

# CO-DESIGNING THE ACTIVE CITY

[participatoryplanning.ca](http://participatoryplanning.ca)

## 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 [www.tcat.ca](http://www.tcat.ca). Email [tcat@cleanairpartnership.org](mailto: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 [this link](#). 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 [fnasca@cleanairpartnership.org](mailto:fnasca@cleanairpartnership.org) 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 [website](#) have additional tips and tricks too!



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