

The Living Home Standard game

Subjects: Maths, PSHE

Age: 5 to Adult

Task: Play the game to practice subitising numbers, basic addition and raise awareness of the living home standards everyone should expect. Don't forget to have fun playing too!

Shelter asked the public what they think a home should be. This created the Living Home Standard – a benchmark of what acceptable homes should provide so that families and children can live a healthy and happy life.

To meet the Living Home Standard, a house must have each of the following:

- 1. Affordability** – a home that you can afford to live in without giving up essentials like food
- 2. Decent conditions** – somewhere you can feel safe, warm and secure
- 3. Space** – space to be together and space to be apart
- 4. Stability** – somewhere you can stay long enough to plan for the future
- 5. Neighbourhood** – an area where you feel safe and secure

Introduction

Begin by asking pupils what these 5 standards mean and discussing why these things are important.

- What does it cost to live in a home? e.g. think about rent, having to pay for electricity, water etc.
- How do you know when you feel safe?
- When do you need to be in your own space?
- How long have you lived in your home?
- What is in your neighbourhood?

Introduce the game to your pupils, making sure that they understand the rules for placing each game piece. N.B. Younger or less able pupils may require supervision to play the game.

You will need:

Per player: 1 x home board, 5 x Living Home Standards game pieces and a scorecard

Per group: 1 dice and a shaker (optional)



How to play

- Split the class into 6 groups and provide each group with a dice, sufficient game boards and pieces and score card (as above). Before the game commences, give each group (table) a letter A to F.
- Play begins with pieces and home boards face-down in front of players. Children take turns to roll the dice in their group. A player cannot turn their home board face-up until they roll a 6.
- Once a home board is face-up, players can begin to add game pieces as they roll the corresponding number. However:
 - 4 must be rolled first following a 6 and stability placed before either 3 Space or 5 Neighbourhood, which can be added in any order.
 - 1 Affordability and 2 Decent conditions can only be added once 3 Space and 5 Neighbourhood have been placed. Again, these can be added in any order.
- Play continues until a player is the first to place all game pieces on their board to win. The winner scores 21 points (6+5+4+3+2+1) and moves to the next table to recommence play with the next group (i.e. table A winner moves to B, B to C, C to D, D to E, E to F and F to A).
- Remaining players add up the value of the game cards placed (6 + the corresponding number for each standard) and the player with the least points moves back a table (i.e. A moves to F, B to A, C to B, D to C, E to D and F to E). In the event of a tie, the player who was last to place their game card moves.

Play repeats until every table/group has been played. When all tables have been played, pupils add the total score from all of their games.

Plenary

If you have time after the game, you could discuss what might happen if a home doesn't have all of the things in the game. What would it be like if, for example, your home was unstable or had too little space?

Game adaptations

- Consider creating a Living Home Standard game league table.
- For younger/less able pupils reduce the number of games played.
- Provide weaker pupils with a key for subitising die totals for numbers.
- Pair pupils with a more able/older partner and play as a team.
- Play as a group with a single game card, allowing pupils to take turns in throwing and reading the die and then placing a game card if appropriate.
- With more able groups, calculate the probability of winning each game and the highest score possible based on 6 games.
- Split the class into two groups and whilst adults supervise game play with one group, challenge the other pupils to build homes using construction equipment or draw a picture of home.
- Run your Living Home Standard game as a family fundraiser for Shelter, where families pay for each game card played.

