An Urban Planner's Challenge

Life After Oil in Longroad Smokes

It's the year 2035.

Across the world, people are in panic after the announcement of the closure of the last petrol wells. Over a century, our civilisation has grown dependant on fossil fuel and long-distance transport to access food, health, work, education and entertainment. Alternative energy technologies are available but haven't been deployed.

You are an Urban Planner for the suburban community of Longroad Smokes, a suburb of 2,500 people in the outskirts of the city. Your team has been tasked with adapting the town to the new realities.



General rules

- Form teams of 4-5 people.
- The oldest person in each team will act as The Mayor & Time-Keeper.
- The rest will act as Town Planners.
- Town planners will propose solutions to 3 consecutive challenges.
- Each time, the Mayor will choose which solution to implement.
- The Mayor's decisions are irreversible. However, team members can express discontent by drawing signs of contempt in the map.



- There are no right/wrong answers. Imagine wildly and have fun.
- A good Mayor manages time well to complete all 3 challenges before the next elections (30 minutes).

How to Play: Town Planner

In each round:

- 1. **Listen** carefully to the Mayor's instructions.
- 2. **Think** of a solution to the given challenge, individually (2 minutes).
- 3. **Present & justify** your solution to the team (30 seconds).
- 4. **Follow** the Mayor's instructions to finalise the challenge (1 minute).
- 5. Express your disagreement at any time by drawing a sign of contempt in the map.



How to Play: The Mayor

YOUR GOAL

To complete all 3 challenges in under 30 minutes.

CHALLENGE 1

1. Read aloud to your team:

"The government has secured the Country's last reserves of oil to be used for strategic and survival purposes. Longroad Smokes has been allocated a small amount of fuel for collective use over the next year. You have 2 minutes to work individually on a solution to Challenge number 1".

- 2. Allow 2 minutes for individual work.
- 3. **Ask** each Urban Planner to present their solutions to the team in 30 seconds. Listen carefully to their proposals.
- 4. Choose one proposal and explain your reasoning.
- 5. **Record** the approved option in your book.
- 6. **Ask** the proponent of the chosen option to draw the new/desired facility in the map. Allow 1 minute. Simple sketches are fine.
- 7. Progress to the next challenge.

CHALLENGE 2

1. Read aloud to your team:

"One year from now, the last reserves of oil will run out for good. Now it's the time to start developing alternative sources of energy. The technical team has narrowed our infrastructure options down to two. What should we build?. You have 2 minutes to work individually on a solution to Challenge number 2".

2. Repeat steps 2 to 7 from Challenge 1.

CHALLENGE 3

1. Read aloud to your team:

"Congratulations. It seems like we will be able to survive the end of oil after all. However, the Town Plan no longer reflects our way of living and aspirations. We need to come up with a new vision for the future. You have 2 minutes to work individually on a solution to Challenge number 3".

2. Repeat steps 2 to 7 from Challenge 1.

Challenge 1: Survive

Until now, the people of Longroad Smokes relied on fuel to:

- (1) commute to work,
- (2) supply local shops with food, and
- (3) collect their garbage.

Unfortunately, the new fuel allowance is enough to meet ONLY ONE of these needs. Which one will you spend the fuel on?

commuting to work -OR- food collection supplies transporting

TWO other needs remain unmet. Luckily, the town has allocated some budget to build ONE of the following facilities within walking distance. Which one will you build? Where?

employment hub

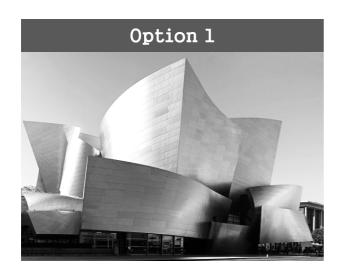
-OR
farm and abattoir

-OR
farm and composting facility

There is no fuel left, and no budget. With ONE need still unresolved, it's time to tell the community the bad news. Each household is now responsible for...

walking or cycling to work hunting and gathering their own food food managing managing their own waste

Challenge 2: Strengthen



Project: Nuclear plant

Title: Diamond Tower

Size/location: 1 small block,

any location

Community: 98% in favour

Economy:

500 new technology jobs 50 new tourism jobs 100% increase house prices

Environment:

Radioactive sludge into river



Project: Wind turbine park

Title: Turbine sunset

Size/location: Wind turbines

to occupy all available vacant/green space

Community: 2% in favour

Economy:

50 new technology jobs 30% drop in house prices

Environment:

Clean energy, some bird casualties

Challenge 3: Thrive

What will it take for people to want to stay and thrive in this suburb? Create a compelling vision for the future of this community.

1) Propose a new name and slogan for the suburb:
Welcome to,
where!
2) What new building or facility would make this suburb an awesome place to live? Where would you place it?
The new Town Plan will encourage the future
development of a
to be built at /near the