Route 10+

This kit allows you to look at how kids use the urban space: how they use it, hack it and build in it - so we can imagine projects to improve their situation. (collaboration with JES/JOTA)

Mapping Question

Based on knowledge and practices of teenagers - which type of projects can significantly improve the social presence and quality of leasure time of teenagers within the zone of the Bosnië neighbourhood in Sint-Gillis?

Credits

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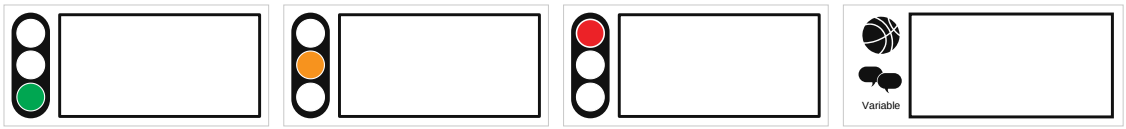
Mapping Scenario

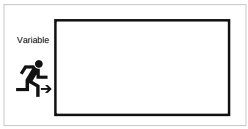
1. Walk around with a group of kids and ask them about how they use the space. How they use it, hack it, build in it. How do they play, how is the social behaviour of themselves and others? The rest of this scenario is for post-analysis of the results with a team of specialists. (60')

2. All maps on the table. Short collective presentation of results - what you learned from the walk? (15')

3. Discuss and complete the map. Add trafic lights and places/uses not yet added with the kids. (15')

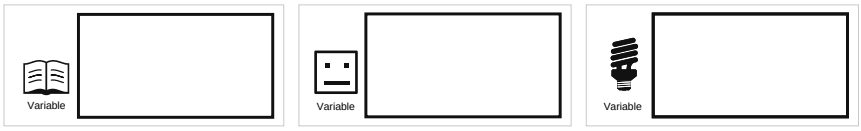


4. Add 3 specific goals for improvement. (20')



5. Choose and mark one goal for improvement to continue working on. (5')

6. Identify some projects that we can do to get closer to the goal. You can also draw some sketches. Add related knowledge and key-persons. (20')



7. (The following scenario points is if you work with two or more groups/tables) Lock what you really like on your map (other groups can't bomb what you've locked). (5')

8. A presenter explains the map to the other group(s). You can Bomb, Like, and indicate Threats. (20')