

11 SUSTAINABLE CITIES AND COMMUNITIES



Goal 11 – Sustainable Cities and Communities

Make cities and human settlements inclusive, safe, resilient and sustainable.

Fact of the day

The world’s cities occupy just 3 per cent of the Earth’s land, but account for 60-80 per cent of energy consumption and 75 per cent of carbon emissions. Half of humanity – 3.5 billion people – lives in cities today and 5 billion people are projected to live in cities by 2030.

Act now

Build two towers

30 minutes



For this exercise, gather up whatever you can find to act as building blocks. If you have younger siblings you might have toddler building blocks, or maybe there is a box of jenga blocks under a bed. Otherwise you could grab empty food packaging or other boxes and containers.

You are going to build two ‘structures’ to see how different approaches work out.

For the first one, your aim is to be fast. Don’t think about where anything is to go, just grab each block and plonk it in wherever there is space. You are not looking to make things fit together, or match, or even balance. Go so fast that you don’t even have time to think about what you are doing! When it is done, take a picture.

Next, clear the blocks away and start again. Take your time and give it some thought. Figure how the blocks will fit together to be stable, and make nice designs. Build up the way and out the way but leave some space as well. Make sure everything is sturdy and nice to look at. When you have used up all of your blocks, take another picture.

Would you like to live in a city which has grown with no thought, or where every development is planned to give the best outcome for everyone?

Mod and Play City 2030

2 hours



Don’t get bored by board games – make up your own! We have made a start for you by designing a board and helping with some rules. However, the game is not finished. We only did some of the City Cards to get you going, but you can do more. The aim of the game is to keep going around the board trying to build up credits for your new city. Along the way you get to pick up City Cards, some of which will add to your score and some of which, well, you’ll see.

Check out the City 2030 game which is attached, follow the setup guide, and have some fun.

Draw a roof-garden of the future

1 hour



Imagine looking down on the city of the future and all you see is green! The rooves of buildings could become the gardens, parks and farms of these new cities.

Grab some scrap paper, or print off the *Green Roof Design* worksheet, and make your plan. Will there be trees and grass, orchards and lakes, even wildlife? Will you get between buildings on zipwires or by jetpack. The sky really is the limit here! Remember to share your designs.

What to do next

Once finished your own action, share it on social media (Instagram, Facebook, Twitter). Tag **@ScoutingIreland** and using the hashtags **#scoutsforsdgs #scoutsie #17days17sdgs**.

This will allow scouts not only from Ireland, but all over the world, to see your actions and use that as inspiration to go and make a positive impact in their communities!



SDG11 – Sustainable Cities and Communities

City 2030 Board game

This is a board game where you get to make some of the rules. The aim is to move around the board, gathering points for building your city of the future. Be the first to reach the center of the board after reaching 17 credits. Add your own mods to the game cards and the board.

What you will need:

- The City 2030 board
- Cut outs of the City Cards
- Print out and make up your own City Cards
- A dice and some pieces for moving around the board
- Pen and paper to record your credits

If you don't have a printer, or just want to save paper, make up your own board and City Cards from scrap paper and empty cereal boxes.

Setting up

Make up extra City Cards, following the advice in the panel on the right. Mix up the cards and place them in a pile face down. All players get some little object to use as their piece on the board. Place the pieces anywhere on the outer ring to start, then roll the dice and the person with the lowest score goes first.

Gameplay

- ✓ Roll the dice, move the number of spaces, and then follow the instructions on the spot where you land.
- ✓ If there is already a piece on the spot you should land on, just go beside them – it's nice to share!
- ✓ If you land on a C spot, take the City Card from the top of the pile, read it out loud, and adjust your Credits score on your page. Let people see you changing the number so that they can trust you.
- ✓ Your number of credits cannot go above 17. If you are on 16 and get +3 credits, you just go to 17.

Winning the game

Once your Credit score reaches 17, you can head towards the central City Spot. Stay going around the board and turn off towards the center when you want. If you lose some of your score before you turn off, then you need to keep going until you get back up to 17!

The winner is the first person to reach the City Spot. You don't have to land on it exactly, just reach it.

