

## Our Dream Routes

Learners imagine how their streets and local spaces could be safer and greener for walking, wheeling, cycling or scooting. This creative design challenge helps young people think like town planners and share their ideas with the wider community.



### Outcomes

This activity helps learners:

- Understand what makes a safe, accessible, and active travel route
- Identify barriers to active travel near their school or home
- Apply creative thinking to design improvements
- Work collaboratively to share, develop and present ideas

### How to Set It Up

#### My Journey to School

Introduce the idea by asking the group to discuss their daily journey to school with a partner or in a small group. They should consider:

- How do they get to school? Do they walk, cycle, or get the bus?
- Do they enjoy the journey?
- Does anything make their journey difficult?

#### Head Outside

Take your class to the area just outside of school, and have them observe the local area. Have them look at:

- How much traffic there is.
- Are there cycle paths?
- How wide the pavements are.
- Are there places to sit?
- How much green space there is.
- Are there road signs?

### Questions you could ask learners as they explore:

If you could change something about the pavements, what would it be?  
Would someone using a wheelchair or a buggy here have enough space?  
How does this area make you feel when you walk or cycle here?

## Design a Route

When they come back to class, give each group a large sheet of paper. Learners should design their **Dream Active Route**, a path that makes moving around easier, safer, and more fun for everyone.

They can include things like wider pavements, flower beds, bike lanes, safe crossings, murals, benches, or road signs. Encourage them to be creative and think about people of all ages, abilities, and backgrounds using these spaces.

Give clear instructions: this is about big ideas, so rough sketches, symbols, and colour are all good!

When finished, groups can display their plans on tables or walls and the whole class should move around and look at the designs of other teams. Each learner should write a comment or question on a sticky note and add it to someone else's design, which could be in the form of 2 Stars and a Wish.



**Upload the group's ideas and observations to the Movement Co-Lab layer in the app.**

## What? So What? Now What?

Ask learners to write or share their thoughts about this activity.

**What?:** What did we do or notice today?

**So What?:** Why is this important or interesting?

**Now What?:** What could we do next time, or what could we change?

## Extension Idea:

Challenge learners to interview their families, carers and neighbours about their street or local neighbourhood, to understand what changes people might make in their local area or changes they have already seen over time!

They can then add their thoughts and observations to communiMap.