

# Tips for *Poverty: Difficult Truths* during the COVID-19 Pandemic

As you consider the various ways to incorporate interactive components into your church's missions discipleship program, we understand there are many challenges with implementing simulations during the COVID-19 pandemic. The following tips will help you implement *Poverty: Difficult Truths* as you educate your church about the challenges and struggles those living in poverty face each day. Keep in mind that every situation is different and the following are only suggestions.

1. Be sure to follow all CDC, state, county, and city public safety guidelines. Do not host the event if you are aware of an outbreak amongst the people attending the event.
2. Set up the simulation in an outside area where each station can be spread out in an appropriate way.
3. Require or suggest masks for all simulation participants and volunteers. Follow all local guidelines related to masks.
4. Limit the number of people you allow through the simulation at one time.
5. Combine stations together, placing two or three stations at each table.
6. Provide hand sanitizer at each station.
7. Move participants through the simulation as individuals. If you have actual families participating, they can move through the simulation in family groups as mentioned in the simulation.
8. Place directional arrows throughout the simulation so participants walk through the experience in the same direction, limiting the passing of one another.
9. Place markers between simulations so individuals/families will have a place to wait if another person/individual is at the station when they arrive.
10. Allow only one person or family to be at a station at any time.
11. Provide each individual or family with a pen they will use throughout the simulation.
13. You may consider printing all \$1 bills of play money, and print extra so there is less money exchange.
14. Make sure the opening and debriefing take place in a space large enough for participants to keep a six-foot distance.
15. When participants finish the simulation, direct them to throw away the scenario cards and documents they have used in a trash can or provided recycling bin.