

Place Making - Turn Roads into Neighbourhoods

The Place Makers Game

A fun way to develop ideas for turning any space into a vibrant public place. Gather players in the space you want to change.

Getting Started

1. Create a Place Makers Game Sheet (see bottom right).
2. If there are more than 8 participants, break into smaller sub-groups of 4-8 persons each.

Playing The Game

3. Participants attach their name tag to their hat, and then answer the first nine questions on their Place Makers Game Sheet.
4. When everyone has answered their questions, break each group into pairs. Each pair swaps hats and game sheets, and asks, 'If you were me, how would you use the assets I have listed to turn my wish for this place into reality?' The answers are then noted on each game sheet, under the 'Stories' heading.
5. When the stories are written on the sheet, everyone swaps partners. This process is repeated until the group runs out of new combinations, or runs out of time!
6. Bring the group together again, and bring the hats and game sheets back to the original owners.
7. The group then explores the stories to see what ideas there may be for collective action. List these on a large sheet of paper.
8. Go through the list with the group and ask whether anyone is so excited by any of these ideas that they would invest some time in making it happen. All those interested in a particular idea form a working group.
9. Each working group produces a plan, using the ideas and assets that have been listed on the game sheets. Concentrating on what can be done in four weeks. Each person is asked to decide what they are going to do to make the plan happen. Get each person to write a postcard to themselves, noting their part in the plan and thanking themselves for completing it.
10. The working groups then report their action plan back to the whole group, and each person reads out what they have written on their post card.
12. Collect the cards. Congratulate everyone, and post the cards to participants in 4 weeks.

What You Need...

1. A hat for each person.
2. Name tags that can be attached to the hats.
3. Game Sheet for each person
4. Pens (one for each person).
5. Poster size sheets of paper.
6. Marker pens
7. Postcard for each participant.
8. Refreshments.

NOTE: You can ask each person to bring their own hat, pen, postcard and snacks to share!

Game Sheet Template

1. Name and boundaries of space:
2. Participant Name:
3. If I were a god/goddess, the thing I would change about the target space is:
4. Assets that I could use to change the target space are:
5. The thing that gives me most joy in life is:
6. My gifts to the community are:
7. I have this junk that I could donate:
8. I have this valuable item I could donate:
9. Wildcard:
(any other asset)
10. Stories:
(one of the most important parts of the game give it two pages)

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