

## Facilitator notes

### Round 1: Make your town (20mins)

In this round, teams will create and name their towns.

They will learn more about the needs of their community and start to gather ideas about improving their towns. Circle the room and make sure everyone is doing everything they need to in this round.

#### **Put these items out on the tables to prepare for the game (per team)**

1. One set of 20 tiles (there are three different towns; make sure they are distributed evenly around the room)
2. One full set of Town cards
3. A town information sheet that relates to their town
4. Rules for Round 1 sheet
5. Town scores sheet
6. Pens to write with
7. Spare paper to scribble on

#### **Read this out at the beginning of the round**

On your table, you have everything you need for Round 1.

Everything you need to do is on the Round 1 Rule sheets, so make sure you read them thoroughly before you start.

- Read your town profile and give your town a name
- Arrange ALL 20 of your tiles on the table using the 'Rules of an Ideal Town'
- Calculate your town's needs and stats (you'll need the Town cards for these stats)
- Answer the questions on the rules sheet about improving your town



## Round 2: Growing your town (20mins)

In this round, teams will create an Investment Plan to meet their community's needs, their identified development priorities, and their policies.

**Put these items out on the tables to prepare for round 2 (per team)**

1. Rules for Round 2
2. Investment plan sheet
3. Money

**This is a plan, so do not move any tiles**

### **Read this out**

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

You have a budget of £500, so use it wisely.

Make sure you read the rules of round 2 thoroughly before you start.

**IMPORTANTLY, 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 from round 1.



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

In this round, teams will respond to the new mayor's regional priorities. These priorities relate to all towns in the room (the region).

**Put these items out on the tables to prepare for round 3 (per team)**

- Rules for Round 3

**Read this out (have someone play the mayor to read the text in quotes)**

A new Regional Mayor has been elected. This affects all your towns, and you must work together to meet these regional goals.

The mayor wants 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 collaborate to meet these new priorities.

*[Mayor]* “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.)”

*[Facilitator]:* You can completely update your investment plan, but you need to work with others to meet the regional needs.

Read the rules carefully before you start.

You’ll need a chief negotiator with a plan. Good trading can help you here. The earlier you trade, the more likely you are to get a good deal.

You want to make the mayor happy; it is good for the future of your town.



## Round 4: Create Your Local Plan (20mins)

It's time for teams to create a Local Plan for their town based on your previous decisions. After this round, you will present it to the rest of the room.

**Put these items out on the tables to prepare for round 4 (per team)**

- Rules for Round 4
- Flip chart paper and flip chart pens

(if we haven't already handed these out)

### **Read this out**

It's time to create your local plan based on your previous decisions.

You'll do this on your flip charts

After this round, you will present it to the rest of the room (you'll have 5 minutes to present).

The categories that you need to talk about are:

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

Create realistic and engaging 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)



## **Presentations (5mins per team)**

Teams will now present their local plans back to the whole room. You'll go around each team.

They can choose how they present

**Put these items out on the tables to prepare for presentations (1 each)**

- Score sheets

### **Read this out**

Each team will have 5 mins to present their local plans, including questions.

Everyone else pay attention and use your score sheet to track scores as you go.

## **Scoring**

After the presentation, you will ask everyone to score as a whole room. You can use a tool like [Slido](#) ranking to calculate the scores.

We asked people to rate their top 3 in each of the 5 categories separately and then gave a prize for each.

If you want, the mayor can give special prizes out at the end.

