



Street trumps

Change your journey, change your neighbourhood

Objectives

To learn about the interventions that can make active travel safer and more enjoyable for everyone in the local neighbourhood.

Session plan

Cut out the street trumps cards and hand a set to all pupils or groups of pupils.

Work through the activities on the teacher prompt guide. For each scenario encourage pupils to choose what street trump cards they think is most appropriate.

Extension activity

Show pupils the healthy street indicator to assess the area near your school and discuss how the local neighbourhood could be improved.

Or get pupils to colour in the schemes they think are the most effective.

If you would like to carry out a full investigation of the area around the school, and to encourage pupils to create a manifesto on how to make their streets safer and greener you can [download our Big Street Survey resources](#).

Adaptation

If the street trump activities are too challenging for your pupils why not ask them:

- Which scheme is the most cycling or walking friendly?
- Which scheme is the most fun?
- Which scheme is your favourite?

Or get pupils to colour in the schemes they think are the most effective.

Time needed

30–45 mins

Resources needed

- Street trump cards
- Scissors

Solo/group activity

Both

Curriculum links

England
— Geography:
geographical
skills and
fieldwork

Northern Ireland
— The World Around
Us

Scotland
— Social Studies:
People, Place
and
Environment

Welsh Curriculum
Areas of Learning
and Experience

- Humanities
- Mathematics
and Numeracy

Teacher prompt

Street trumps

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Street trump activities

Activity 1

Your local council wants you to create a walking/cycling friendly scheme for the area around your house.

Choose five cards where the walk/cycle friendly score adds up to more than 40.

You find out that you only have a cost score of six "£" to spend in total (££££££).

Do you need to change your ideas? Will your scheme be better or worse?

Activity 2

Create a scheme that is both walking/cycling-friendly and car-friendly.

Choose five cards where the walk/cycle friendly score and the car-friendly score both add up to 35 each. Is the scheme as good as the walking/cycling only scheme in Activity 1?

Activity 3

The next scheme is to make your street as safe as possible. Design a scheme by choosing four cards where the safety score is 9 or 10. Which do you choose?

Activity 4

Can you make something quickly, easily AND cheaply? Choose four cards where the quick & easy to do score adds up to at least 25 and the cost adds up to no more than a cost score of five (£££££).

Activity 5

What is the most fun you can have? Choose five cards with a fun factor that adds up to at least 35.

Activity 6

Make your street as pretty as possible. Which five cards would you choose whose attractiveness adds up to at least 35?

Activity 7

Choose the best five cards that would make the best scheme for your neighbourhood. Ask an adult to choose their ideal scheme. Have a chat about the differences and why each of you think yours would be better. Who can convince the other that their scheme is the best?

Activity 8

Now, have a game of trumps.





Street trumps



Walk Wheel
Cycle Trust

Headline sponsor
SCHWALBE



Cycle paths



Traffic lights

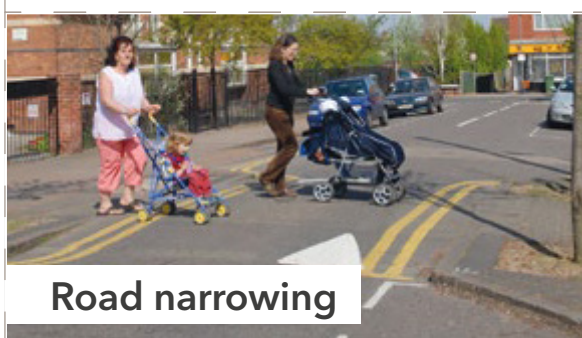


Walk/cycle friendly	10
Car friendly	6
Fun	7
Quick & easy to do	2
Attractiveness	7
Safety	9
Cost	fffff

These provide space for people to cycle safely, and encourage more people to cycle. But they take road space away from cars.

Walk/cycle friendly	7
Car friendly	8
Fun	2
Quick & easy to do	3
Attractiveness	3
Safety	8
Cost	fffff

These force traffic to stop and allow people to cross safely. They are well-understood, but are not always positioned where you want them.



