



Playful Cities Challenge: Session Outline

Let's Put Cities in Play Mode!

For children 7-12+ / Timing: 45-90 min+

Links: [Facilitator Guide](#) / [Challenge Cards](#) / [Description cards](#) / [Speakers notes](#) / [Playful Cities film](#)

INTRO	Introducing the Build the Change program and explaining what we'll be doing today. Includes a short animation to energize and inspire children to take on the challenge of putting cities in play mode.
IMMERSE 10 min+	<p>Group discussions/reflections for children to start considering their ideas about play and cities before they are introduced to the workshop's topic, Playful Cities. Feel free to adapt for your setting and timings.</p> <ol style="list-style-type: none">1. What is play? Is it important? Group reflects on definitions of "play" and that to play we need space and time.2. What are cities? Are they playful? Who designs them? Are there enough opportunities to play? <i>Feel free to replace images on this slide with a city or cities relevant / local / interesting to the children in the room.</i>3. What about where you live? A chance to talk about the place where the session is happening– is it a city? Are there enough opportunities to play? <i>Feel free to replace this slide with one showing photos, maps, etc of your local area.</i>4. What's in a city? Children consider types of everyday things found in cities – like buses, parks, bridges, buildings, and crosswalks. In the hands-on creation section they will be reimagining these to express their ideas for creating new opportunities for play in cities. <p>Video: Playful Cities (2 minutes) The importance of play and the challenges to play in cities. Invites children's creative ideas for making cities more playful.</p>
CREATE 20 min+	<p>Children get hands on building ideas for putting everyday things in cities into play mode using LEGO® bricks or any creative materials available. Printable Challenge Cards offer ideas for everyday things to reimagine and Description Cards to display with creations let children explain their idea in more detail.</p>
SHARE 15 min+	<p>Children share their ideas with the group. Use whatever format works for your setting, group size, etc.– <i>E.g.</i> individuals or groups take turns presenting, as a walkthrough of the ideas on display, or an exhibition for the public and local decision makers.</p> <p>We'd also love for you to share the things that the children create with the LEGO Group at http://www.LEGO.com/playful-cities, or post them on social media with #LEGOBuildTheChange.</p>

Feel free to adapt this session, e.g. change the slides to feature the place where you live, cities children are interested in, etc. Retime the session or break it into a multi-session project

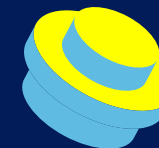
As long as they have the chance to express and share their creative ideas for tackling the real-world challenges around cities and play, they will have built the change. ☺

Build THE Change



LET'S PUT CITIES IN PLAY MODE

ARUP | The LEGO Foundation



World
Play
Day



What are we doing today?

Immerse



Share



Create







Play is _____.



Play needs

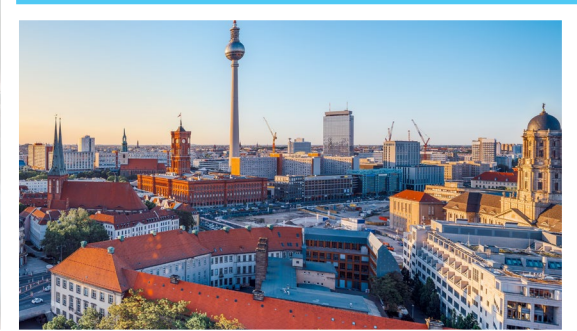
space & time

Cities

What is a **city**?

Are cities **playful**? **Fun**?

Who **designs** cities?





What about where you live?



What's in a city?







Time to reflect

...on the video.



Awesome Words



City



Design



Reimagine

Case Study: Singapore

Singapore Gardens by the Bay

- A big park near the city filled with flowers and plants from all over the world that opened in 2011
- The space is designed to let people wander, play and enjoy.
- It has “Supertrees” that light up at night, collect rainwater and generate solar power!



Photos © Andy Gardner/Arup.

<https://www.gardensbythebay.com.sg/>

Case Study: San Francisco, USA

Pier 39 Musical Stairs

- Stairs which play musical notes as you walk on them.
- They look like piano keys!
- They were designed by the artist Remo Saraceni and opened to the public in 2013.

