

# Design a Park

APPROXIMATE TIME REQUIRED: 1 hour  
(5-6 hours if the models are made)

GROUPING: Groups of 3 or 4

## THE TASK

To design a park on a piece of unused land.

## INTRODUCING THE ACTIVITY

Get pupils to copy the map on the sheet on to a larger piece of paper trying to keep some kind of scale e.g. 5 cm on the worksheet could become 20 cm on a larger piece of paper, changing the scale to 20 centimetres = 100 metres.

Try to get pupils to consider the scale all the time (though most pupils do find this difficult). The price list gives pupils a lot of ideas of what to include in their park but encourage them to include things not on the list (and make up a reasonable price). Obviously a theme park would cost far too much! The activity could be made easier for younger or less able pupils by removing the price list and budget.

Encourage pupils to carefully consider where they place different activities. They might need to think about:

- Keeping noisy and quiet areas separate
- How to make the toilets accessible to everyone that uses the park
- Making a footpath network that means people can get around the park easily
- Where more litter bins are likely to be needed
- The most sensible places for the entrances

Ask pupils to list all the decisions they made about what to include in their park, and why they put each activity where they did.

This activity can be turned into a more involved project if pupils go on to make miniature models of their parks. A large piece of at least A2 card could be used for the base (maybe reinforced with cereal packet cardboard). White card, tissue paper (makes good flowers and tree tops), tin foil, paint or felt tips and any other bits and pieces pupils bring in from home can be used to make a version of everything on the price list! Pupils could also design posters advertising the opening of their parks.

For pupils that make the park models, you could give each group a mark out of ten for the following:

- teamwork
- decision making (why they put what where)
- their model (maybe out of 20)
- their poster

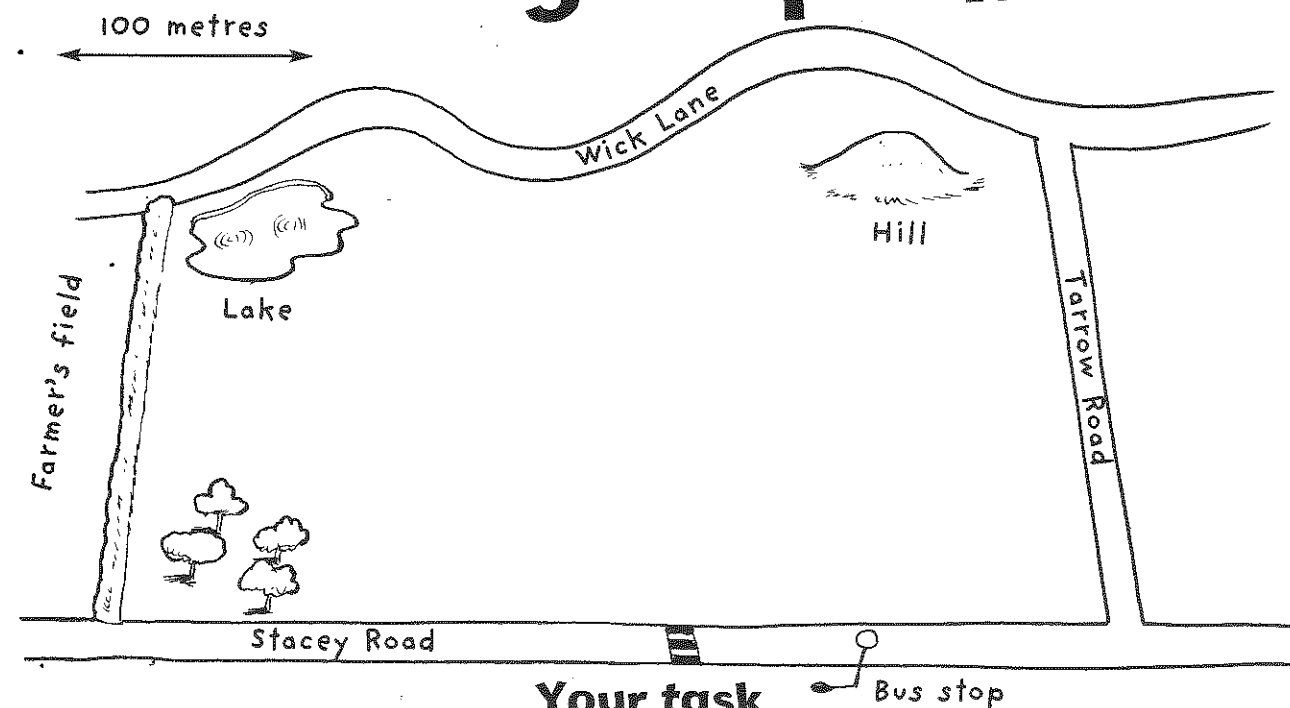
## EXTENSION

### Pupils could:

- Draw some artistic impressions of what different areas of the park will look like.
- Design a puzzle area that would be interesting to visit in a park – treasure hunts, large puzzles, mazes, 3-D spot the differences, trails, riddles that refer to things in the park etc.



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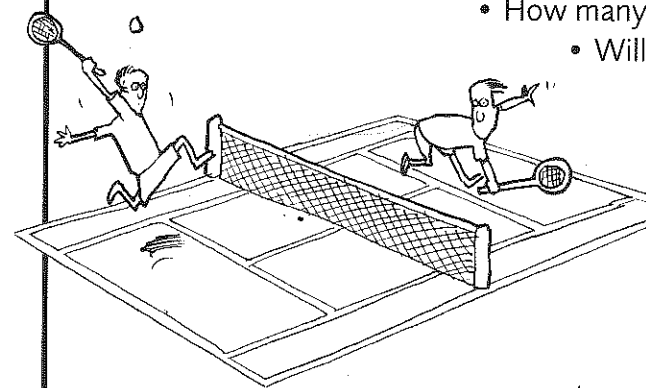


## Your task

A local council has decided that it is going to turn a piece of unused land into a park for local people to use. As the map shows, most of the area is grass although there is a natural lake, a small hill and an area with a few trees. On the west side there is a farmer's field separated from the area by a hedgerow. Wick Lane is a quiet countryside lane and Tarrow Road is a quiet residential road. Stacey Road, however, is a very busy road and is on a major bus route.

You will need to think about the following things:

- How will people get to the park?
- How many entrances will you need?
- Will your park need to be locked at night?
- Are there things to do if it rains?
- Have you provided facilities for people who may spend the whole day in the park?
- Is your park an attractive place to visit?
- Have you got things for all ages?
- Have you got a noisy and a quiet area in your park?
- Will your park get crowded in some areas?



The council has asked you to design the park. You have a budget of £10 000. The people who will work in the park are not paid from this budget.

100m fencing (2m high)	£40	Swing (for 3)	£200	Large shed	£200
100m fencing (1 m high)	£30	Slide	£200	Small shed	£100
100m hedging	£50	Climbing frame	£200	20m x 20m concrete	£100
A gate (2m or 1m)	£50	Litter bin	£20	Rowing boat	£100
100m of path	£50	Sign and post	£20	Tennis court	£100
A wooden bench	£100	Tree	£20	Football goals	£20
Fountain	£200	20m strip of flowers	£10	Bowling Green	£50
Sand pit	£50	Bush	£10	Crazy golf	£200
Toilet block	£300	Kitchen facilities	£200	Picnic bench	£40