EVERY MOVE MATTERS

Alliance Homelessness Simulation



Every marker represents a person.
Every move reflects a system choice.

Activity Session

CE | SHELTER | RRH | OUTREACH | TH | PSH

National Alliance to End Homelessness

WINGED WOLF INNOVATIONS

Activity: Introductions



At your table, share:

1. Name
2. Pronouns/Other identities
3. Organization & Role
4. Why do you do this work?

Group Agreements

What helps you feel comfortable participating?

What helps a group have honest, respectful, and useful conversations?

What do we need from each other to make a productive learning space?

Together, we'll create a short list of shared agreements that will guide our time today

Welcome: what we are doing together

Simplified System Model

System Lens

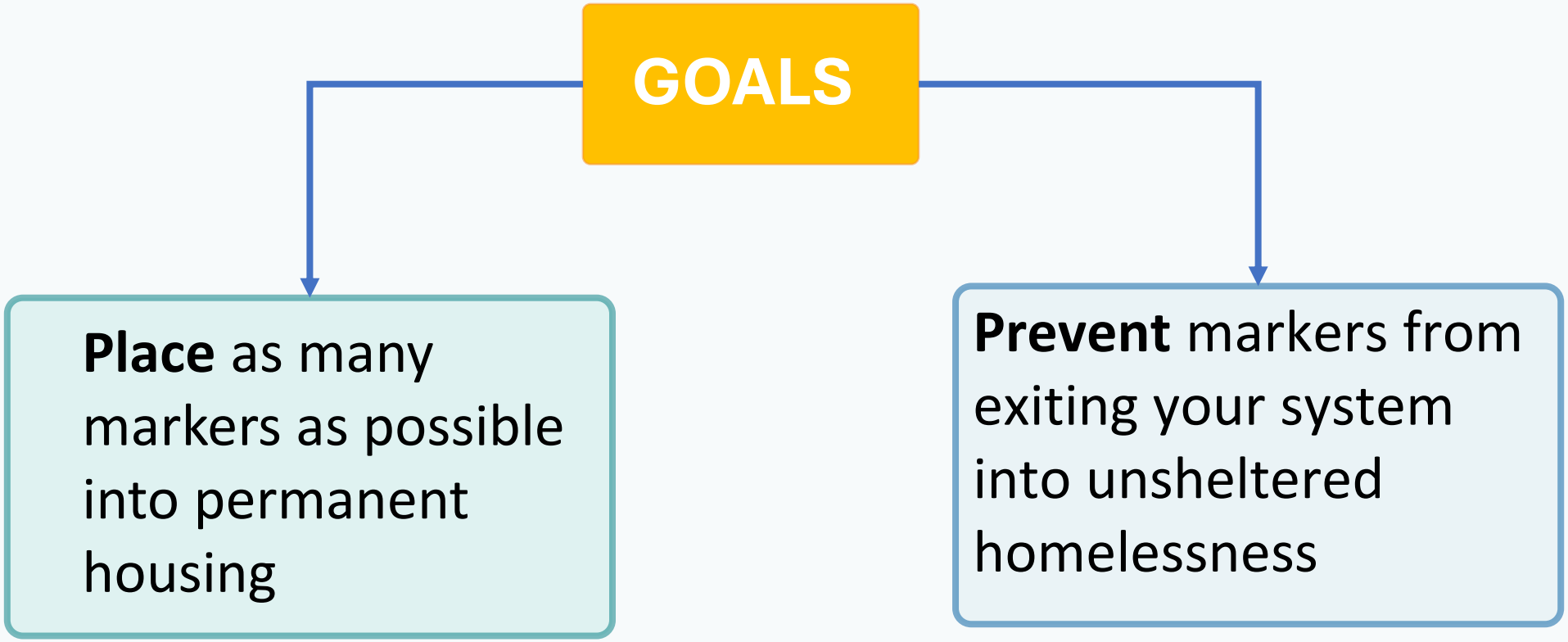
Reflection Space

Participation note

Some moments may feel frustrating or emotional. You may step out, observe, or rejoin as needed.

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Objective

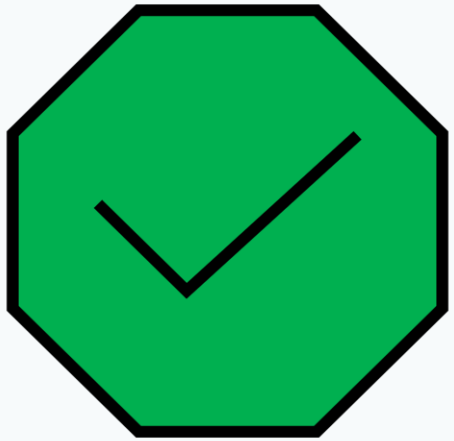


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Set up your table community

1. **Find or form a table of seven**
   Six Program Leads and one Scorekeeper. If your table has eight, split the Scorekeeper role.
2. **Use table-readiness signs**
   Yellow means open seats available. Green means full and ready to begin.
3. **Assign roles before play starts**
   Each Program Lead manages one board and follows the card for that round.





