# **Building a Safer Neighbourhood**



Have you walked around your neighbourhood lately?

#### **Step 1: Observation and Identification.**

Take a family member and go for a walk around your block and see how many safety features you can find.

- Is there a footpath, a school or pedestrian crossing, or traffic lights?
- Is there a cycling lane, a speed hump or a roundabout?
- Are there signs for pedestrians, cyclists and drivers?

Can you find any unsafe areas in your neighbourhood?

 Look for lanes and driveways, no footpaths, obstacles such as trees and large bushes, large garbage bins or dumpsters, poorly lit areas, broken paving or loose gravel.

### Step 2: Design a model for your Safer Neighbourhood.

Identify the features and modifications for your safer neighbourhood and describe or draw how you will make your construction. Make sure you include which materials and tools you will need to use.

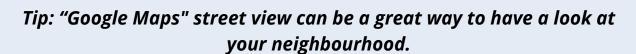
You can use any format to design and build your safer neighbourhood including paper and cardboard constructions, craft materials, dioramas, "Lego" or digital technologies (such as "Minecraft").

Check that you have included your home, your neighbours' houses and any nearby parks or shopping areas.

Think about how you can plan the safest ways to move around.

#### Do you need:

- o Footpaths, bike lanes, pedestrian crossings or traffic lights
- o STOP, GIVE WAY and 40KM/HR signs for drivers and road cyclists
- o Extra streetlights
- o Driveway entrance mirrors so people on the footpath can be seen







## Step 3: Construct your model for your Safer Neighbourhood.

Using your design plan, collect the tools and equipment you need to construct your model.

While you are constructing your model think about how accurate you need to be, are there better ways to use your materials and is your design making your neighbourhood safer for everyone.

#### Step 4: Share your design.

Take a photograph or a screenshot of safer neighbourhood.

Share your design and describe the reasons for your choices with your classmates.



#### **Curriculum Links**

**Health and Physical Education: Level 3 & 4** - explore and practise strategies that could be used to make the home and school environment safer (VCHPEP091)

**Design and Technologies: Level 3 & 4** - Select and use materials, components, tools and equipment using safe work practices to produce designed solutions (VCDSCD030)

**Design and Technologies: Level 3 & 4** - Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (VCDSCD029)