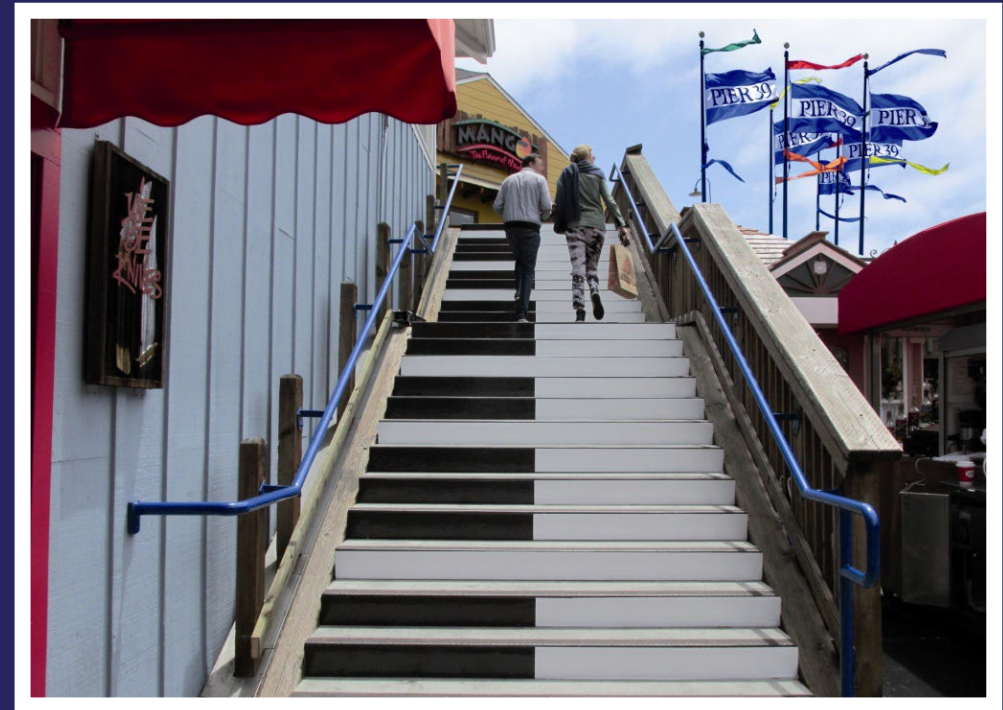


Photo © Remo Saraceni / Big Piano

<https://pier39.com/musical-stairs/> | <https://bigpiano.com/>

Case Study: Milan, Italy

Piazze Aperte / Open Squares

- Public squares all over Milan reimagined to give people more space to live, meet and play.
- They've added benches, bike racks, picnic tables, ping pong tables, plants, and more!
- More squares have been transformed every year since 2019.



Photos © City of Milan / Piazze Aperte

https://globaldesigningcities.org/update/piazze_aperte_report-en/

Case Study: Copenhagen, Denmark

Konditaget Lüders / Park 'n' Play

- A playground on top of a multi-story parking garage with amazing views of the city
- There are trampolines, swings, monkey-bars, a jungle-gym, ropes to climb and more!
- There are games for kids and grown-ups, too!



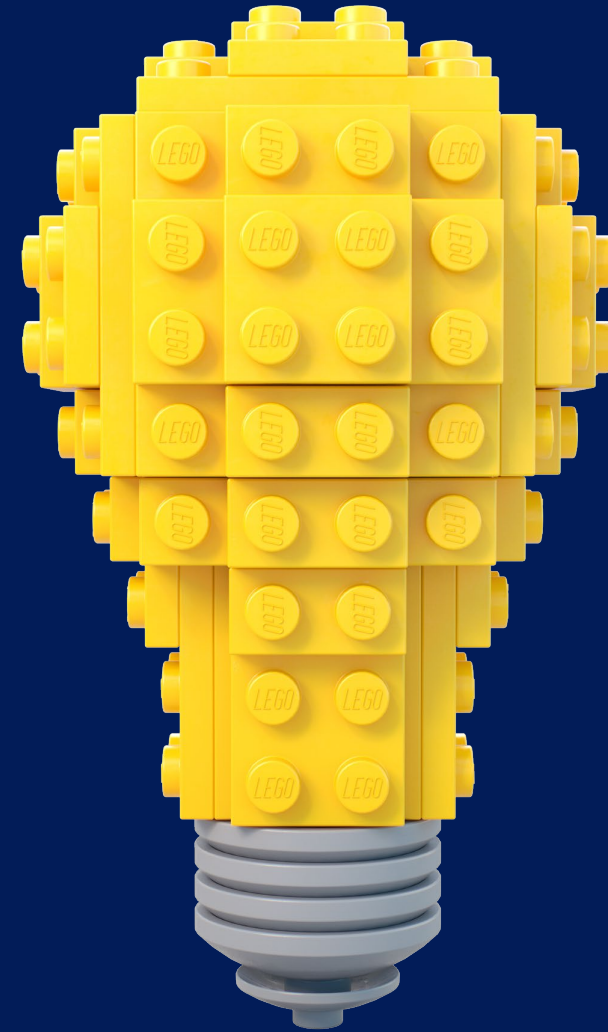
Photos: © Rasmus Hjortshøj for JAJA Architects