Making more City

Cards. You can add as many City Cards as you want. For each card you have to decide if it is something which is positive for your city, and gives you extra credits, or something which would be bad for your city, in which case you would lose credits.

Of course you can add some silly ones as well, but try to be clever about this. Think of things that would be good for your future city, which will make it fun and safe to live in, green and sustainable. Give a higher score to the most positive things. Then think of some bad things that you really would not want to happen to a city, such as pollution, poverty, crime and bad planning. Again, give the worst score to the most serious of these.

Make more positive cards than negative ones, otherwise it will end up like a certain other property boardgame and you will be playing that one game all day!

After you have played it a few times, why not make some changes? Add in a few more City Cards. You can also customise the board, adding in new instructions for certain spots. This is your game now, so have fun with it!



#17days17sdgs

City Card

Your city has eliminated all slums!

+4 credits

City2030 

City Card

Your city has good jobs for everyone!

+3 credits

City2030 

City Card

No smog today!

+2 credits

City2030 

City Card

There are public parks all over the city!

+2 credits

City2030 

City Card

People are living longer because the air is clean!

+3 credits

City2030 

City Card

Crime is at an all-time low. Your city is a safe place to live!

+3 credits

City2030 

City Card

Public transport is now free!

+2 credits

City2030 

City Card

Every block now has its own roof garden!

+2 credits

City2030 

City Card

All compostable waste is collected and used in parks!

+2 credits

City2030 

City Card

100% of paper and cardboard waste is collected and recycled!

+2 credits

City2030 

City Card

Your city is now totally carbon-neutral!

+4 credits

City2030 

City Card

Your city has a Sustainable Development Plan

+3 credits

City2030 

City Card

New small businesses are opening and thriving!

City2030 +2 credits



City Card

People have jobs that they are happy with!

City2030 +2 credits



City Card

Your city is helping other cities to learn from your success!

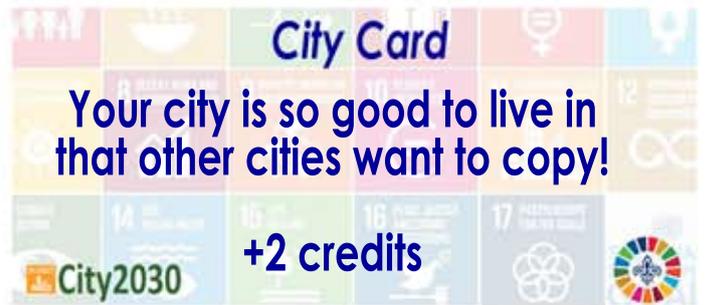
City2030 +2 credits



City Card

Your city is so good to live in that other cities want to copy!

City2030 +2 credits



City Card

People in wheelchairs can access every part of the city!

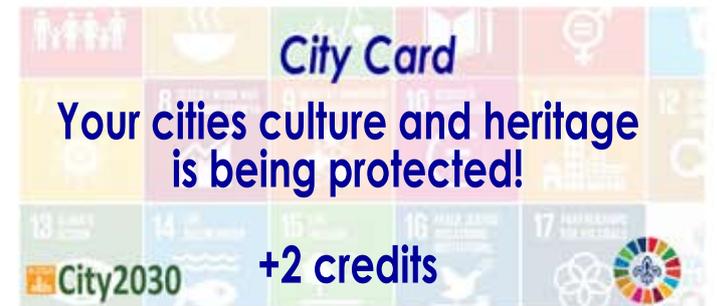
City2030 +3 credits



City Card

Your cities culture and heritage is being protected!

City2030 +2 credits



City Card

Air quality just got worse!

City2030 -2 credits



City Card

You stepped in dog poop!

City2030 -1 credit



City Card

People migrating to the city have no place to live!

City2030 -2 credits



City Card

Public transport is too expensive for many people!

