

SUMMER of PLAY

2021 K-12 Activity Kit

Week 1

June 28



MAXIMUM CITY

Let's Play!

A menu of urban discovery and play-based activities for children and youth K-12

KidScore / YouthScore

1-2
hours

All
Ages

Neighbourhood Scavenger Hunt

1-2
hours

All
Ages

Play! → Share! → Win!

New materials
posted on
Mondays:

June 28
July 5
July 12
July 19

Share
your pictures
and progress
with us

Share pictures
all 4 weeks
to win great
prizes!

maximumcity.ca/SummerofPlay



[#summerofplay](https://twitter.com/CityMaximum)

@CityMaximum

Share Your Play

Each week we want you to share pictures of your participation in the Summer of Play!

Participate and share with us for all four weeks and you'll be entered to win a prize!

Go to

maximumcity.ca/SummerofPlay

to upload your pictures each week!

Note: Please do not include pictures of your face or other kids' faces, since we may share images on our social channels.

Week 1 Photo Ideas

Photo/Collage
from your Scavenger Hunt

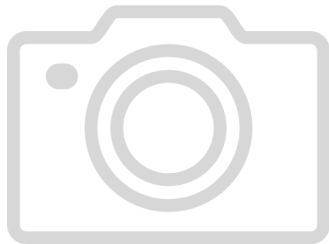


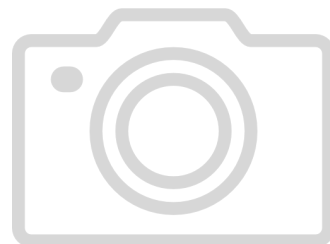
Photo from your
KidScore/YouthScore Walk



Photo of your
KidScore/YouthScore
Design Idea



Photo of any completed
Activity Sheet



Neighbourhood Popsicle Test

With a grown-up (or their permission),
can you walk to a store in your
neighbourhood, buy a popsicle, and
make it home before the popsicle melts?

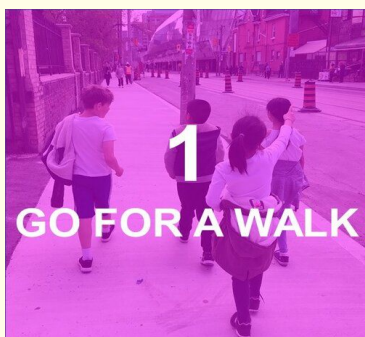
This activity is a simple way to test the
child-friendliness of your neighbourhood.

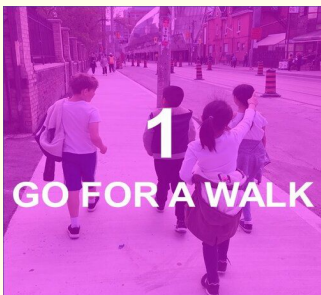
*What else do you want
to be able to walk to
in your neighbourhood?*

The KidScore (12 and under) and YouthScore (13+) let children and youth explore and measure how kid-friendly or youth-friendly an urban area is. The survey and activities ask about ways to get around in an area, things for kids and youth to see and do, how an area makes them feel, the “greenness” of an area, and ideas to improve it. Kids and youth can do the survey and activities alone, with parents, friends, teachers, or other allies.

During COVID-19, you can still take part in the KidScore/YouthScore. Just remember to follow any public health guidelines for your area. If you cannot go outside, think about a walk you normally take to school or a friend's house, and complete the survey based on memory, or by looking at the route through online maps.

There are four steps to the KidScore/YouthScore:





1. SUPERCHARGE YOUR SENSES AND GO FOR A WALK

Give special attention to what you see, hear, smell, and feel on your walk, along with the route you travel. Take photos of things you like and don't like in your area. You can describe your photos with short phrases or captions by [checking out some caption ideas here](#) or by [creating your own captions](#).

A KidScore or YouthScore walk can take place anywhere in a city or town, in any season. We recommend a walk of 30-45 minutes in length, with time for collecting observations and photographs using [captions](#) for likes and dislikes.

[Optional minds on activity](#) to create your own captions and through a discussion of likes and dislikes in a community.

