

EXPLORING POVERTY REDUCTION GAME CHANGER SERIES

OVERVIEW

The poverty reduction game changer series highlights eight priority areas and strategies, as identified by Vibrant Communities Canada and our Cities Reducing Poverty members, that elicit an array of positive, significant, and cascading outcomes towards reducing poverty.

What is a poverty reduction Game Changer? Read: [Sometimes to hear the music you have to turn down the noise.](#)
 Have feedback or ideas on our Game Changer exploration? Let us know by filling out this [short survey.](#)

POVERTY REDUCTION GAME CHANGERS



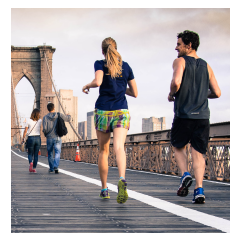
#1 – INCOME AND EMPLOYMENT
 Income security through employment and non-employment sources, and readiness for, access to, and retention of secure, livable wage jobs where employer policies support employees' needs.

#2 – HOUSING
 Affordable, accessible and appropriate housing that meets people's unique needs, affordable utility costs, housing retention supports, and protection from eviction.



#3 – TRANSPORTATION
 Affordable and accessible public transportation and innovative rural solutions that accommodate and cater to individuals with unique needs.

#4 – EDUCATION
 Literacy, graduation from high school or equivalency, affordable and accessible post-secondary education, and opportunities for alternative learning supports.



#5 – HEALTH
 Affordable and accessible health care services that are not covered under provincial/territorial medical plans, and comprehensive, inclusive supports for physical and mental health.

#6 – EARLY CHILDHOOD DEVELOPMENT
 Healthy early child development, school readiness, strong parenting skills, and access to affordable and regulated childcare spaces.



#7 – FOOD SECURITY
 Affordable, accessible, sufficient, safe and nutritious food that meets dietary needs for an active and healthy life.

#8 – FINANCIAL EMPOWERMENT
 Accessible mainstream banking services, protection from fraud and predatory lending, and ability to build savings/assets, improve credit ratings, and reduce debt.

