

## About Home Sweet Homelessness



**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 16 states from coast to coast, and even in Australia and the UK!**

### What makes the game work so well?

- **Lifestyles** – from living on the street to buying your own home
- **Opportunity and Challenge Cards** – that will help players move up or down, just by luck – toward a home of their own or onto the street.
- **Question “?” Cards** – that will help players step into the shoes of those who fell into homelessness and to feel it themselves
- **Ease of Play** – no training or facilitation is needed. Rules are simple!

### Who is using the game?

School districts use it in training teachers through McKinney-Vento funding. High School and Colleges use it for community service preparation and reflection. Churches, shelters, and soup kitchens use it to help their volunteers develop closer relationships with those they accompany in service. Corporations and non-profits use it to sensitize employees and energize donors.

### Cost? Availability?

Pricing is \$25 plus tax and postage. Online purchase is available by credit cards and PayPal; purchase by P.O. or check may be easily processed my email contact. 100% of revenues are used in production and marketing of the game.

**John Daniels, “Lead Servant” Email: [John@HomeSweetHomelessness.org](mailto:John@HomeSweetHomelessness.org)**