



FACILITATION GUIDE: COMPLETE STREETS GAME

ENABLES PARTICIPANTS TO WORK TOGETHER TO DESIGN A COMPLETE STREET

Activity Type: Vision, Design

Participant Audience: Residents, Built Environment Professionals, Decision-Makers

Objectives

The Complete Streets Game helps to build consensus on street redesign. Individuals or workshop groups create their ideal street by arranging scaled roadway segments, representing the elements that make up a Complete Street. At the end of the workshop, groups can compare their designs with others, creating a legible record of the community vision. The Complete Streets Game is flexible and easy to use in varied contexts—from pop-up consultation kiosks to the design workshops, this tool makes the concept of Complete Streets design accessible, collaborative, and creative. Community members with no experience in street design can easily participate alongside transportation and built environment professionals.



Using the Tool


Materials needed

1. Complete Streets Games: Available for purchase on the [The Centre for Active Transportation](#) Website. You will need one game set for every 4-6 participants. The game includes:
 - **110 Magnetic game pieces**
 - **1 Set of fully illustrated bilingual game instructions**
 - **1 Sticky note comment pad**
 - **10 Character cards**
 - **10 Challenge cards**
2. Participant handout, with information about the street(s) selected for redesign
3. Opening powerpoint presentation: To introduce the focus street(s) and explain the process of using the game
4. Camera or smartphone to take photos of street redesign options



Facilitation Process

1. Give an opening presentation: Introduce the concept of Complete Streets, and provide some information about the focus street(s) for the workshop. A few sample slides for an opening presentation are included in the sample materials section below.
2. Explain how the game works:
 - Participants should break up into groups of 4-6
 - Give each group a participant handout (see sample materials). Have groups review the information provided on the sheet. Encourage participants to reflect on their own personal experience using the street, and prompt participants discuss the following questions with their group:
 - What modes of transportation are prioritized in the current road design? Which modes are not prioritized?
 - Would you feel comfortable and safe walking here? Cycling here? Traveling using an assisted mobility device?
 - Participants use the Complete Streets Game road segment pieces to try out different designs or configurations of the street.


- For more detailed instructions and descriptions of the road pieces/infrastructure types, refer to the instruction booklet provided with the game.
 - Participants should try a bunch of different designs! Encourage people to reconfigure the road to explore options and trade-offs.
3. Invite people to take photographs of each design, and email them to you.
- If time permits, you can select some of the participants' photos and do a workshop share-back. Pull a few design options up on the computer/projector, and invite the groups to explain what they considered in their design. What trade-offs did they have to make? What are they especially proud of in their design?
4. Optional: For an extra challenge, participants can choose a character card or a challenge card (provided in the game tins).
- The character cards will encourage participants to think about the street through the lens of characters with varied mobility needs.
 - The challenge cards present some roadblocks advocates may encounter in trying to implement Complete Streets. How would you respond to these challenges?



Tip: TCAT offers facilitated Complete Streets Game workshops and facilitator training training in English, and MUEC offers workshops and trainings in French. Contact info@tcat.ca for details.



Tip: Don't limit yourself to one option! The fun of the Complete Streets Game is that participants can rapidly test different road configurations. Take photos of each possible design.



Tip: Share your design on Twitter! The Complete Streets Game has its own hashtag - #CompleteStreetsGame



Sample Materials

1. Sample Powerpoint (via TCAT)

WHAT IS A COMPLETE STREET?

A Complete Street is designed for all ages, abilities, and modes of travel.



Yonge Street & Shuter Street, Toronto existing

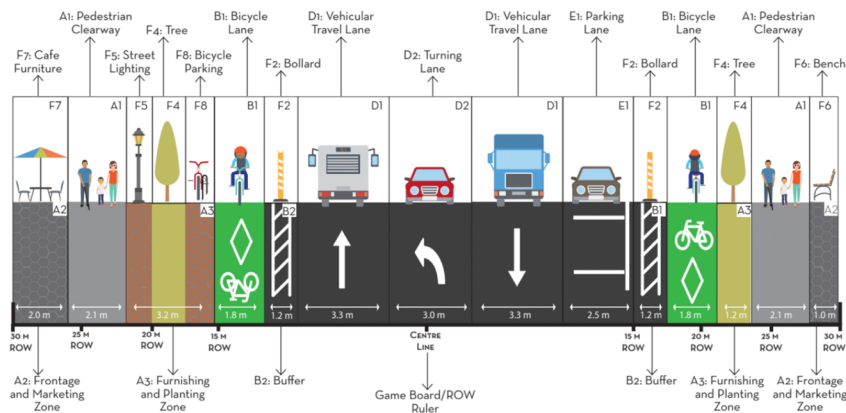


Yonge Street & Shuter Street, Toronto complete

Source: Complete Streets by Design, Toronto Centre for Active Transportation

COMPONENTS OF A COMPLETE STREET

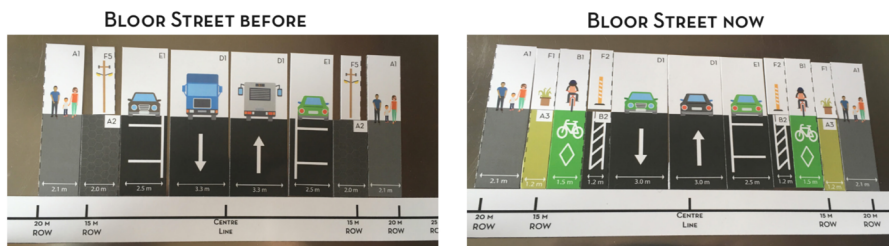
Varies by context, but here's an example!



