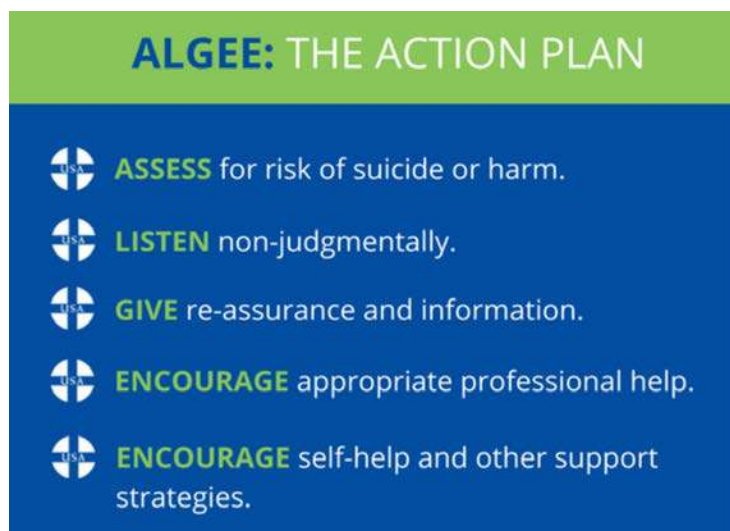


Role Play Scenarios & Postvention Discussion

This resource provides some camp-specific situations for role playing with using the ALGEE action plan.



TIPS:

- Focus on prevention and early intervention rather than acting out scenes.
- Follow up with discussion and look for specifics: what took place, what worked, what else can be done.
- Focus on positives - ask participating and observing staff for feedback and feeling barometer.
- Lead participants to discover the answer (rather than providing what seems obvious to you).

Postvention: *As an individual or group meet and discuss a scary or possible traumatic situation after causing, witnessing or in an effort to get ahead of the rumors and fear.*

This provides an opportunity to work towards change and growth for individuals who have acted out, as well as staff members. Without a postvention process, crises are likely to occur over and over again.

SCENARIO #1

1. A new camper comes to the Assistant Director's office and walks directly to the wall where he stands in silence facing the wall and then begins to start banging his head hard. You're another staff member who happens to walk by and is waived in. You and the Assistant Director try to speak calmly to the camper to see what's bothering him.
2. He begins to lash out - harming himself. The medical team is called in and we contact his parents. His parents can't calm him or get through to him over the phone.
3. Actual Outcome: With the parents' consent, we called 911 and had an ambulance take him and a staff member to the hospital. Parents flew up and took the camper home. To this day, his parents say there is nothing wrong with him and he wanted to leave camp, so he went into fight or flight mode. It was quite scary.

SCENARIO #2

1. A 10-year-old camper leaves his group regularly, and it's his first summer at camp. His counselors are long-time camp folks, having grown up in camp themselves, and you are the unit head for his age group.
2. After noticing the camper continuing to wonder off, you've made sure that the administrative team has been kept informed. Your leadership team thinks it's time to contact the mother.
3. Actual Outcome: Since we are a day camp, we did end up bringing the mother in for a meeting to make sure we were all on the same page. She put her son back on ADHD medication and the summer finished off on a positive note.

SCENARIO #3

1. You are a counselor bringing your campers on a regular trip backpacking in the White Mountains. One day into the trip, one of the campers shows signs of depression and makes suicidal comments, but there is nothing on the health form.
2. The trip leaders hear him gasping for air and crying in the tent. They wake you and you find the camper has attempted suicide, trying to strangle himself with a sleeping bag. You comfort him and then call camp.
3. Actual Outcome: Since they were 5 miles away from the nearest evac point and it was 9 pm, we had the camper stay in the same tent as the 2 trip leaders with 1 trip leader staying awake throughout the night. We contacted home that night and arranged for the family to pick up the camper the next day. We sent 2 staff up to pick up the camper at the evacuation point and bring the camper back to camp.

SCENARIO #4

1. You're a counselor and one of your 5th grade girls draws pictures of killing other girls in her unit and puts the pictures on the other girls' beds. Unfortunately, no one sees her draw the pictures except for one bunkmate.
2. The girl says her bunkmate told her to draw the pictures and leave them on the beds. When you approach her, she does not take any responsibility and continues to tell you it's not her fault because her bunkmate told her to draw the pictures but the bunkmate denies this.
3. Actual Outcome: The Assistant Camp Director called the girl's mother and asked her to come and get her daughter. When I showed the mother the pictures, she made no reaction. She told me thank you and took her daughter home. Those involved were me, 2 counselors, the camp director, and the nurse.