible problems under the constraints faced by a real student on an authentic timeline. While difficult, it is possible for you to win the game by receiving your high school diploma.

"Rigged" illustrates the various challenges students experience daily and underscores the need for coherent and comprehensive systems that empower students to advocate for themselves and give the adults in their lives the resources they need to serve them well.

***To access the game please go to:** <https://bellwethereducation.org/publication/rigged>

Reflection Questions:

1. What was it like trying to balance multiple priorities while focusing on your education?
2. Were you able to make it to the end and receive your high school diploma? If yes, what do you think contributed to that outcome? If no, what barriers did you face?
3. Did you have to make any tough decisions? If so, which category was the most difficult to manage? (i.e. Responsibilities, Relationships, Finances, and Academics).
4. After playing Rigged what are your thoughts about ways to improve education outcomes for youth involved in the foster care and juvenile justice systems?