

Pre-Game Quiz: Understanding Advocacy and Houselessness

Objective: Gauge students' initial understanding of advocacy, houselessness, and mental health.

Format: Multiple Choice, True/False

1. What is the primary role of an advocate?

- a) To raise awareness and push for societal change
- b) To solve personal problems
- c) To ignore issues affecting others
- d) To enforce government rules

Answer: a

2. True or False: Houselessness is only caused by unemployment.

Answer: False

3. Which of these is a mental health challenge often experienced by the houseless population?

- a) High self-esteem
- b) Access to free healthcare
- c) Depression or anxiety
- d) Overemployment

Answer: c

4. What makes data an essential tool for advocacy?

- a) It is entertaining.
- b) It provides evidence to support arguments.
- c) It replaces human experiences.
- d) It's optional in most cases.

Answer: b

5. True or False: Advocacy only happens in politics and does not involve communities.

Answer: False

Quiz 1: Scene 1 - Decision to Step In

Objective: Evaluate decisions and their consequences in Scene 1.

Format: Scenario-Based, Multiple Choice

1. **What happens when Maria steps in to stop David's bullying?**

- a) She is ignored by the bullies.
- b) David's trust in Maria increases.
- c) David's health meter decreases.
- d) Maria loses points on the community trust meter.

Answer: b

2. **True or False: Ignoring the bullying has no impact on Maria's relationship with David.**

Answer: False

3. **What does the health meter measure in the game?**

- a) Maria's progress
- b) Community satisfaction
- c) David's physical and mental well-being
- d) Available resources

Answer: c

4. **Why might intervening in the bullying help the Street Hero program later?**

- a) It builds trust with David and demonstrates advocacy skills.
- b) It guarantees community support immediately.
- c) It reduces resource allocation.
- d) It has no long-term impact.

Answer: a

Quiz 2: Scene 2 - Finding Shelter for David

Objective: Assess understanding of advocacy decisions in Scene 2.

Format: Multiple Choice, Reflection

1. **What is the primary goal of finding shelter for David?**

- a) To ensure his immediate safety and stability
- b) To gather political support
- c) To increase Maria's points
- d) To reduce community resources

Answer: a

2. **True or False: Choosing a temporary shelter over permanent housing increases David's health meter.**

Answer: False

3. **Which choice reflects a long-term approach to supporting David?**
- a) Temporary night shelter
 - b) Building trust with shelter staff to discuss sustainable housing options
 - c) Ignoring his housing needs to focus on other tasks
 - d) Sending him back to the streets

Answer: b

4. **Reflection Question:**

What other actions could Maria take to improve David's housing situation and advocate for broader change?

Quiz 3: Scene 3 - Data Mining and Advocacy Campaigns

Objective: Test students' ability to use data to inform advocacy.

Format: Multiple Choice, Short Answer

1. **What data source does Maria use in the library scene?**

- a) Google
- b) Census.gov
- c) Social media trends
- d) Fictional reports

Answer: b

2. **True or False: Data mining in the library scene helps Maria create stronger arguments for the Street Hero program.**

Answer: True

3. **Why is data visualization important for advocacy campaigns?**

- a) It makes data look pretty.
- b) It helps audiences understand complex information easily.
- c) It reduces the need for advocacy.
- d) It replaces written reports.

Answer: b

4. **Reflection Question:**

How can Maria use the data from the library to advocate for sustainable solutions for houselessness?

Quiz 4: Scene 4 - Meeting Key Characters

Objective: Evaluate students' understanding of community-building and alliances.

Format: Multiple Choice, True/False

1. **Which NPC in Scene 4 supports a Housing Second approach?**

- a) Tim
- b) Elvira
- c) Susan
- d) Billy

Answer: b

2. **True or False: Building trust with community members increases the political support meter.**

Answer: True

3. **Why is it important for Maria to engage with characters like Tim and Susan?**

- a) To convince them to fund the Street Hero program
- b) To gain allies and expand the program's reach
- c) To end the game early
- d) To avoid community backlash

Answer: b

4. **Reflection Question:**

How can Maria balance formal and informal approaches to gain community support?

Post-Game Quiz: Real-World Applications of Advocacy

Objective: Assess knowledge retention and real-world connections.

Format: Multiple Choice, Reflection

1. **What is the main lesson learned from the game about advocacy?**

- a) Advocacy requires long-term commitment and evidence-based strategies.
- b) Advocacy only works if supported by government officials.
- c) Advocacy is simple and does not require planning.
- d) Advocacy campaigns are less impactful than individual actions.

Answer: a

2. **True or False: Reflection is an unnecessary part of advocacy.**

Answer: False

3. **What should Maria do to ensure the Street Hero program has lasting impact?**
- a) Focus on immediate fixes for David
 - b) Ignore data and rely on community trust
 - c) Use the data and alliances built in the game to implement sustainable solutions
 - d) Leave the program to run itself

Answer: c

4. **Reflection Question:**

How can the skills and strategies learned in the game apply to real-world social challenges?