Yellow = open seats

Green = ready

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Official turn order

1. Coordinated Entry / Intake
2. Emergency Shelter
3. Rapid Re-Housing
4. Outreach
5. Transitional Housing
6. Permanent Supportive Housing

Complete all movement instructions on your card before the next Program Lead begins.

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How each round works

1. **System Event**
   Data Tracker reads the card aloud.
2. **Decision window**
   If allowed, the table has 3 minutes.
3. **Program cards**
   Program Leads read and follow the current round card.
4. **Turn order**
   Move markers in the official order.
5. **Score + reflect**
   Record counts, then capture one brief observation.

5 min
per round

3 min
decision window

2 min
table reflection

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System-change options

Add a program

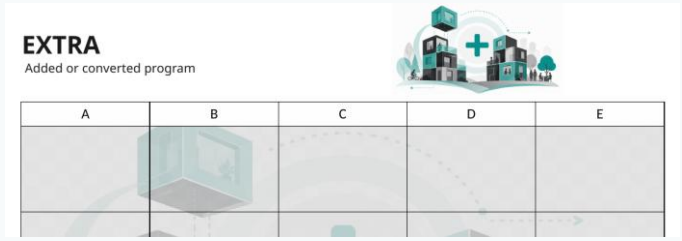
Use the Extra board. Write the program type on the board. The related Program Lead manages it.

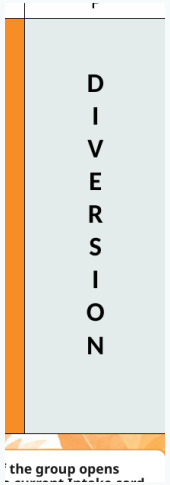
Open Diversion

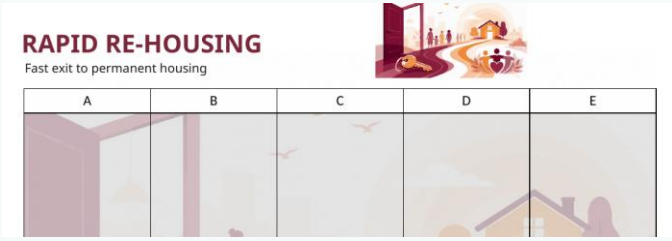
Use Column F on the Coordinated Entry / Intake board when the System Event card allows it.

Convert a program

Cross out the old program name. Write the new one. Current markers stay on the board.







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Available program slots

When a card says to place markers in available program slots...

Available program slots

Open spaces on active program boards.

Destinations

Market Housing and Unsheltered Homelessness are destinations, not program slots.

