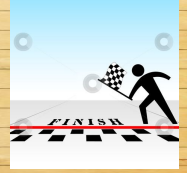




RE-ENGAGE



*A Breach Re-Engagement Course:
or how i learned to stop worrying and attend my appointments...*

Aims:

- To demonstrate the benefits of completing an order
- What the young persons order is
- Look at obstacles to completing an order
- Review appropriate appointment times
- Explain the YOS contract

Eligibility:

- Returned to panel for non-compliance
- Returned to court for Breach
- At risk of breach

Addressed Risk Factors:

- Non Compliance with order

Structure:

- Groups will be run with a maximum of 4 participants but it is likely that this pack will be used on a one to one basis.
- Mixed gender groups are fine.
- The programme is 2 sessions long, the sessions lasting up to 1.5 hours (when ran in a group).
- Group members/Individuals will be required to attend all sessions.
- An individual workbook is available for 1:1 completion; added materials will still need to be printed/created. The 1:1 session is easier to run if split up and not necessarily ran in 2 sessions.

Evaluation:

- There is no formal evaluation; however the young person's attendance and participation in the sessions will be noted on Careworks/appropriate systems.

Session 1: Running Time – 1 hour 30 minutes (approx)

Aim

- Icebreaker Game that highlights the difficulty in having more work to do.
- Introduction to the course
- ‘Know your order’ game
- Timetable Completion

Preparation

- Ensure an attendance record is in the room
- Materials for the icebreaker game
- A Selection of Orders written on Coloured paper 3 dummies used in all groups and then the exact orders for individuals in the group.
- Blank Timetable Templates for young people to complete. (Traffic Light System of when appointments are okay)

Running:

Introductions/Exercise 1:

First of all introduce the group briefly to the session by stating the course name and basic aims of looking at how to get someone to complete their order. Quickly ask for names before beginning the icebreaker game.

Icebreaker Game – Say that we are going to play a quick game, utilise the pre-made material booklet with instructions on ‘Icebreaker – Breach Re-Engagement’:

Hand the booklets to the group members, tell them not to turn the page, say the instructions out loud and ask the group to follow. Time each section and quickly move on after each page. When asking questions, make sure you name people to ensure that all of the group are being multi-tasked in each section. Questions can be fun or serious, think of them on the spot, don’t worry about correct answers from the group the main aim is to interrupt and distract the young people from the paper task. Ask questions about the town in which they live such as what shops or streets there are as well as general knowledge questions.

Call an end to the game and thank the group, ask the group;

- How they felt when another rule got added?
- Did the game get easier?
- What happened with the length of time?
- How does this link to your order?

End with a quick statement on how the game in some regards mirrors their court orders, the first page is the equivalent of the first order the receive, the added instructions and increase in time occurs if someone breaches their court order. Highlight how orders can often become vicious circles that are difficult to complete.

Exercise 2:

Introduction into course and its purpose:

Have a course contents board:

- Introduction

Explain that this is just the game we have played and the contents we are over viewing.

- Knowing your Order

Explain that this is to ensure that each person knows what their order and requirements mean.

- When is best for appointments

This is a timetable to complete which details when it is best for you to attend appointments.

- Things that help or stop you attending (including things the YOS could do)

This section looks at what led to you breaching your order, what gets in the way of appointments and what we could do to overcome these problems.

- Communication with the YOS and Frequently asked questions.

This section is about getting in touch with the YOS to notify, rearrange and also some of the key questions which young people may ask about their order.

- The YOS contract

This is a recap of what is included in the YOS contract that they sign, this will not be displayed in the usual way.

Exercise 3:

Know your order:

In this exercise explain that the group will be presented with several pieces of colour paper, on one of those papers is an overview of their own order. The aim is for the group members to find which order is theirs. The backs of the orders will be numbered so that the facilitator knows which. Orders 1, 4 and 5 will be dummy orders made up that belong to no one. Examples of these can be found in the 'Know your Order' Examples document, only use these if you have typed up the individuals you are working with, otherwise write them down but make sure they have similar layouts.

After everyone has got their order, the next task is to go through the separate sections and explain the differences.

