



Topic What makes a great town?

Learning Objectives:

- Understand the basics of town planning
- Explore how design affects people's lives
- Learn about transport, housing, and green spaces

Discussion

Starter Discussion: "What do you love about where you live?" Where is your favourite place? What do you not like about where you live? Where is the worst place?

- Think about your favourite outdoor space - what words describe how you feel there?
- What are the three most important things that make you feel like you 'belong'?
- How can a space make you feel welcome and comfortable.

Town Planning game

- Students use the blank map overleaf and draw homes, parks, roads, schools, shops
- Must follow rules like "every home must be near a school" or "add safe bike paths"
- Reflection: "What was hard about planning your town?"