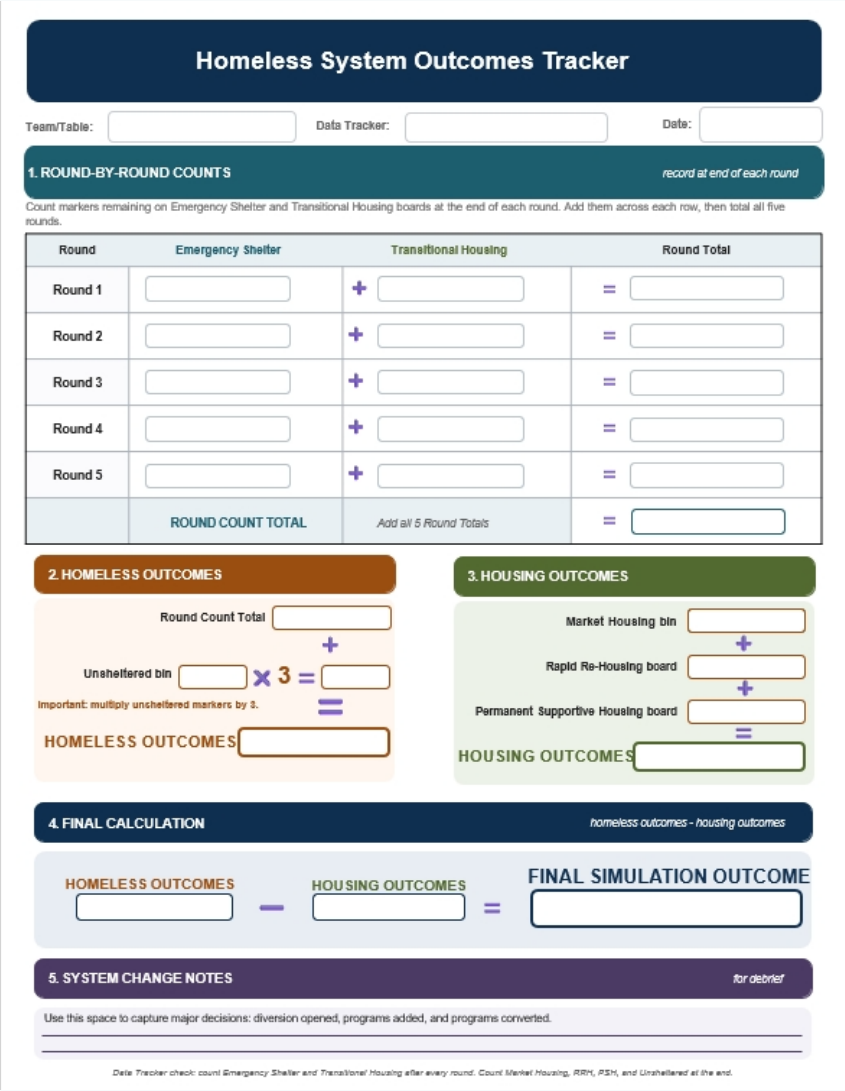
Placement order

If the card gives an order, fill available slots in that order before moving on.

Only move markers to Market Housing or Unsheltered Homelessness when a card specifically tells you to do so.

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Outcomes snapshot



Homeless System Outcomes Tracker

Team/Table: Data Tracker: Date:

1. ROUND-BY-ROUND COUNTS *record at end of each round*

Count markers remaining on Emergency Shelter and Transitional Housing boards at the end of each round. Add them across each row, then total all five rounds.

Round	Emergency Shelter		Transitional Housing		Round Total
Round 1		+		=	
Round 2		+		=	
Round 3		+		=	
Round 4		+		=	
Round 5		+		=	
	ROUND COUNT TOTAL		*Add all 5 Round Totals*	=	

2. HOMELESS OUTCOMES

Round Count Total +

Unsheltered bin × 3 =

Important: multiply unsheltered markers by 3. =

HOMELESS OUTCOMES

3. HOUSING OUTCOMES

Market Housing bin +

Rapid Re-Housing board +

Permanent Supportive Housing board =

HOUSING OUTCOMES

4. FINAL CALCULATION *homeless outcomes - housing outcomes*

HOMELESS OUTCOMES − HOUSING OUTCOMES = FINAL SIMULATION OUTCOME

5. SYSTEM CHANGE NOTES *for debrief*

Use this space to capture major decisions: diversion opened, programs added, and programs converted.

Data Tracker check: count Emergency Shelter and Transitional Housing after every round. Count Market Housing, RRH, PSH, and Unsheltered at the end.

1 **After every round**

Count markers remaining on Emergency Shelter and Transitional Housing boards.

2 **At the end**

Count Unsheltered Homelessness, Market Housing, Rapid Re-Housing, and Permanent Supportive Housing.

3 **Remember the multiplier**

Unsheltered Homelessness is multiplied by 3 in the final simulation outcome.

Final Simulation Outcome = Homeless Outcomes – Housing Outcomes

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Basic Rules

1. **Consensus**
   All decisions must be made by consensus.

2. **Timed Rounds**
   Each round is limited to 5 minutes

3. **Decision Time**
   You have only 3 minutes to decide about a system change.

4. **Next Round**
   You must move on at the end of 5 minutes, even if not done with the round.

5. **Finishing Early**
   Move to the next round if you finish before time is called.

5 min
per round

3 min
decision window

2 min
table reflection

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System Movement

Round 1



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Round-by-Round Table Reflection

Round 1

What did you notice during the first round of movement?



Each round: 1 Complete outcomes tracker → 2 Reflect briefly → 3 Record one key takeaway

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System Change Decision

Round 2

Teams, Make your Decision!



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System Movement

Round 2



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Round-by-Round Table Reflection

Round 2

Based on what your table added or opened, what impact did that decision have?



Each round: 1 Complete outcomes tracker → 2 Reflect briefly → 3 Record one key takeaway

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System Change Decision

Round 3

Teams, Make your Decision!



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System Movement

Round 3



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Round-by-Round Table Reflection

Round 3

If your table converted a program, what changed?

If you did not convert a program, what influenced that decision?



Each round: 1 Complete outcomes tracker → 2 Reflect briefly → 3 Record one key takeaway

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System Change Decision

Round 4

Teams, Make your Decision!



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System Movement

Round 4



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Round-by-Round Table Reflection

Round 4

If your table converted a program, what changed?

If you did not convert a program, what influenced that decision?



Each round: 1 Complete outcomes tracker → 2 Reflect briefly → 3 Record one key takeaway

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System Change Decision

Round 5

Teams, Make your Decision!



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System Movement

Round 5



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Round-by-Round Table Reflection

Round 5

Based on your final simulation outcome and final system map, how successful was your system?

What trade-offs shaped that result?



Each round: 1 Complete outcomes tracker → 2 Reflect briefly → 3 Record one key takeaway

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Debrief: from score to system learning

Compare outcomes

What did lower-scoring and higher-scoring tables do differently?

Name the bottlenecks

Where did the system get stuck? What decisions helped or worsened the pressure?

Carry it forward

What is one system question or decision point you want to take back to your community?

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