Road narrowing



Street play parks

Walk/cycle friendly	8
Car friendly	5
Fun	4
Quick & easy to do	4
Attractiveness	6
Safety	8
Cost	fff

Narrower roads means more space for people on the pavement. Traffic has to go slower, one car can at a time, making things safer.

Walk/cycle friendly	9
Car friendly	4
Fun	10
Quick & easy to do	2
Attractiveness	9
Safety	9
Cost	fff

These open up the street for people to play. Sometimes traffic can still pass, but it goes slower because drivers know children are around.



Street trumps



Street closure



Banning pavement parking



Walk/cycle friendly 10
 Car friendly 0
 Fun 10
 Quick & easy to do 7
 Attractiveness 8
 Safety 10
 Cost £

Temporarily closing streets to cars means you can play safely, or have a street party. This can help people develop a sense of community.

Walk/cycle friendly 7
 Car friendly 7
 Fun 3
 Quick & easy to do 8
 Attractiveness 3
 Safety 9
 Cost £

This creates more pavement space, and especially helps people with wheelchairs, buggies or mobility aids. But some drivers worry their cars might be hit.



Benches



Zebra crossings

Walk/cycle friendly 9
 Car friendly 5
 Fun 7
 Quick & easy to do 7
 Attractiveness 9
 Safety 8
 Cost ££

Benches provide a safe space to sit, encouraging people to spend more time on the street. Some people think they encourage anti-social behaviour.

Walk/cycle friendly 6
 Car friendly 8
 Fun 3
 Quick & easy to do 4
 Attractiveness 6
 Safety 7
 Cost ££££

These provide safe places to cross the road. Cars don't always have to stop, like traffic lights, but must stop when there is someone waiting.



Street trumps



Trees



Road signs

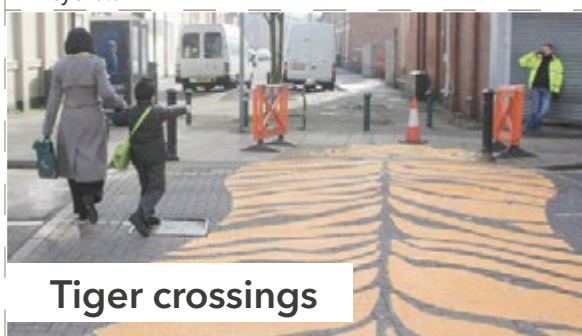


Walk/cycle friendly	8
Car friendly	7
Fun	7
Quick & easy to do	8
Attractiveness	10
Safety	8
Cost	£

Trees create a natural barrier to traffic, but can become overgrown and create obstructions if not managed. Sometimes roots crack the pavement and road, making it difficult for walkers and cyclists.

Walk/cycle friendly	5
Car friendly	9
Fun	2
Quick & easy to do	7
Attractiveness	4
Safety	5
Cost	££

These tell drivers how to behave. But they are so common, drivers sometimes ignore them. Signs do not necessarily change behaviour without other things like speed bumps or chicanes.



Tiger crossings



Chicanes

Walk/cycle friendly	8
Car friendly	7
Fun	8
Quick & easy to do	6
Attractiveness	8
Safety	8
Cost	££

It is possible to make zebra crossings more interesting and fun. Traffic often goes slower because it is different, making it safer all round.

Walk/cycle friendly	8
Car friendly	6
Fun	3
Quick & easy to do	5
Attractiveness	6
Safety	7
Cost	££

These create bends in the road so traffic slows down. Often, only one car can go through at one time, making it even safer for everyone.



Street trumps



Planters



Walk/cycle friendly	9
Car friendly	6
Fun	7
Quick & easy to do	8
Attractiveness	9
Safety	9
Cost	££

These make a street more natural. They can be used alongside 20mph limits to slow traffic down and make the street more interesting.