YRO or Referral Order,

Have a card with YRO and a card with Referral Order written on. Then have a description of what it means and get the group to match the order to the correct description.

Referral Order – The first community sentence that a young person receives it has a restorative focus. The young person will attend Panel meetings which the victim can have input in and a contract is written up to determine what work the young person completes.

Youth Rehabilitation Order – An order which is made up of a selection of ‘Requirements’, the most common being a supervision requirement, other requirements could be ‘activity’, ‘programme’, ‘drug testing’, ‘unpaid work’ or ‘ISS’.

Discuss the different elements that are given as part of each order, what they entail and how you have to complete each element to completely fulfil your order to the courts.

Exercise 4:

Ask the group members to complete a timetable that details their availability for appointments, ask them to fill in a template with a traffic light system, Red = School, Work or Other fixed appointments. Orange = Not fixed but is sometimes used for an activity or possibly training/work etc or an undesirable appointment time. Green = Good for appointments.

Session 2: Running Time: Approximately 1 hour

Aim:

- Quick Icebreaker
- Help or Hinder attendance
- What stopped you from attending and what could overcome this
- Communication with the YOS
- The YOS contract

Preparation:

- Prepared brainstorms
- Top3 things worksheet
- FAQs written on flipchart
- Easy to read YOS contract

Running:

Introductions:

Briefly go around the table and ask people to say their name, each person must say one reason why they wouldn't go to an appointment.

Exercise 1:

Following on from the introduction ask the group to come up with a brainstorm of things which could stop someone going to their appointments.

The group will then be asked to generate a list of things that would help them attend appointments. Each group member will then be asked to write the top 3 reasons why they would miss an appointment and the top 3 things that would help them attend appointments.

The aim of the exercise is to look into how to prevent the things that would stop them attending and if feasible implement the things that would help them to attend.

Exercise 2:

Following on from exercise 1 the group must then give a real example of what led them to missing the appointments which have caused their breach, this will be on the bottom of the worksheet in which they have placed their top 3 helps/hinders in the last exercise.

- Look for any issues which the young people may raise at this point.

Exercise 3:

Communication with the YOS/Frequent Questions

Start by asking the group if they have any questions about their order, any of the words used that they might not understand:

Ask questions of the group such as:

- What should you do if you can not attend an appointment?

Ring up your officer as soon as you find out, a couple of hours before is not appropriate for planned doctors/dentist or personal appointments such as sports or birthdays. Ask for and suggest alternative appointment times.

- What should you do if you are sick or ill?

We require a sick note from your doctor, an appointment card is not proof of sickness.

- What if I am early or late?

If you are early the officer is not guaranteed to be able to see you until your scheduled appointment time, do not expect to be seen earlier or to be able to get away quicker because you have been waiting. Also your behaviour in the reception during this period has to be appropriate.

If you are late your officer

- Who do I ring if my officer isn't in?

Try your officers contact number and someone else may answer, otherwise ring the reception number and explain that you need the message passing on. Some appointments such as reparation or groupwork you can contact the numbers on the letters you have received to notify them.

- What other reasons could I breach for other than missing an appointment?

Attending a session under the influence, being disrespectful or rude in the session or in reception.

- What if I think I'm being unfairly treated?

There is an official complaints procedure. I'd always recommend that you think about your own behaviour and actions first. However if you genuinely feel that something is not right with how you the YOS is dealing with you, speak to someone about it.

- What if I don't get on well with my officer?

Unfortunately there isn't much we can do. The aim is for you to complete your order and not liking your officer is not going to be a suitable reason for not attending your appointments.

- The YOS doesn't help me, so why should I come?

Although the YOS does its best to assist young people with problems and refer them to suitable services for help. It is also a community punishment handed out by the courts and if you fail to keep to the punishment it is an offence.

Conclude/Contract:

The group will be presented with a quick overview of the contract that they will have signed either at court, in their first session or at panel. This hopefully follows on from the questions section.

Conclude the session by doing a quick recap of what has been covered (This could be flip charted if wanted). Thank the group for attending the course and wish them the best in completing their order.