City2030 -3 credits



City Card

The recycling system broke down and the landfills are full

City2030 -4 credits



City Card

The hospitals are full due to air pollution

City2030 -3 credits



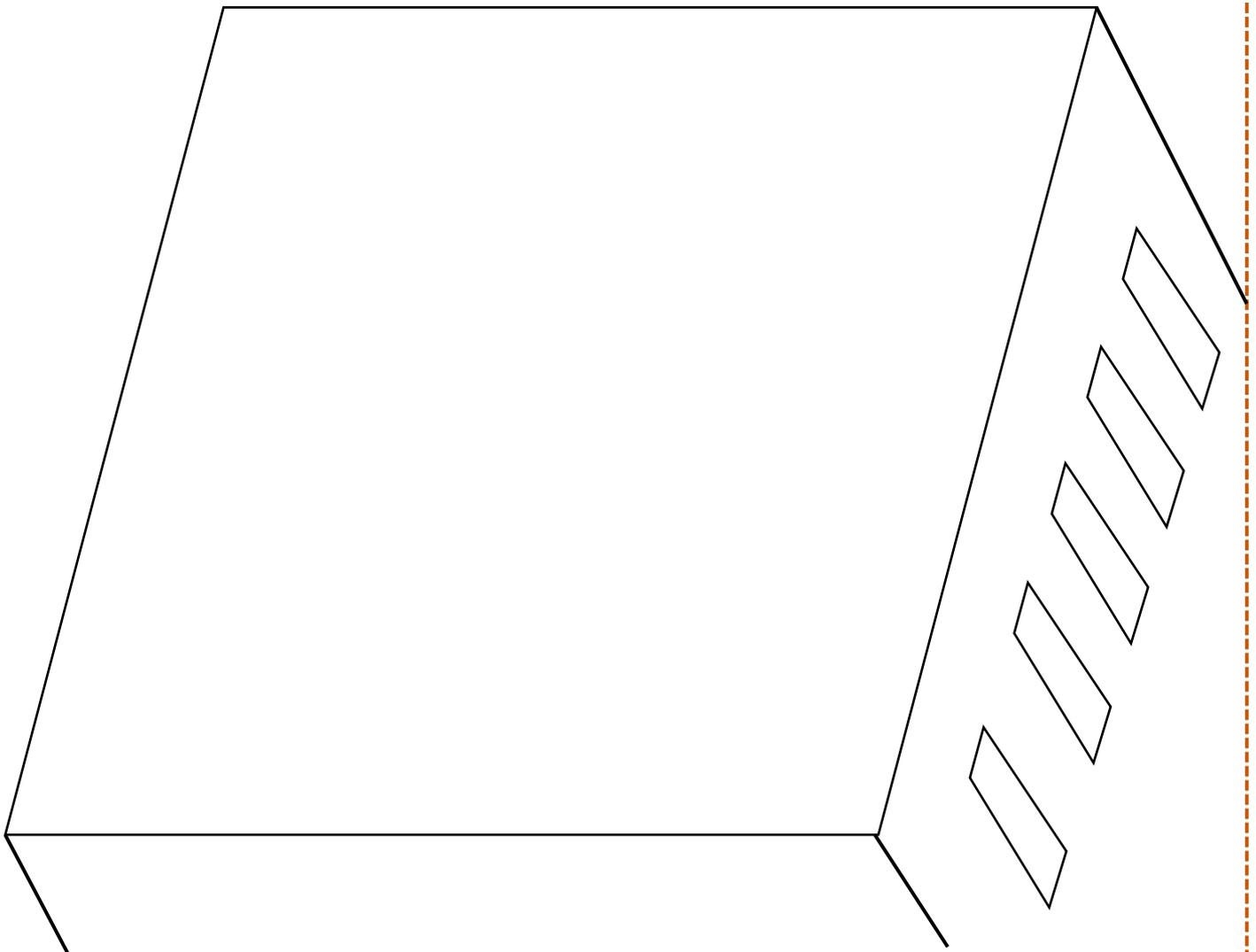


SDG11 – Sustainable Cities and Communities

Future City Roof

What will the rooves of cities look like in the future? Will they be covered in solar cells and wind turbines or farms and parks.

When floating over buildings in the future (wearing my personal anti-grav boosters!) this is what I will see when I look down...



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