Speed bumps

Walk/cycle friendly	7
Car friendly	5
Fun	3
Quick & easy to do	3
Attractiveness	4
Safety	8
Cost	££££

These slow down traffic because drivers feel a bump as they go over them. Some drivers think they damage their cars, but this is because they go too fast over them.



One-way streets

Walk/cycle friendly	7
Car friendly	6
Fun	3
Quick & easy to do	3
Attractiveness	5
Safety	7
Cost	£££

By making streets one-way, we can make space for other things, like bigger pavements and cycle paths. You only need to look in one direction when crossing the road, making it easier and safer.



Corner kerb extensions

Walk/cycle friendly	9
Car friendly	7
Fun	4
Quick & easy to do	3
Attractiveness	8
Safety	8
Cost	£££

Drivers can't cut corners and speed round turns, but must slow down. There is more space for walkers, who can see and be seen better.



Street trumps



Street art



Parklets



Walk/cycle friendly	8
Car friendly	8
Fun	9
Quick & easy to do	10
Attractiveness	9
Safety	7
Cost	£

This can brighten up the street, add colour, and show a place's local identity. It can be used to convey a message. But some people think it is messy anti-social.

Walk/cycle friendly	8
Car friendly	3
Fun	9
Quick & easy to do	9
Attractiveness	8
Safety	8
Cost	£

This turns a car-parking space into a space for people to enjoy. It might include seats, and a mini garden. But some people would prefer to use the space to park their cars.



20mph zones



Street painting

Walk/cycle friendly	9
Car friendly	7
Fun	6
Quick & easy to do	4
Attractiveness	5
Safety	9
Cost	££££

If traffic went 20mph there would be fewer accidents, and they would be less serious. But some people think drivers are tempted to go faster, and people won't watch out as much.

Walk/cycle friendly	8
Car friendly	8
Fun	10
Quick & easy to do	9
Attractiveness	10
Safety	8
Cost	£

Painting on the street makes it look interesting. It can involve the neighbourhood, creating a sense of community. However, with time it can start to look worn out and tatty.



Street trumps



Cycle parking



Speed cameras



Walk/cycle friendly	10
Car friendly	5
Fun	7
Quick & easy to do	9
Attractiveness	8
Safety	7
Cost	£

This provides space to park bikes, welcoming cyclists. People on bikes are more likely to visit, and to spend their money in the local shops.

Walk/cycle friendly	6
Car friendly	4
Fun	0
Quick & easy to do	4
Attractiveness	1
Safety	7
Cost	ffff

Drivers know they must slow down for cameras, otherwise they get fined. Some people think it makes things less safe as drivers slow down and speed up again.



Filters



Traffic islands

Walk/cycle friendly	9
Car friendly	5
Fun	7
Quick & easy to do	7
Attractiveness	9
Safety	9
Cost	ff

