

## Key Framing Guides

# The Swamp

Visual summary of relevant findings from cultural models research.

*What's in the swamp of...*

## Jacksonville: System of Care

### ***Nostalgia and Threat of Modernity***

- *Family Bubble*
- Mental health = emotional control
- Stress is good for you
- *Cycle of Poverty* is deficits passed on from generation to generation
- *Self-Makingness* (sponges & containers)
- Every child is different
- *Consumerism*

### ***Separate Fates***

- My village is not their village: 2 Jacksonvilles
- Northside = a world apart
- Inner city = bad/suburbs = good
- Opportunities exist everywhere to be grabbed
- Structured, safe environments protect kids from others

### ***Fatalism***

- Mental health = genetics
- Genes are set in stone
- *Cycle of Poverty* will always be with us
- *Back to Basics*/nostalgia for past
- Just the way it works in Jacksonville
- The nature of government is bureaucratic, inefficient, corrupt

### ***Environments***

- Exposure to other cultures is good
- Environments = parents (structured, safe environments they create)
- Parks, outings, etc.
- It (sort of) takes a village
- Small classes = quality