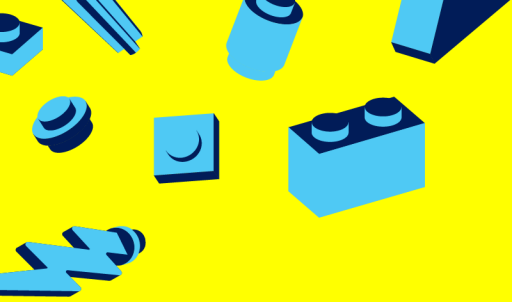
<https://jaja.archi/project/konditaget-luders/>



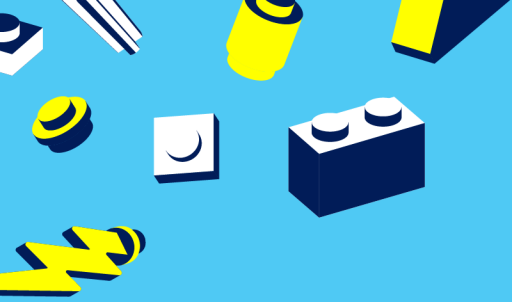
Time to create

Reimagine something
in a city to add
more play.



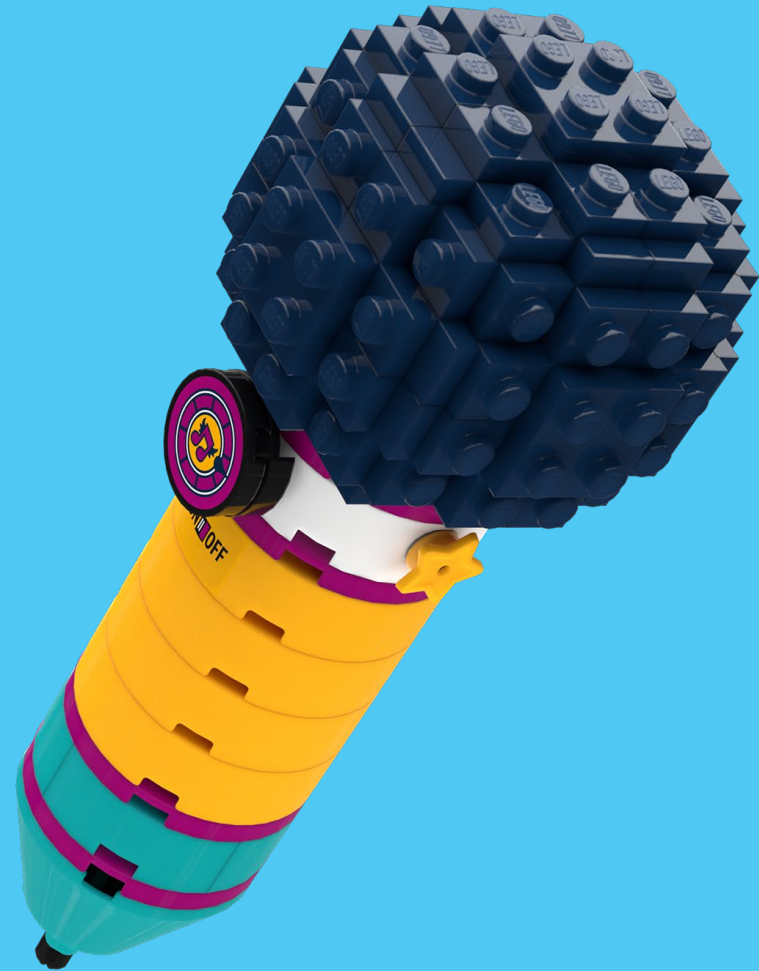


**Time's
up!**



Time to share

What did you create?





**From the planet Earth and everyone at
the LEGO Group and Arup,
thank you for building the change!**

See you next time!

Hey, Grown-ups

We need your kids' awesome ideas to help put cities in play mode.

Share them today!

Some of the best creations will feature in our LEGO.com global gallery and may even be shared with decision makers and city planners.

Upload photos and descriptions of your group's creations at <http://www.LEGO.com/playful-cities>



Or scan the QR code with a phone camera to get started.

You can also share ideas on social media with **#BuildTheChange**.

