

MIND YOUR OWN CITY

KEY OBJECTIVES

1. To understand the importance of urban planning
2. To learn to utilize and manage resources for livability conditions
3. To exercise thinking and planning skills on tasks related to sustainable development
4. To help students build collaboration skills

INTRODUCTION

It is 2050. Your city council sets up a meeting about moving some neighborhoods to a new area. Representing your group, your task is to make sure the future city plan suits the life-style of your people. Let's put your ideas in place. The activity is a cut-and-play template to encourage children to balance personal desire and social responsibility while planning their future city.

GUIDING QUESTIONS

1. What building is essential to you?
2. What facility or public service should be there first?
3. Where does each building belong?
4. What value does this community share?
5. How could you plan for sustainable living?

MATERIALS

- A3 size paper for print (150 grams recommended)
 - Scissors or utility knife
 - Glue or duct tape
 - Printable illustration template (attached)
 - PP Board (optional)
1. Print the template. Cut each building shape with scissors or a knife (and be careful with the tools).
 2. Fold down the flap of each shape. For shapes with more than one flap, fold one flap up and the other down.
 3. For the background sheet, fold along the sky horizon. Attach onto the PP Board if needed.

CONNECTION TO SDGS



TOPICS

SUSTAINABLE URBAN PLANNING

CROSS LINKS

GOAL 3: Good Health and Well-being
GOAL 6: Clean Water and Sanitation
GOAL 9: Industry, Innovation and Infrastructure
GOAL 12: Responsible Consumption and Production

KEYWORDS

SUSTAINABILITY URBAN PLANNING
SMART CITY COMMUNITY
SUSTAINABLE ARCHITECTURE

LEVEL

Primary

RESOURCE TYPE

GAME-BASED PROJECT

INTENDED AUDIENCE SIZE

5 participants with one facilitator

MODE OF DELIVERY

Small group

TIME FOR ACTIVITY

20 - 30 min.

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TASKS/PROCEDURE

1. Each player randomly picks a role. Read one's own preferences carefully.
2. Divide building shapes into groups according to the table below.
3. Facilitator fosters the players to discuss whether to choose the brown building or the blue buildings for each round, and why.
4. Gather all selected buildings. Discuss further about where each building should be located. Note that the number of the flaps must not exceed the number (white letters) for each space.
5. Set up each building into place (you may secure them with glue to make them set permanently). Take photos or make a presentation about this future city plan. Answer the questions: Do you think this city will make your people happy? Why or why not?

Roles (to be picked randomly)

Family householder

You want a balance between working and leisure. You look for a well-sized residence, probably away from urban hassles, but surely it must be far from industrial estates. Recreational place is also essential for your children.

Elderly

You rely on public transportation to see a doctor because you do not drive anymore. You rarely want consumable goods, mostly you spend money on food. It would be convenient if a market is near where you live.

Recent graduate

You are eager to find jobs. Having many businesses in the city means better opportunities for your career path. You love city vibes and also going out in the afternoon or evening. However, you are very open to new ideas of changing your lifestyles.

City Officer

You take care of city cleaning and other social works. You aim to encourage the residents to create less pollution. You also want to make sure there will be enough housing and jobs for

FOSTERING DISCUSSION

Facilitator should:

- Use the guiding questions to keep the discussions on topic.
- Explain that space is limited, not all buildings can go into the plan all at once so players must make decisions and sacrifice their wants if needed.
- Make sure players stick to their own roles and consider the functions of each building/facility, not selecting each piece just for fun.
- Remind players that, in the discussions, conflict is inevitable when resources are limited, however, players could set priorities and compromise in order to build a livable city together.

SAFETY INSTRUCTIONS

Be careful when cutting the illustration shapes. Seek assistance if needed.

POSSIBLE EXTENSIONS

The activity can be developed further with extended features, having a scoring system, e.g. green points, gross happiness of citizen points, etc.

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IT IS 2050. YOUR CITY COUNCIL SETS UP A MEETING ABOUT MOVING SOME NEIGHBORHOODS TO A NEW AREA. REPRESENTING YOUR GROUP, YOUR TASK IS TO MAKE SURE THE FUTURE CITY PLAN SUITS THE LIFESTYLE OF YOUR PEOPLE. WHAT BUILDING CANNOT YOU LIVE WITHOUT?

WHAT FACILITY OR PUBLIC SERVICE SHOULD BE THERE FIRST? WHAT VALUE DOES THIS COMMUNITY SHARE? HOW COULD YOU PLAN FOR SUSTAINABLE LIVING?

LET'S PUT YOUR IDEAS IN PLACE.