BLOOR STREET- THEN AND NOW

The new bike lanes on Bloor, between Avenue Road and Shaw Street, represent significant progress towards promoting healthy and active travel.

YOU MAY HAVE NOTICED, BLOOR STREET HAS CHANGED!



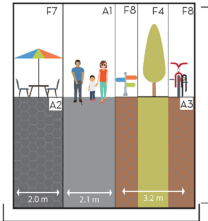
BLOOR STREET- WEST OF SHAW



How can we reimagine Bloor west of Shaw to continue to build Complete Streets along this significant corridor?

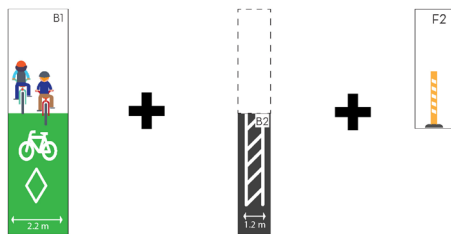
A FEW TIPS

Flexible Pedestrian Infrastructure



A sidewalk has three zones: A pedestrian clearway, a frontage and marketing zone, and a furnishing and planting zone. Think about each of these zones, and use add-on pieces—like café furniture, street trees, benches, lighting, and more—to add urban context.

Flexible Bike Infrastructure Options

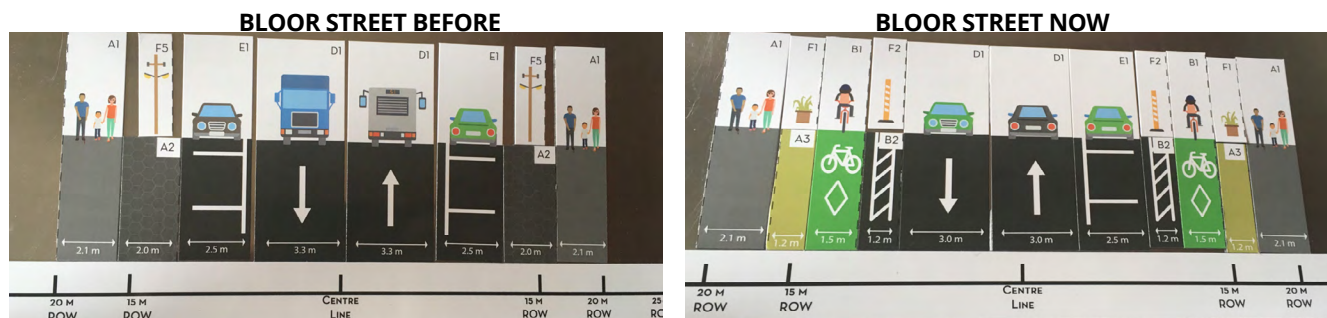


Try out options! Create a buffered bike lane by combining a bike lane piece with a buffer and an add-on (such as a bollard, planter, or curb). You can use the pieces to make any type of bike infrastructure: separated cycle tracks, on-street bike lanes, and more.

2. Sample Participant Handout Complete Streets Game (via TCAT)

Bloor Street Transformations

You may have noticed, Bloor Street has changed!



The new bike lanes on Bloor, between Avenue Road and Shaw Street, represent significant progress towards building healthy streets. How can we re-imagine Bloor west of Shaw to continue to support active transportation and build health equity along this significant corridor?

Let's re-imagine Bloor, between Shaw and Ossington! →

Here is what it looks like now. What else is possible?



HERE'S HOW TO DO IT:

1) Discuss the current street condition. Which modes of transportation are prioritized? Which are not? Are healthy transportation options available? Each group member can select a character card to encourage you to view the street through diverse lenses and mobility types.

2) Discuss ways you would redesign the street to reflect your priorities. What trade-offs will you need to make to find space for all the desired uses?

* Using the Complete Streets Game, arrange the game pieces based on your vision for Bloor Street. Take a photo. Try different configurations. Repeat. Here are some things to keep in mind as you work:

- The right-of-way width is 20 metres. Your design should fit within the 20m marks on the ruler.
- Bloor is both a busy commercial street and an east-west thoroughfare.
- With the bike lanes to the east, a subway underneath, popular destinations on the street, and neighbourhoods nearby with high population density, Bloor sees high volumes of pedestrians, transit users, motor vehicles (approx. 20,000 per day) and bicycles (approx. 5,000 per day)

3) If you're stuck, or need help figuring out how to use a certain piece, check out the instruction book or ask a facilitator for help.

4) When your group has reached consensus on a design (or a few different design options) take photos and email them to (contact email address)

5) If you still have time, choose a challenge card and think about how you'd respond to the challenge presented. Reconfigure your design if needed.



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