

PREVENTION

Public Education

Quest game designed to help prevent risk of teenagers being lured online by increasing their literacy of online safety habits

www.socialidentityquest.com



SOCIAL IDENTITY
Q U E S T



PACT



1.2 million students
educated & engaged



59,054 educators
teaching the curriculum



22% increase
in attitudes toward healthy
online choices





SUPPORTING VICTIMS

QR CODE FOH

REPORTING OPTIONS for VICTIMS USING QR CODE

- I am not in possession of my own documents (passport, ID and/or birth certificate)
- I feel that I cannot leave my job or situation
- Me or a family are threatened (deportation, physical/sexual harm) if I try to leave
- I must work excessive amounts of time with little/no pay
- I am in this job/situation to pay off a debt (visa, food, shelter, or drugs)
- I am in this job/situation on a false promise/ offer (job or romantic relationship)
- I do not, or I am not allowed to sleep in a bed
- I am forced to sleep in a cot or on the floor
- I must ask permission to eat, sleep or go to the bathroom

120+ reports filed to law enforcement leading to:

- Victims being identified and located
- Trafficking rings being interrupted
- Information shared across agencies





SUPPORTING SURVIVORS

•Workforce Development Program

- Provide homeless youth access to careers in hospitality
- Partner with Covenant House New York City and Fort Lauderdale, and FLITE Center Broward
- Participants employed at Cafe Times Square, New York hotel, Hollywood, Coconut Creek
- Enable youth to overcome systemic barriers, achieve independence, and break free from cycles of poverty and homelessness



KEEP.SAFE.

YOUTH & THE VULNERABLE

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**SEMINOLE
GAMING**