The Living Home Standard game

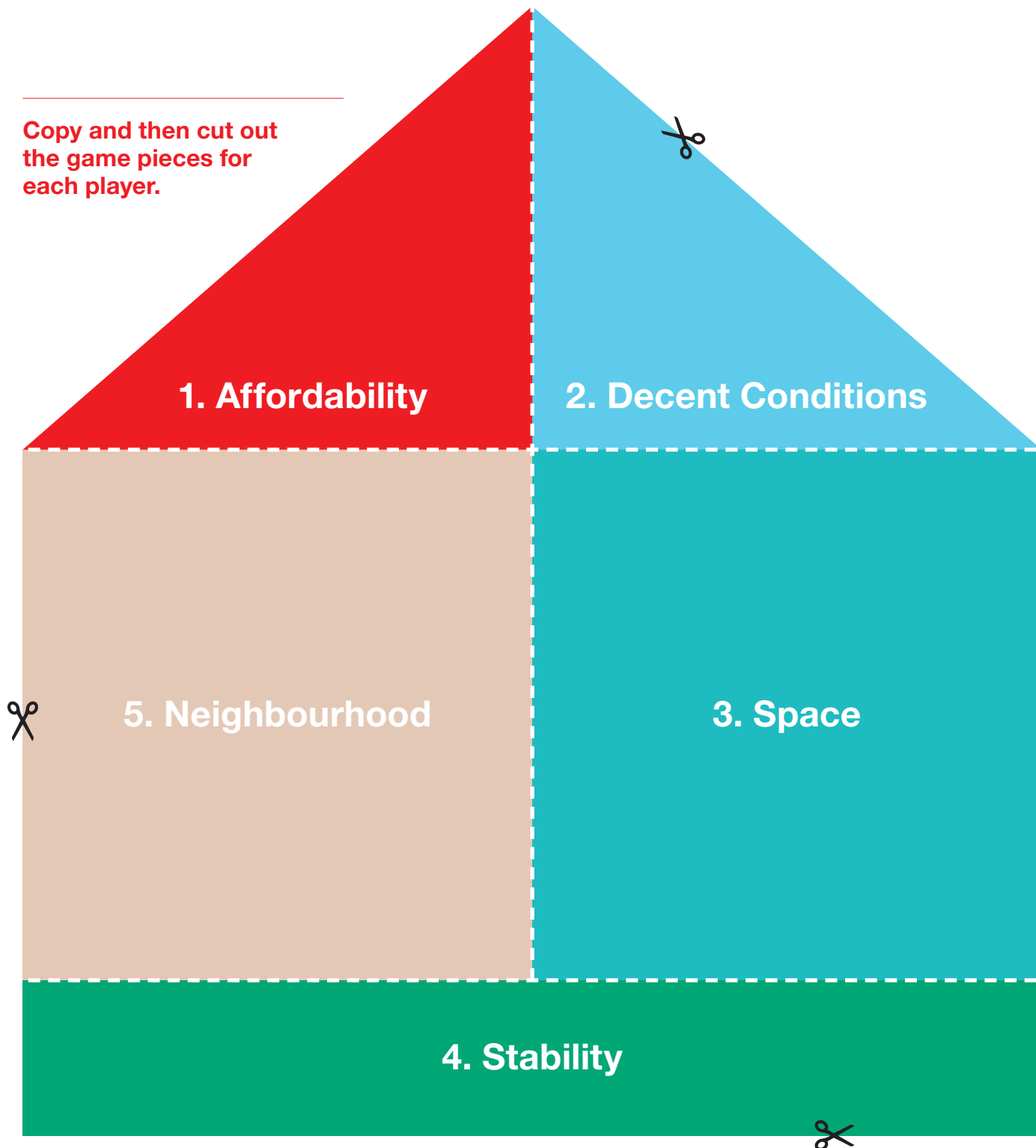
Home board



The Living Home Standard game

Game pieces

Copy and then cut out the game pieces for each player.

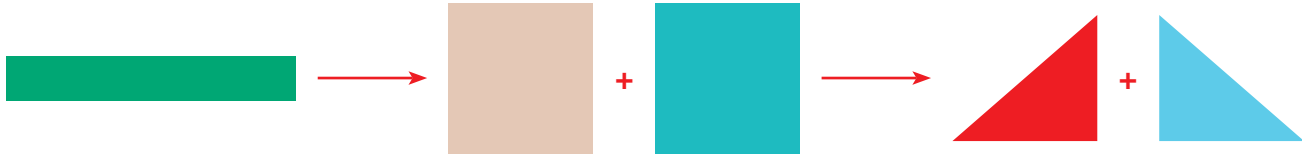


The Living Home Standard game

Score card

Name.....

Remember that you have to build your home in the correct order.



Game A	Game B	Game C
Game D	Game E	Game F

Total Score.....



Registered charity in England and Wales (263710) and in Scotland (SC002327). OBR-3275.08

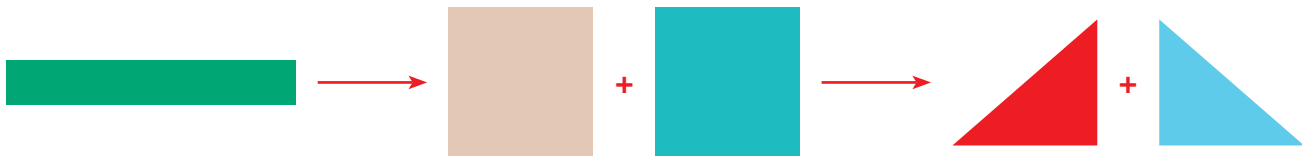


The Living Home Standard game

Score card

Name.....

Remember that you have to build your home in the correct order.



Game A	Game B	Game C
Game D	Game E	Game F

Total Score.....



Registered charity in England and Wales (263710) and in Scotland (SC002327). OBR-3275.08