

Round 1: Make your town (20mins)

1. Read your town profile and give your town a name
2. Arrange ALL 20 of your tiles on the table using the '**Rules of an Ideal Town**'
3. Calculate your town's needs and stats
4. Answer the questions about improving your town

Rules of an Ideal Town

- Your tiles must all be touching each other and tessellated
- Housing must be close to schools (either next to or one away)
- Heavy industry must be at least three tiles away from housing or schools
- Powerlines cannot be next to housing or schools

Community needs

- A tower represents **100** households
- A house represents **20** households
- A school has **400** places
- On average, a household needs **2 jobs** and **2 school** places.

On your Town information sheet, write:

The town's needs and stats:

- How many jobs do you have vs how many do you need?
- How many school places do you have vs how many do you need?
- What are the overall **Environment** and **Health & well-being** scores for your town? (from the Town Cards)

How you would like to improve your town

- What policies would you bring in to improve or maintain your town?
- What might your development priorities be? (based on your needs)



Round 2: Growing Your Town (20mins)

Create an **Investment Plan** to meet your community's needs, the development priorities you've identified, and your policies.

DO NOT MOVE YOUR TILES.

You have an investment budget of £500

- You cannot build on roads or water
- You can expand your town outside the existing footprint (increase your town tiles) for £20 per tile, in addition to any development costs.
- You can build over brownfield sites at a cost of £0
- Some developments come with Developer Contributions, which you can use to help fund other developments.

DON'T make any changes to your original town (i.e. don't move your tiles)

DO crunch the numbers on the impact of your investment decisions by updating your potential housing, jobs, environment and health & well-being scores.

AND Remember the rules of an ideal town

Create an Investment Plan that answers:

The town's needs, with the new plan

- How many jobs would you have vs how many do you need?
- How many school places would you have vs how many do you need?
- What are the overall **Environment** and **Health & well-being** scores for your town?

Improving your town

- What observations, decisions and compromises are you making?
- Are you following any policies you made?
- How would you be meeting the development priorities you set out?



Round 3: New Mayor, new priorities (20mins)

A new Regional Mayor has been elected. They want to make their mark, so they have new priorities they want all towns to meet. This presents a new challenge for you to adapt your strategies and meet these new priorities.

Mayoral Priorities

Speaking from their new offices in the Inner City, the mayor said:

"I am excited about the potential of making our region the greatest area in the country.

*We'll need to collaborate across our towns to build **500 new households**, improve our community's **health & well-being** and meet our 2025 goals of net zero **environmental** scores.*

I believe it's possible to do this whilst maintaining enough job opportunities and school places in our region.

(I also really want at least one new golf course.)"

Review your Investment Plan

Update your investment plan based on the mayoral **regional** priorities balanced with your town's needs.

You can trade school places, jobs and some of your **Environment** and **Health & Well-being** points with other towns.

Assign a **Chief Negotiator** to visit other towns and trade.

Remember that you must pay for developments and to increase your town's footprint.

Update your investment plan. Do not swap your tiles with other towns.

Remember that trades will reduce your town's scores, so consider what you trade.



Round 4: Create Your Local Plan (20mins)

It's time to create your local plan based on your previous decisions. After this round, you will present it to the rest of the room.

On flipchart, summarise your plan

Use the following six headings:

1. Housing
2. Transport and infrastructure
3. Economic development (jobs/training/education)
4. Environmental sustainability
5. Funding
6. Community health & well-being

Create realistic examples that demonstrate how your plan:

- meets planning guidelines
- uses data to inform decision-making
- approaches community engagement

Show your community's needs through numbers (**jobs, school places, Environment and Health & well-being**)

