



THE HOUSE that Jack and Jill Built

The Process of Decision Making

OBJECTIVE

To understand how and why the Council's Planning Department control development

KEY QUESTIONS

> Why are building projects subject to planning and building controls?

> What are the roles of:
i) Planning Officer
ii) Building Inspector
iii) Highways Department

> What influence do local residents have?

> what is a planning application?

> What are the consequences of not getting planning permission?

SUGGESTED APPROACH

Introduction

Pupils work in pairs on board game. The house that Jack and Jill built - Will it be finished for the New Year?

Resources

Pupil instruction sheet, board game, dice and two counters per pair. Time record sheet and New Year greetings card per pupil.

Rules

See pupil instruction sheet.

No extra turn for throwing a six. The correct final number must be thrown to complete the game.

TASK

Pupils work in pairs on board game. The House that Jack and Jill built - Will it be finished for the New Year?

The Game

Jack and Jill have decided to build their own house. The minimum time needed is four months. To allow for delays, they have added on sixty days to the build time. If they start on July 1st they should be able to celebrate the New Year in their new house.

On July 1st their friend Bob said, "New Year! You'll be lucky to be in by Easter. The builders will get the blame, but they won't be the only problem." Was he right?

Resources

Board game, dice and two counters per pair.
Time record sheet and New Year greetings card per pupil

PUPIL INSTRUCTION SHEET

10 - 15 minutes **How to Play the Game**

Take it in turns to throw the die and move a counter the correct number of places shown. Read out the details from each square landed on. Each player must keep a note of the number on all the squares on which they land that are to do with the Planning Department. Continue until both players have completed the game.

Rules

No extra turn for throwing a six. The correct final number must be thrown to complete the game, i.e. if you are four spaces from the end, you must throw a 4. The first player to 'Open the Door' gets a bonus: Take another throw and gain in days the number thrown. At this point only, if a six is thrown the player throws again.

10 - 15 minutes **When the game is finished**

Remember that the build time is six months, allowing sixty days for delays.

- 1] Complete the time record sheet using the details of days lost and gained from each of the squares landed on. Use the grids to calculate if Jack and Jill are in the house for New Year by shading in a square for each day lost or gained. Add up the 2 totals. Add the total number of days gained, and then subtract the total number of days lost. You are a winner if you have lost less than 60 days.
- 2] Write a 'Happy New Year' greetings card to Jack and Jill's friend Bob. Give Bob the new address for Jack and Jill if in for Dec 31st. If not, tell Bob that they are still at old address. Give details of how the project has developed by listing all the factors that involved the Planning Dept. This is because their friend, Bob, is about to self build, and remember what he said on July 1st! Be ready to read out your card to the rest of the class.

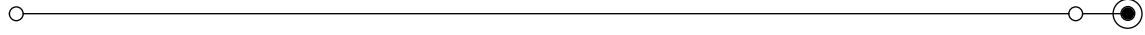
PLENARY

Hands up if in the New Year

NB If spread of issues is limited, Tutor may contribute by saying, "When I played the game earlier these were my planning issues..."

A selection of cards are read out by pupils highlighting a range of planning issues. What problems surprised you? Why are there so many regulations and restrictions. Where would you send a planning application to? What is the local plan? What is the role of councillors? What lessons are learnt? Why is it important to find out about planning policies before building?

NEXT LESSON



A role playing game designed to get a feel for how the planning process is influenced and how decisions are made.

HAPPY
NEW
YEAR!

A stylized, monochromatic graphic for a New Year's greeting. The text "HAPPY NEW YEAR!" is rendered in a bold, bubbly, sans-serif font. The word "HAPPY" is on the top line, "NEW" is on the middle line, and "YEAR!" is on the bottom line. The letter "A" in "HAPPY" is replaced by a large, dark balloon with a white highlight and a small white dot. The letter "A" in "YEAR!" is also replaced by a similar balloon, but with a white highlight and a small white dot. A party hat with a pom-pom and white dots is positioned above the "P" in "HAPPY". A martini glass with a small white dot is positioned above the "W" in "NEW". A long, wavy line resembling a streamer or ribbon starts from the bottom left and loops around the "Y" in "YEAR!". The entire graphic is surrounded by small, dark, diamond-shaped confetti and dots. The background is white.

Dear Bob,

We must let you know where we are living as we begin the New Year.

Address:
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HAPPY NEW YEAR!

We know you want to start building too, so we think we should tell you what caused some of the unexpected delays for us.

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love from *Jack and Jill*