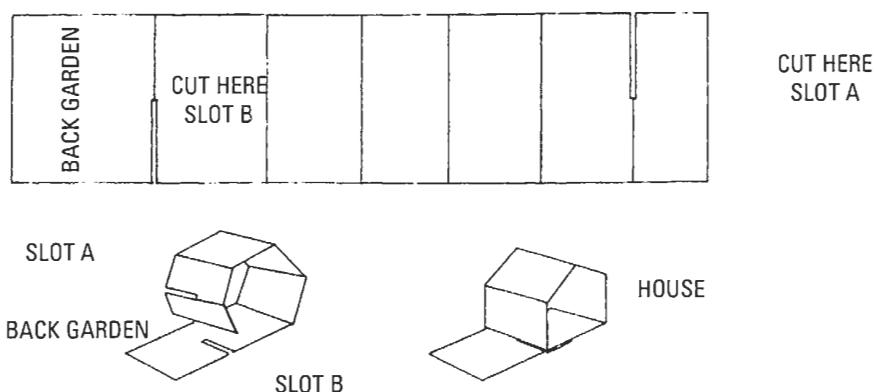


## INFORMATION SHEET 14: Planning Game Rules

Use the pattern provided on Information Sheet 12. Cut out, fold and insert slots (see diagram). No gluing is necessary. The team now has 12 houses with back gardens.



### Site

Your estate site is an A4 sheet of paper/card.

### The Task

Each team has to get all 12 houses on the site using a layout which is convenient, varied in appearance, and uses the space in an inventive and practical way. One of the houses must be a shop. Consider the following in your layout.

- **Aspect** - The sun must get to each garden, so a decision about orientation must be made. Gardens do not have to face directly into the sun, but roughly within 45°. Use a North point to show the orientation of your site. Draw it on your A4 sheet.
- **Roads** - Roads can enter the site anywhere. However, you must consider the presence of small children and elderly people.
- **Footpath** - Every house must have a footpath and pedestrian access to the estate.
- **Parking** - Cars can be parked right by the owner's house or in a parking area(s) somewhere else on the site.
- **Open spaces** - There must be a large area of open space. This could be one large area or a number of spaces. Indicate as much open space as possible. Decide on what amenities are important and include them in your plans.
- **Landscaping** - Consider the importance of landscaping and decide on the best way of providing this. Show your landscaping ideas in the finished plan.

### Finishing the site

Move everything around until your team is satisfied with the plan. Once you have decided where everything should go - houses, shop, footpaths, roads, parking, open spaces - glue the houses into place. Remember - one of the houses has to be a shop. Different colours can be used as a key to identify footpaths, roads, parking spaces and open areas on the site.