

Q&A

## How to put Participatory Urban Planning into Practice?

### 1. What are the major changes made to the second edition of the Complete Streets game?

Based on surveys of the purchasers of the previous edition, we've made several modifications to the game. In the new game, you'll find a multi-use trail, HOV lanes, increased lane width options, extensions to the right-of-way ruler to enable you to work on wider roads, and more. We've also developed a Quick Reference Guide so that you can understand what each segment represents at a glance. More information is available at <u>www.tcat.ca</u>. Email tcat@cleanairpartnership.org to reserve a copy.

## 2. Do you have any experience in participatory planning exercises geared towards children/youth/teens?

Yes. We have used multiple tools to engage children, youth, and teens. There is a package of tools specifically geared towards youth, called the Young Urbanists Summer Camp available at <u>this link</u>. We have also worked with the Complete Streets Game in many classroom settings, from children in grade 5, through to high school, undergraduate, and graduate-level courses.

# 3. Is there a way to just order the extra new pieces to augment our existing Complete Streets games?

Unfortunately there is not. Due to the magnet manufacturing process, we can't order just specific/individual segments. However, if you purchased the last game and want the new pieces, email <u>fnasca@cleanairpartnership.org</u> and we can discuss sending the PDF files so that you can print and add the new segments to your kit.

## 4. Any reflections on doing walking tours as a tool? Good numbers for participants, amount of time? How much ground to cover?

It is good to have a volunteer facilitator for roughly every 6-8 participants. Otherwise, the group can get split up, and it is hard to hear. We recommend that residents act as leaders of walking activities, since they have the most knowledge and lived experience of the areas you're exploring. I usually keep walking activities around 1 – 1.5 hours. You will travel slowly as you walk, stop, and talk, so plan a route that would take an able-bodied person about 15-20 minutes to walk on their own. Plan for accessibility: make sure that people with mobility limitations will be able to participate in your walk. Plan for weather: consider having a set of umbrellas for participants. We've done walks in all conditions—in the winter, it can be hard to take written notes, so you can plan to just walk and talk, and have a debrief where you take notes in a warm place after the walk. All of the walking activities on the <u>website</u> have additional tips and tricks too!













#### 5. What are the main challenges of participatory urban planning?

The main challenge is defining the expectations and roles: what role do we want to give citizens in a project? What should their level of influence on the final decision be? The <u>Participatory Urban Planning Guidebook: planning the city with and for its citizens</u> offers some answers. Public engagement remains an issue. We can see that it is easier to mobilize people against a project than for an idea.

#### 6. What support can you offer to communities that have targeted an artery to improve?

The MUEC can support the municipality in its urban revitalization project regarding public participation, diagnosis and suggestion of management solutions. Visit the following page (in French only) to learn about our services: <u>https://www.ecologieurbaine.net/fr/services</u>.

### 7. Does it happen that citizens do not participate or cannot come to meetings?

Mobilization remains a challenge. We suggest doing a participative activity in situ. If you want to redevelop a park, why not have a consultation booth in the park to be in contact with its users? Also, it may be worthwhile joining an existing event. For example, the soccer club organizes a festive event: it is a good opportunity to question the players on their needs in the park. For the promotion of activities, it is essential to engage allies and community leaders to spread the word.

#### 8. Do you have any advice to convince elected officials?

Some elected officials see public participation as a loss of power, they have been elected to decide. Despite this, many elected officials emerged from participatory processes with greater legitimacy because they were in direct contact with the population and interest groups. Some participatory processes have the impact of increasing the expectations of citizens, it can scare some elected officials. See these videos on participatory urban planning: <u>https://www.youtube.com/watch?v=bu0fj0wevC8</u> (in French only) and the participatory budget: <u>https://vimeo.com/83822014</u>.

#### 9. Do you make representations to municipal councils or organizations like UMQ?

We are active in Montreal and in the province of Quebec in promoting public participation in development projects.











10. Regarding the implementation of pop-up infrastructure (tactical urbanism) in the streets, what should be the level of participation of the police service?

The municipality must be a partner. See the following guides: <u>https://participatoryplanning.ca/sites/default/files/upload/document/tool/18 pop-</u> <u>up infrastructure.pdf</u> and <u>http://tacticalurbanismguide.com/guides/the-open-streets-guide/</u>.

11. When we talk about an animation professional, are we always thinking about an external organization?

Some municipalities have external resources to deal with the public and stakeholders. Others work with external professionals.





