

Good and Bad Streets Workshop

Teacher Guidance

Purpose of workshop

This workshop is designed to help students begin to consider the elements that you would expect to see on a good quality street, how they might affect your travel behaviour and that different people have different needs in the street.

Students are then asked to consider and evaluate their own streets.

Activity	Start time	Duration
<ul style="list-style-type: none"> Intro – Project overview and purpose of today 		5 mins
<ul style="list-style-type: none"> Warm up activity – draw your 'perfect street' 		15 mins
<ul style="list-style-type: none"> 'Good / Bad' street discussion 		20 mins
<ul style="list-style-type: none"> Different user needs - discussion 		20 mins

Activity	Time
Intro <ul style="list-style-type: none"> Quick project overview and reminder of the purpose of today's workshop 	5 mins
Warm up activity <ul style="list-style-type: none"> In groups Draw your perfect street <ul style="list-style-type: none"> Divide class into groups Provide each group with a large sheet of blank paper, pens and play-doh/plastercine Ask group to draw/model street Each group to discuss with the class what makes their streets 'perfect' Teacher to note common elements listed by groups, for example: <ul style="list-style-type: none"> Greenery Space to play Space for people Safe space to walk Safe places to cross the road Vibrancy ie, shops Colour 	5 mins drawing 10 min discussion



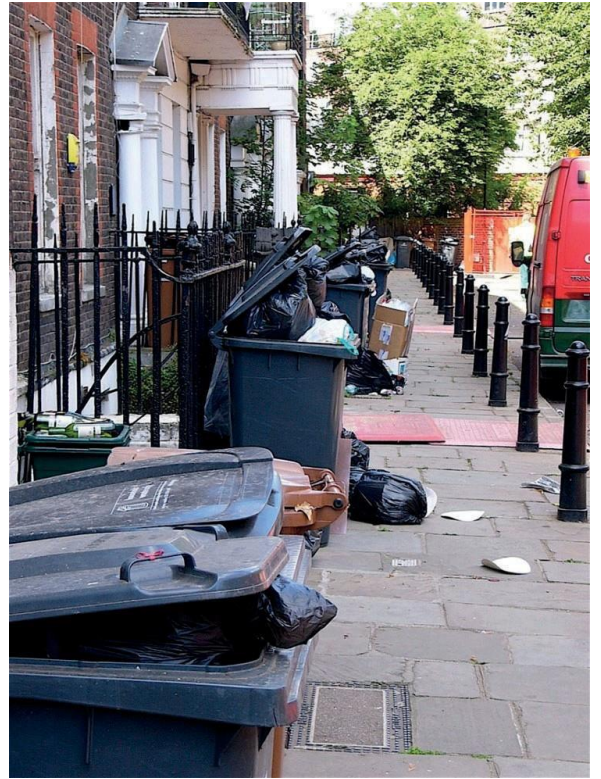
<p>Consider what makes a ‘good’ or ‘bad’ street</p> <ul style="list-style-type: none"> • Provide each group with images: <ul style="list-style-type: none"> ○ Heavy traffic ○ Colourful street ○ Cluttered pavement • Groups to consider images: <ul style="list-style-type: none"> ○ How they make them feel about the street. Do they feel safe? ○ How/why this might impact on how they travel • Each group to feedback from discussion. What is it about the images that makes them feel safe? For example: <ul style="list-style-type: none"> ○ Does the street feel pleasant? ○ Is there greenery, plants and trees? ○ Does the street feel like it was designed for cars or people? ○ Does it look like cars might be travelling quickly? ○ As a child, would you feel safe? If not, why not? ○ What might you do to improve it? 	<p>5 mins discussion 15 mins feedback</p>
<p>Consider what different needs for different people</p> <ul style="list-style-type: none"> • Provide each group with images: <ul style="list-style-type: none"> ○ Sight impairment ○ Wheelchair ○ Elderly ○ Parent with pushchair ○ Child • Groups to consider images: <ul style="list-style-type: none"> ○ What special requirements does each of these need? • Each group to feedback from discussion and teacher to take notes 	<p>5 mins discussion 15 mins feedback</p>



Themed Images



Traffic



Clutter



Attractive





Wheelchair



Cyclist child



Parent with buggy



Blind



Elderly person



Wheelchair / traffic



	Good	Bad
Parent	Wide pavements Quiet roads Seats Public toilets Safe crossings Slow traffic	Narrow pavements Parked cars No safe crossings
Elderly	Seats No big steps Public toilets Routes that are not clear	Steps No seating Poor crossings Steep ramps
Blind	Tactile signs <ul style="list-style-type: none"> • Paving at crossings • Sound • Beeps at pedestrian crossings Contrasting colour – for people with some sight	Obstructions <ul style="list-style-type: none"> • Bins • Signs • Lamp posts • 'A' boards No 'tactile' signs Low trees and branches
Child	Fun Space to play Lollypop person Colour	Parked cars – blocking views Fast traffic Pollution – associated with cars
Wheelchair	Level access / Dropped kerbs Low switches – crossings Shallow ramps Wide entrances Clear pavements	Steps Gates Parked cars – blocking crossings Parked cars – no space between Parked cars – blocking views Steep ramps
All	Lighting	