During the walk, you should use all five senses to collect information about the area. Some questions to think about on your walk are:

- What do you see on the walk? Look up, down and all around.
- What do you hear on the walk? Listen for city and nature noises.
- What do you feel on our walk? What does the surface beneath your feet feel like? What other textures are there? How do the shops and public spaces make you feel? Excited? Bored? Unwelcome?
- What do you smell on your walk? Are there good smells or bad smells? Some of both?
- What do you taste, or want to taste on your walk? Are there shops or markets with yummy food you want to eat?
- How is space used and shared in the area? How much space is there for parks, for getting around, for homes and businesses?

You can count things you see on your walk such as:

- The number of parks and play spaces
- The number of buses or other public transit vehicles
- The number of animals such as birds and squirrels
- The number of cyclists
- The number of pedestrians

The information will be helpful when you complete the survey after the walk.

Take
pictures
on your
walk to
share
with us!



2 TAKE THE SURVEY

2. TAKE THE KIDSCORE/YOUTHSORE ONLINE SURVEY AFTER YOUR WALK.

The KidScore or YouthScore survey takes about 20 minutes, and should be completed after your walk exploring an area. You will need a device with data or Wi-Fi, and a comfortable place to sit or stand.

Some things to remember as you complete the survey:

- There are no right or wrong answers but be as accurate as possible since each answer affects the scoring.
- The questions are about what your area is like now, as you completed the walk, not how it usually is, or how you would like it to be.
- If you are answering with a group, some disagreement about the answers is normal but use discussion and debate to arrive at an answer that most of you agree with.
- All of the questions are mandatory except for the five open-ended optional questions at the end, so the survey won't submit unless you answer them.
- Remember to hit submit at the end of the survey!

Survey link: <https://arcg.is/oDq4nW1>



3 SEE YOUR RESULTS

3. TAKE A LOOK AT YOUR RESULTS:

[INTERACTIVE KIDSCORE MAP](#) OR

[INTERACTIVE YOUTHSORE MAP](#)



4 ACTIVITIES

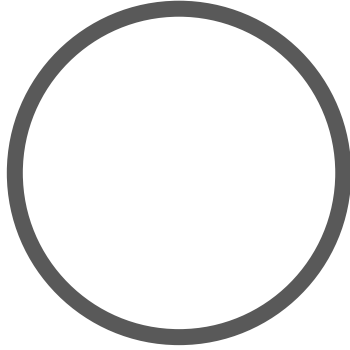
4. USE THESE ACTIVITIES TO DESIGN CREATIVE SOLUTIONS TO MAKE THE AREA YOU EXPLORED MORE KID-FRIENDLY OR YOUTH-FRIENDLY.

Use the following Design Challenge & Data Challenge pages as printable activity sheets, or fill your ideas out online using our Google slides [templates](#).

Use materials from around your home to build a 3D model of your design solution.

KidScore/YouthScore activity sheets are also available on our website as [fillable Google Slide templates](#).

Fill in your Kid/YouthScore



Fill in your SubScores

Getting Around

Spaces,
Senses, and
Activities

Safety &
Well-being

Green Space &
Envir.

STRENGTHS – *What are the best parts of the area you walked? What subscore was the highest & why?*

WEAKNESSES – *What are the parts of the area you walked that you didn't like? What subscore was the lowest, and why?*

CHANGES – *What can be improved in your area to raise the scores?*

CHALLENGES – *What are some challenges facing the area and community? (For example, there is no space to build a new park, or a lot more people moving here)*

KidScore/YouthScore activity sheets are also available on our website as [fillable Google Slide templates](#).

Draw or describe your idea:

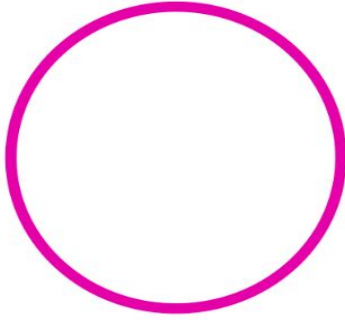
Our idea for improving the
KidScore/YouthScore: Option 1

Draw or describe your idea:

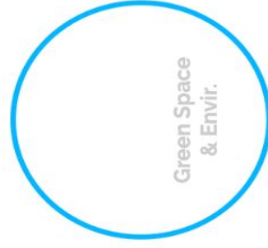
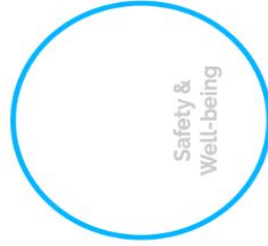
Our idea for improving the
KidScore/YouthScore: Option 2

KidScore/YouthScore activity sheets are also available on our website as [fillable Google Slide templates](#).

