

Community PlanIt Curriculum

Presented by the Engagement Lab



Table of Contents

i. Introduction

1. CPI and Your Local Planning Process
2. Exploring Your Local Context
3. Designing Your Game
4. Creating Media
5. Promoting the Game
6. Playing Your Game
7. Your Finale Event



Curriculum Introduction

1. What is Community PlanIt?
2. Who is the target audience?
3. What is in this curriculum?
4. What does the process do for your community?



1

What is Community PlanIt?

Community PlanIt is a game that makes planning playful, and gives everyone the power to shape the future of their community.



Play the Game

Compete in timed missions, earn awards, collect coins, and pledge them to real-life causes to make a direct impact on your community.



Tell Your Story

Help write the future of your community together with citizens and planners. Talk about the issues that matter to you, and make your voice heard.



Discover Your Community

Meet new people, form unexpected connections, and learn to see your community in an all-new way.

2

Whom is this curriculum for?

A Community PlanIt game is a community effort.

The process is typically led by a single host organization that partners with the Engagement Lab to create game content, but the lead organization works with a range of local partners to create content, do outreach, and make use of the data generated by game play. This curriculum highlights all the benchmarks and guidelines needed by host organization but includes activities useful to all partner organizations, particularly those that serve youth.

3

What's in this curriculum?

This curriculum is made up of seven modules that walk the user through the affordances of the game, the local research process, game creation, outreach, game play, and post-game reflection and action.

Each module is filled with text and images, and the online version includes hyperlinks to supporting resources. Each module contains general advice, relevant examples from past games, and concrete tasks that account for all the “deliverables” required.

Some tasks are highlighted in yellow, which indicates that they are core activities intended for any host organization, and other tasks are highlighted in blue, indicating that they're supplementary activities designed to be done by youth in an instructional setting. Each curricular module begins with an introduction, orienting readers to the new stage of game development, and ends with a brief recap that summarizes the work accomplished and segues to next steps.

4

What does the process do for you?

The process of creating a game is not simply a means to an end:

It is the first step in the rich process of community engagement that the game represents. The curriculum scaffolds this work and the learning of everyone involved.