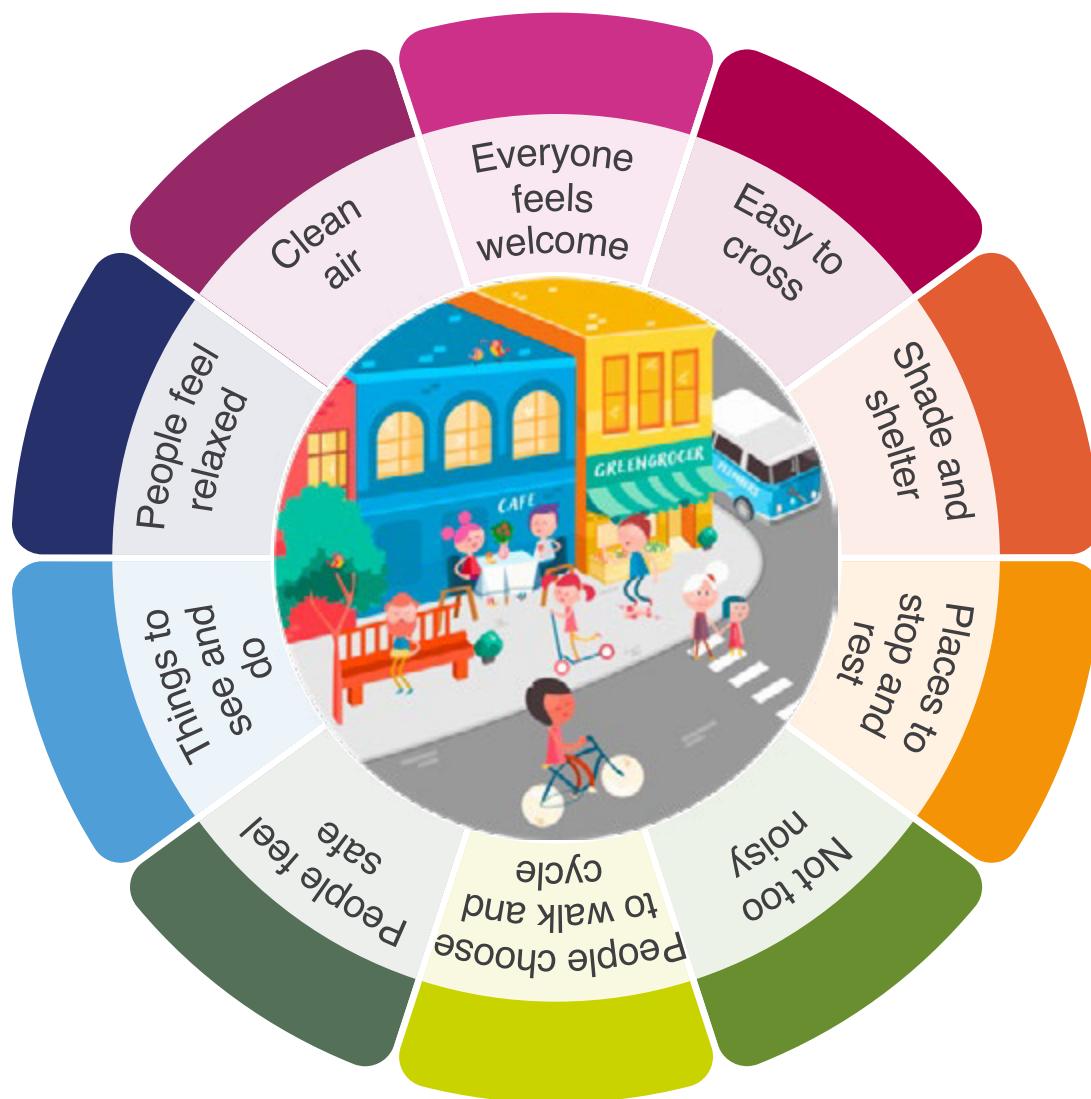
These are when streets are closed off to cars, but bikes and walkers can still get through. This makes spaces more pleasant and stops people driving through.

Walk/cycle friendly	6
Car friendly	8
Fun	2
Quick & easy to do	3
Attractiveness	5
Safety	7
Cost	fff

These make it easier to cross the road as you can stop safely in the middle. It narrows the lane so traffic slows down. However, cyclists might get squeezed out by drivers.



Healthy street indicator



Source: Lucy Saunders. healthystreets.com



Extension activity



Look at the streets around your school and rate them from 1 to 10.

Tip: You can rate each point by a happy or sad face if preferred.

Healthy streets indicators	Your street's score (rate from 1 to 10)
Everyone feels welcome	
Easy to cross	
Shade and shelter	
Places to stop and rest	
Not too noisy	
People choose to walk and cycle	
People feel safe	
Things to see and do	
People feel relaxed	
Clean air	

Let's get an average score.

Add up your numbers
to get a **total figure**:

Divide that number by
10 to get an **average**:

Based on the healthy streets indicators what street trumps cards would work best for the neighbourhood outside your school?

Have a go at using the street trump cards to design your neighbourhood so more people can walk and cycle to school.