



Fact Sheet

The Power of Peacemakers

Facts and Figures

Peace Games is a 501(c)(3) public benefit corporation.



Founded: 1992

Cities:

Boston
Los Angeles
New York
Chicago
Fairbanks

Leadership:

Eric D. Dawson
Co-Founder/President

Currently Serving:

8,000 K-8 students

Contact:

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Mission

Peace Games empowers children to create their own safe classrooms & communities by forming partnerships with elementary schools, families, young adult volunteers & community partners.

Goals

- To empower children with skills, knowledge, relationships & opportunities to be peacemakers
- To engage all community members to support children as peacemakers
- To inspire a new generation of educators and activists
- To change how society thinks about violence and young people

History

Peace Games was founded in 1992 by Dr. Francelia Butler, professor of Children's Literature, and a group of students at Harvard University. In 1996, under the leadership of Harvard graduate and echoing green fellow Eric D. Dawson, Peace Games became an independent nonprofit organization and proud member of the AmeriCorps National Service Network. In 2000, with Boston as a flagship site, Peace Games began national expansion of its intensive approach to whole school climate change. We now operate in major cities across the country, receive requests for our work from all over the world, and have served more than 20,000 students and their families to date.

Our Work

Children face violence every day, and studies show that just as children learn to read or ride a bike, they learn to fight, bully, and hate. But if violence can be learned, so can the skills of peace-making be learned.

Peace Games is a model for lasting **school climate change** that engages **whole school communities** to support children as peacemakers. Using games and student-driven community service projects, our students build skills of peacemaking (cooperation, communication and conflict resolution), and work to make their schools better. It is our goal to **empower children** so that they may create their **own** safe school communities. Peace Games is unique because:

- We **start early** (when children are only four years old).
- Our **experiential curriculum** is designed to match state academic frameworks, taught by young adult volunteers, and reinforced by teachers in the students' daily routines.
- We work directly with schools to **tailor the program** to the unique needs and resources of the school community.
- We go **beyond violence prevention** to **promote peace and justice**.

Accomplishments

Peace Games has supported over 20,000 children and their families. We have been recognized by former Presidents Clinton and Bush. 100% of our principals and school liaisons report that Peace Games has increased the level of positive, pro-social behaviors within their schools and 94% of our students report that Peaces Games has helped improve their peacemaking skills.