



Growing Up Boulder & Elevated Adolescence

Middle School Prep Camp Engagements

In July 2021, Growing Up Boulder (GUB) facilitated two participatory planning engagements with 45 sixth graders enrolled in Ashley Chandler’s Middle School Prep Camp. The goals of the engagement were to 1) teach the young people the importance of civic engagement and 2) reinforce the idea that youth can contribute to their communities *right now*. GUB facilitated a “City as Play” activity by James Rojas whereby students used realia (found objects such as plastic trees and flowers, colorful 3D blocks, and pipe cleaners) to build their “ideal” city. As students worked, GUB staff interacted with students and encouraged them to think about their values, what they liked in terms of city programs, facilities, and spaces and what they aspired to do in their free time. Students were also asked to think about aspects that Boulder might be missing or need improvement, and to build cityscapes that would help Boulder develop as a more equitable, sustainable, and child-friendly city. At the end of the hour-long program, campers shared details of their ideal cities with the whole group, and GUB staff led a discussion regarding common themes that emerged as important to the group. GUB staff will share all ideas from the City as Play activity with relevant city staff so that the students’ ideas can be folded into current and future city projects.

Photographs and data from both groups follow:

Common Themes & Examples (ALL GROUPS)
<ul style="list-style-type: none">● Green spaces, maximization and conservation of them (gardens, nature preserve, mountains, trees, parks, open space next to creek, reservoir features)● Water features (pools, fountain, waterfall, river, creek, water park, playground with water features)● Animal care (veterinarian, butterfly pavilion, bird sanctuary, no-kill animal shelters, playgrounds and parks for pets and animals)● Transportation options/needs (bike path, train station, car, bike shop, trails, bridge, highway, airport, elevator, monorail, fast public train)● Access to food

- (farms/farmland, grocery store, greenhouse, restaurants, juice bar, snack bar)
- **Entertainment and options for play**
(movie theater, playgrounds, bowling alley, baseball, rock wall, slides, sled, ladders, bike park with jumps, tables for card-playing, reservoir with wave-making and beach, parks, ice-skating rink, indoor/outdoor soccer, ziplines)
- **Shopping/commerce**
(flower shop, town center, clothing store)
- **Human services/Infrastructure**
(wi-fi, town center, tech center, trash collection, hospital, power station, defense, schools)
- **Sustainability**
(green energy, electric transit, recycling facility)
- **Art/Architecture**
(pyramid, statues)
- **Opportunities for learning**
(history museum, UFO museum, makerspace/museum, bookstores, libraries)
- **Opportunities for community and connection**
(public tables for card-playing, parks for all ages, abilities, parks for both animals and humans)
- **Places to hang out**
(library, parks, playgrounds, shops, restaurants)
- **Space for homes**

City As Play Data - Group 1

Wednesday, July 21, 2021 - Harlow Platts Community Park
25 sixth grade students (ages 11-12)



Why Do Kids' Voices Matter?

- They have valuable feedback
- Kids know what kids want
- They have creative and fun approaches
- They design for all people

Themes

- **Green spaces and conservation of them**
(gardens, nature preserve, mountains, trees, parks)
- **Space for homes**
- **Water features**
(pools, fountain, waterfall, river)
- **Animal care**
(veterinarian, butterfly pavilion, bird sanctuary, dog parks)
- **Transportation options/needs**

(bike path, train station, car, bike shop, trails, bridge, highway, airport, elevator)

- **Access to food**
(farms/farmland, grocery store, greenhouse, restaurants)
- **Entertainment and options for play**
(movie theater, playgrounds, bowling alley, baseball)
- **Shopping/commerce**
(flower shop, town center, clothing store)
- **Human services/Infrastructure**
(wi-fi, town center, tech center, trash collection, hospital, power station, defense, schools)



What's in your city?

- Movie Theater III
- Garden IIIIIIIII
- Fountain
- Pool IIIIIII
- Bike Path III
- Trees
- Train Station
- House IIIIIIIIIII
- Slide
- Car
- Butterfly pavilion
- Greenhouse
- Royal advisors
- Playground II
- Pedestal
- Flower shop
- Carpet
- Bike shop
- Mountains III
- Wi-Fi III

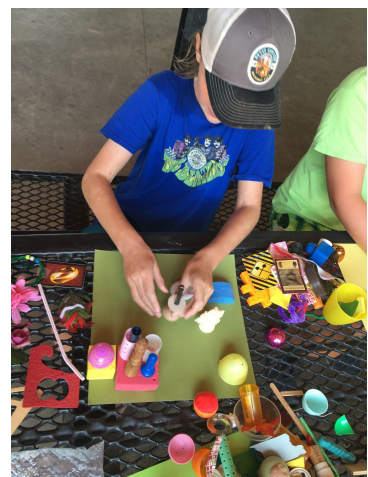
- Farm/Farmland III
- Town Center
- Trails
- Tech Center III
- Restaurant III
- Roof deck
- Capital
- Veterinarian
- Bridge III
- Trash Collection
- Statue
- Hospital
- Elevator II
- Tom the Bee's House
- Tower
- Clothing Store
- Highway
- Airport
- Power station II
- Jail (unused)
- Forest II
- Park III
- Waterfall
- Nature preserve/bird sanctuary IIIII
- Baseball
- School IIIII
- Bowling Alley
- Grocery store
- Ice cream shop III
- Dog park II
- Rainbow
- Castle
- River II
- Bridge
- Defense III
- Sustainable factory
- Skyscraper

City As Play - Group 2

Wednesday, July 28, 2021 - Martin Park
20 sixth grade students (ages 11-12)

Why Do Kids' Voices Matter?

- They are relevant
- It's a human right
- They are creative (more so than adults)
- They are the end users



Themes

- **Transportation options/needs**
(Monorail, fast public train)
- **Sustainability**
(green energy, electric transit, recycling facility)
- **Entertainment and options for play**
(rock wall, slides, sled, ladders, bike park with jumps, tables for card-playing, reservoir with wave-making and beach, playgrounds, parks, ice-skating rink, indoor/outdoor soccer, ziplines)
- **Art/Architecture**
(pyramid, statues)
- **Green spaces, maximization and conservation of them**
(open space next to creek, gardens, reservoir features)
- **Opportunities for learning**
(history museum, UFO museum, makerspace/museum, bookstores, libraries)
- **Water features**
(creek, water park, playground with water features, pool)
- **Animal care**
(no-kill animal shelters, playgrounds and parks for pets and animals)
- **Opportunities for community and connection**
(public tables for card-playing, parks for all ages, abilities, parks for both animals and humans)
- **Places to hang out**
(library, parks, playgrounds, shops, restaurants)
- **Access to food**
(restaurants, juice bar, snack bar)



What's in your city?

- Monorail
- Green energy II (electric train)

