

Lesson plan

Easy read versions of each consultation provided separately to help inform lessons. To be completed if schools wish.

Topic Designing for everyone

Learning Objectives:

- Understand how planning affects different groups (children, elderly, commuters)
- Explore sustainability and transport choices
- Learn how design codes guide development

Discussion

- Where you live: 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?

Writing task

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.

Now you know what works well and what does not work well imagine you are planning a new town.

Scenario Challenge: "You're planning a new town. What do you include?" And why is it important?

Students work in teams with roles (planner, resident, environmentalist) Think about rules that will make the best place for all to live, work and play.

Design code task: Create a mini code with rules like:

- All homes must have green space
- Roads must be safe for walking and cycling

Discussion 'More homes are needed across Dorset. How can we create homes and still protect nature and what makes Dorset special?

