

## **ADDITIONAL IMMERSIVE EXPERIENTIAL ACTIVITIES FOR HOMELESS AWARENESS 2017 NAEHCY Pre-Conference Workshop**

### **Through the Eyes of Homeless Children**

<https://www.youtube.com/watch?v=K03ec5qRub4>

Can you imagine being homeless? Now imagine being a homeless child. This video was produced to help our community understand what children think, feel and experience when they become homeless.

[WellspringFS](#), Published on Apr 22, 2011

### **App to Experience Homelessness**

<http://www.socialjusticesolutions.org/2016/04/22/app-experience-homelessness>

This app may be a way to combine advocacy, awareness, and fundraising all in one app for the smart phone. The premise is that people in their own areas can help to solve homelessness.

GPS identifies where you are and how many people experiencing homelessness are in your area. The game has items for you to find (pillow, cup, etc.) to collect for a homeless move in kit. Move in kits can be purchased in actual life through social media or the game. The game gives you an area to find. Once the participant finds the area, they lift up a phone to the scenery and a video interview of someone experiencing homelessness is superimposed on their smart phone. A vulnerability chart lets the user identify how at risk the person in the video is and then post to social media how he can be helped. The game also moves you to areas where the homeless may live or even a shelter in your area.

### **Poverty Tour USA –**

<https://vimeo.com/35903896>

What's life like at the poverty line? It's one impossible choice after another—between food and medicine, getting to work or paying the heating bill. But there are ways out.

### **Poverty Simulation –**

<http://www.povertysimulation.net/about> (there are similar sites on this topic)

Poverty is a reality for many individuals and families. But unless you've experienced poverty, it's difficult to truly understand. The Community Action Poverty Simulation (CAPS) bridges that gap from misconception to understanding. CAPS is an interactive immersion experience. It sensitizes community participants to the realities of poverty.

#### **The Experience**

Meet Ann Abernathy. Like many people in poverty, Ann faces the daily struggle to keep a roof over her head and her children fed. Ann is just one person in the up to 26 families part of the Poverty Simulation.

During the Poverty Simulation, you will take on the identity of someone like Ann. You will work together with your family to **live a month in poverty.**

Your Simulated "community" is a large room. You and your neighbors' "homes" are chairs in the center. The services you need like banks, schools and grocery stores are tables that line the perimeter of the room.

Like real life, you need transportation to work or school. You need food on the table. You might struggle with a chronic illness. Throughout the month you will face the daily stresses and challenges a person in poverty faces.

Again, this simulation is not a game. It is based on the stories of real life Community Action clients.

#### **Home Sweet Homelessness Game –**

<http://www.homesweethomelessness.org>

<http://www.homesweethomelessness.org/UserGuide.pdf>

**Home Sweet Homelessness** is an affordable, effective, enjoyable and energizing learning and training tool for those determined to narrow the social distance between those with homes and those without them. An easy to play, engaging board game designed by guests in a homeless shelter, it was intended to serve as a “simulator” for those who have never experienced what the designers lived through every day. Now it is in use in 18 states from coast to coast, and even in Australia and the UK. For information, contact John Daniels, “Lead Servant,” Email: [John@HomeSweetHomelessness.org](mailto:John@HomeSweetHomelessness.org)

#### **“Spent” Game –**

<http://www.playspent.org>

It’s just STUFF... until you don’t have it. Urban Ministries of Durham serves over 6,000 people every year. But YOU would never need help, right? PROVE IT. Accept the Challenge.

#### **Mobility Shuffle –**

Mobility is an ongoing issue in many of our schools. This activity was developed to provide participants with an opportunity to experience the disruption and displacement mobility can cause. This activity takes TWO leaders and has detailed instructions. (Also known as the Title I Shuffle.)