Fill in your Kid/YouthScore



Fill in your SubScores

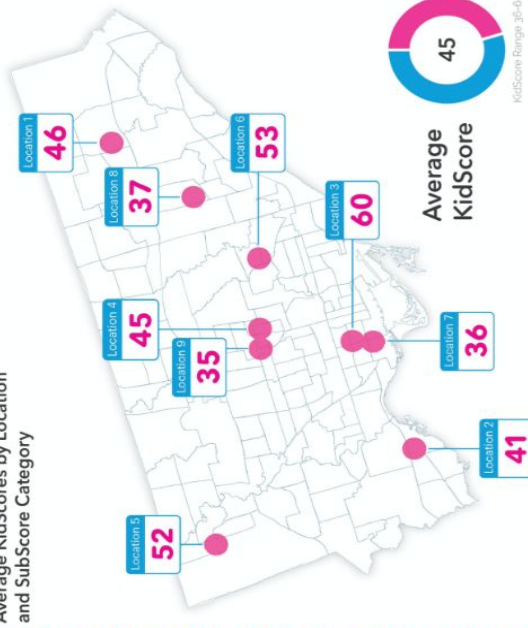


Data is information that can be used to make better decisions. In city planning and design, data is used for things like managing traffic or understanding where things like subways or basketball courts should be built. Data can be represented by **numbers or words**.

- Data represented by **numbers are also called quantitative data**. This is data you can measure or count.
For example:
 - The number of benches in a park is 7.
 - The number of parks in a neighbourhood is 3.
 - The measurement of the size of the sidewalk is 2 metres.
 - The average KidScore across Toronto is 45.
- Data represented by words are also called qualitative data. This is data that describes something.
For example:
 - The bench is blue and smooth.
 - The park is small and very green.
 - The sidewalk is grey and made of concrete.
 - The average KidScore across Toronto is **kind of kid-friendly**.

KidScore Maps:

Average KidScores by Location and SubScore Category



Data can be displayed in **charts, images, maps and graphs**.

The map on the right shows how you can display KidScore data on a **map**.

KidScore/Youth Score activity sheets are also available on our website as [fillable Google Slide templates](#).

1) Using your KidScore/YouthScore results (emailed to you)...

A) What is an example of a piece of **QUALITATIVE** data?

B) What is an example of a piece of **QUANTITATIVE** data?

3) Do you see any patterns in your data? Or, are there outliers (one number very different than the others)? Why do you think these patterns or outliers exist?

5) How can Kid/YouthScore data be used to plan and create more kid- and youth-friendly places?

2) Using your four category SubScores as a data set...

A) What is the **mean** of your SubScores?

B) What is the **median** of your SubScores?

C) What is the **mode** of your SubScores?
If there is no mode, explain why.

4) Are there possible biases, or other factors that could influence your Kid/YouthScore, such as weather, time of day, or special events?

6) What other data would be useful to combine or compare with Kid/YouthScore data to help create more kid- and youth- friendly places?

Neighbourhood Scavenger Hunt

All
ages

- 1 Find, create, and take a picture of as many things as you can in the list below.
- 2 Collect your photos into a collage and share your pictures with us!

| | | | | |
|--------------------------|-------------------------|-----------------------------|-----------------------------------|--|
| Interesting tree | Cartwheel or somersault | A bird | Something with wheels | Dancing |
| Everybody's hands | A stop sign | A bright colour | Clouds | Pointing at something |
| Everybody's feet | An animal | Black & White | Food | Something you can't live without |
| Cool shadows | Playing air guitars | A musical instrument | A flag | Something that puts a smile on your face |
| People jumping | Silly faces | A reflection | Something made of wood | Something soft |
| A letter of the alphabet | Something broken | Something shiny | Something made of metal | Something sharp |
| A number | Something new | Someone else taking a photo | Something that makes a loud noise | A place you feel calm |
| People being statues | Playing sports | Water | Something that's quiet | A piece of art |