

Zoning Activity Instructions

Goal:

- *Work as a group to place development tiles on the board in order to create your ideal neighborhood. What types of land uses does the neighborhood need, how big or dense should they be, and where do they all belong?*

Participants:

- *4-6 participants*

Time to play:

- *10-20 minutes activity time (suggested)*
- *10-20 minutes discussion (suggested)*

Materials:

- **ONE** *neighborhood game board*
- **ONE** *set of development tiles*
- **TWO** *dice*
- **ONE** *table number*
- **ONE** *facilitator question sheet*
- *Participant question sheets (ONE per participant)*
- *Bonus: sample neighborhood guide*

Setup:

1. *Lay out the game board in the middle of the table.*
2. *Spread the development tiles out next to the board, so everyone can see them.*
3. *Place the table number face up next to the board.*
4. **Ready to begin? Turn this sheet over and read the instructions carefully!**

How to Play:

1. *Select one player to go first. If you can't decide, start with the person who has lived in Detroit the longest.*
2. *On your turn, you will place new development tiles on blank spaces on the board—try to add things that you think the neighborhood needs. Here's how:*
 - *Roll two dice. The number you roll is the number of spaces on the board you can cover with new development tiles.*
 - *You may select any tiles you like—color, size, land use—as long as the number of spaces they cover adds up to the number you rolled.*
 - *Think carefully about WHAT you want to build in the neighborhood... and also WHERE it should go!*
 - *You decide what to do on your own turn, but don't forget to talk to your group and listen to their ideas—it's their neighborhood too!*
3. *If you roll a double, you get a bonus tile! Play your turn as usual, then choose ONE tile of any size and add it to the board.*
4. *After placing all your tiles, your turn is over.
The person on your left takes the next turn.*
5. *Continue taking turns placing development tiles on the board until the board is full, or the facilitator calls time-up.*
6. *A facilitator will take a photo of your completed neighborhood. Don't make any changes to the board until the facilitator has photographed it!*
7. *Use the question sheets to discuss the neighborhood you created.
Fill out a participant question sheet on your own. Then, the facilitator will lead a group discussion.*
8. *For continued discussion, use the neighborhood example guide included with this set. Look at the different types of zoning and development examples—what works and what doesn't? Which looks like a neighborhood where YOU want to live?*

Participant Discussion Sheet

Once you've finished building your neighborhood, take a few minutes to answer the following questions on your own. Then, discuss your answers with your group.

1. What do you like about how this neighborhood turned out?

2. What do you think could be improved?

3. Would you want to live in this neighborhood? Why or why not?

Date:	Table Number:	Your Name:
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Date:	Table Number:	Your Name:
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Facilitator Discussion Sheet

Photograph each board as soon as it is complete! Make sure to include the table number card in each photograph.

Then, use the following questions to guide a group discussion. Take notes in the space provided, or attach blank sheets as needed.

1. What do you like about this neighborhood? What could be improved?

2. What patterns can you see on the board?

- *Are there any groupings of tiles with similar colors, sizes, or uses?*
- *Are there areas that look all mixed up?*
- *Why did that happen?*
- *What are the pros and cons of developing a neighborhood like that?*

3. Do you see any potential conflicts in this neighborhood?

- *Are there different uses that don't belong next to each other?*
- *Is there anything that looks too big or too small for its surroundings?*
- *Is there anything that has the wrong character for its surroundings?*
- *How would you fix it?*

4. Does this neighborhood look like it could work in real life?

- *Which parts could work, and what seems unrealistic?*
- *Is there enough parking?*
- *Is there enough housing to support the retail?*

5. Imagine that someone wants to build a big, new _____ in this neighborhood. Is this appropriate? Where should this new development go and why?

- *Apartment building*
- *Shopping center*
- *Factory*
- *Hospital*
- *Auto repair shop*
- *(something else?)*

6. Discuss the sample zoning maps included with this set.

- *How does the neighborhood you made compare with the sample neighborhoods?*
- *How are they different?*
- *Which neighborhoods would you prefer to live in and why?*