

Three Houses App

An app for Ipad and Tablet

For Ipad: Available free from the iTunes store by searching "Three Houses Tool".

For Android tablet: Available free from the google play store by searching "Three Houses"

Note from Sonja and Cath:

This app has been two years in the making and has been a huge learning journey for us. While we're excited to have this app available for practitioners, we're also aware that there are things we would do differently if we knew at the beginning what we know now - so keep your eye out for the next upgrade! :). We're also in the process of working on another couple of apps ...

and the Safety House app is next!

Thank you to Nicki and Maggie for their enormous contributions to our work with families by creating the Three Houses tool, and for Nicki's collaboration in making this app possible!

For a detailed description of the Three Houses tool and the process of using the tool with families, please see "The Three Houses" resource booklet by Nicki Weld and Sonja Parker, available at www.spconsultancy.com.au

Introduction to the Three Houses Tool App

I am pleased to be able to provide this introduction to the launch of the Three Houses tool application developed by Catherine Santoro and Sonja Parker.



The Three Houses tool was created in Aotearoa, New Zealand in 2003 by myself and Maggie Greening. We were working in Child Youth and Family at the time, and were very fortunate to have the assistance and support of especially the Tauranga site staff in testing out the tool. Over the years many practitioners around the world have applied the tool and I am grateful for the global learning that has informed the Three Houses tool and continues to do so.

My intention in creating the Three Houses tool was to help bring the voice of children, young people, and adults more clearly into our assessments and plans. My hope for the tool was for it to be a safe way to have a conversation to learn about a person's world. Through this we can build understanding about who we are working with and make sure their view and story is present in all that we do. Without this understanding, our work does not support or sustain the change needed to increase safety and well-being for especially children.

Over the years there have been a number of iterations and variations of the tool however the essential premise of exploring worries (vulnerabilities, not so good things), good things (strengths), and hopes and dreams (especially about the worries), and identifying connections between these remains. So does the use of drawing, writing, and talking, and with the technology now available to us, this can now be done using a method such as this app. Whatever way you might use the tool, please take the time to listen and explore what is shared with you. For children, young people, and adults who carry the hurt from relational trauma, this type of positive interaction can be a small yet powerful contribution to their journey of recovery.

I would like to wish you all the absolute best in your work and thank you for contributing to the safety and well-being of children. My thanks also to Catherine and Sonja for developing this app as another way of helping the Three Houses tool to be a part of this work.

Nicki Weld
Wellington, New Zealand.
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