

## Planning for Growth Game - Player Instructions

*Goals:* To gain an understanding of the challenges of prioritizing areas for conservation and development, and to gain familiarity with some of the different densities used in development.

*Objective:* Players work together to plan for future development in their community when faced with conservation, population growth, and quality-of-life considerations.

*Duration:* 30 minutes of game play, plus 10 minutes for post-game discussion.

*Players:* 6 - 10 players plus 1 facilitator per group

*Scenario:* *Planning for 1,800 New Housing Units in 50 Years*

Researchers report that your community may experience 3 feet of sea level rise by the end of this century, and you have seen maps showing the areas that are most vulnerable. As a result, habitats will migrate. In some areas, salt marshes may become open water, wetlands may become marshes, and upland areas may become wetlands. This will cause species to migrate to new locations.

In the meantime, your community is growing. People have discovered why current residents love this region and decided to call it home. In order to accommodate the future residents who will be moving to this community during the next 50 years, 1,800 new housing units need to be built in the area shown on the map board. Where should new housing units go? Providing for growth, protecting the local nature that residents and visitors enjoy, and maintaining a good quality of life are competing concerns. Your task is to develop a plan that accommodates new development and provides for conservation. As you create your plan, remember that the current environment is likely to change in future years.

### *Description of Board Features:*

- Blue/green hatched pattern represents wetlands. These are not good areas for development, but you are not required to avoid them.
- Dark green overlay represents habitat for 4-9 undefined focal species. This is a good area for conservation land; however, you may build in this area.
- Pink overlay is an existing housing area with a density of 1 unit per acre.
- Purple overlays are existing housing areas with a density of approximately 2 units per acre.
- Blue Overlay is an existing housing area with a density of 8 units per acre.

- Each hex on the board and the game pieces represents one acre.

*Materials:*

- Game Board
- Unit Record Sheet – for recording regular game pieces used during the game
- Team Response Sheet
- Reference Cards (4 pieces)
- Game Pieces
  - Regular Game Pieces
    - 2 Units per Acre (2 neighborhood designs, 20 pieces each)
    - 4 Units per Acre (40 pieces)
    - 6 Units per Acre (40 pieces)
    - 8 Units per Acre (40 pieces)
    - 12 Units per Acre (40 pieces)
    - 24 Units per Acre (40 pieces)
  - Unique Game Piece
    - Town Center – 5 Units per Acre (1 piece)
- Paper, pens, and pencils
- Camera
- Calculator

*Rules for Play:*

1. Randomly divide stakeholders into teams of 6 – 10 people.
2. Each team selects a representative who will record the team's strategies and decision-making process. The representative will briefly present these at the end of the game along with the team's final development plan. The representative will also fill out the Team Response Sheet at the end of the game session and return it to the Facilitator. Paper and pens are provided for the representative to take notes.
3. Each team selects a record keeper to track the number of game pieces placed on the board, and the number of hexes that are redeveloped. Unit record sheets and pencils are provided.
4. Team members should spend about 5 minutes reviewing the site characteristics on the map and the game pieces. Each person should envision how they would like their community to develop. Consider how future growth, protection of natural areas, and the maintenance of a good quality of life can be accomplished in the community.

5. For the next 5 minutes, go around the group, starting with the record keeper, and have each person briefly discuss their initial ideas for development patterns. Include all team members in group discussions. The team representative should take notes during this session so that he/she can share the team's goals and values in the final post-game discussion.
6. As a team, decide how to develop your community by placing the game pieces on the board. Seek team agreement on decisions. Teams may use any combination of pieces and place them in any location on the board.
7. Game pieces may be placed on the board in any direction, and the team should not try to align the roads that are shown on the pieces.
8. The team may "redevelop" the existing built environment on the game board by placing game pieces over those hexes.
9. The team may remove and rearrange game pieces during game play as many times as desired.
8. The goal is to place 1,800 new residential units on the game board, which is equal to 75 regular game pieces.
9. Teams have the option of building one Town Center. This unique piece contains retail and commercial businesses on the ground floor with apartments and condominiums on the upper floors. This piece has a density of 5 units per acre. If used, this piece equals 5 regular game pieces. Therefore, teams would only need to place 70 regular game pieces to reach the goal of 1,800 housing units.
10. As pieces are placed on the board, the record keeper should record the pieces in the associated column on the Unit Record Sheet.
11. During play, the team representative should record any of the team's development strategies, policies, or recommendations. For example, teams may state that a road will be widened or that all new large construction projects will be LEED certified.
12. The game ends after 30 minutes of playing time.
13. When the game play time ends, players should not remove game pieces from the board. The facilitator will be photographing the final development for the post-game discussion and will clean-up the game after all game activities have been completed.

14. At the end of game play, the record keeper passes the Unit Record Sheet to the facilitator, who will determine the average development density for each team.
15. The representative from each group will briefly share the team's strategies, decision-making process, and development plan. The Moderator will record all the groups' findings on an easel pad.
16. The representative will fill out the Team Response Sheet and return it to the Facilitator.