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KÜLTÜR

alda
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Complete the sentence:

This space is...



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Draw a map
of the green space,
indicating its main
landmarks.



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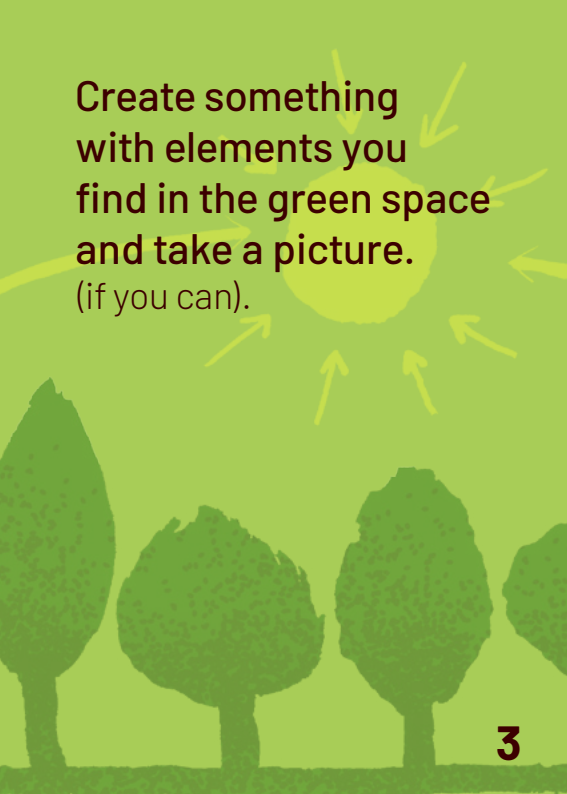
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Create something
with elements you
find in the green space
and take a picture.
(if you can).



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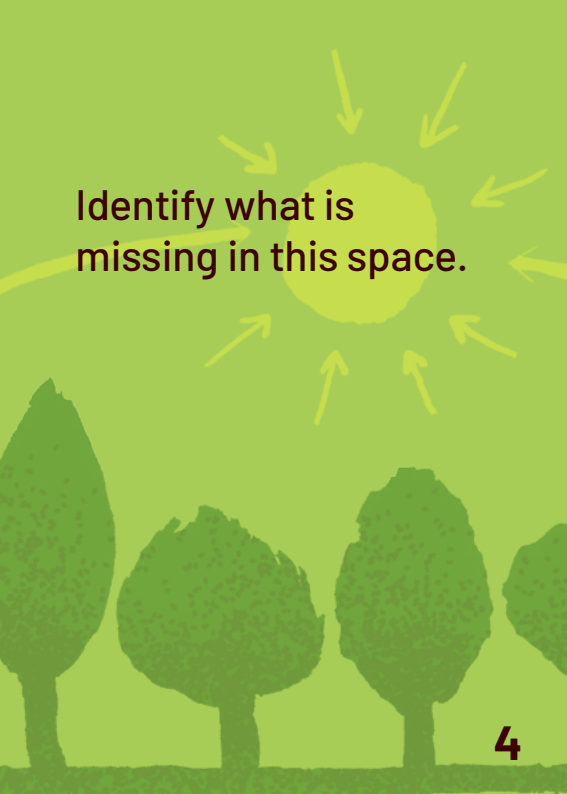
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Identify what is
missing in this space.



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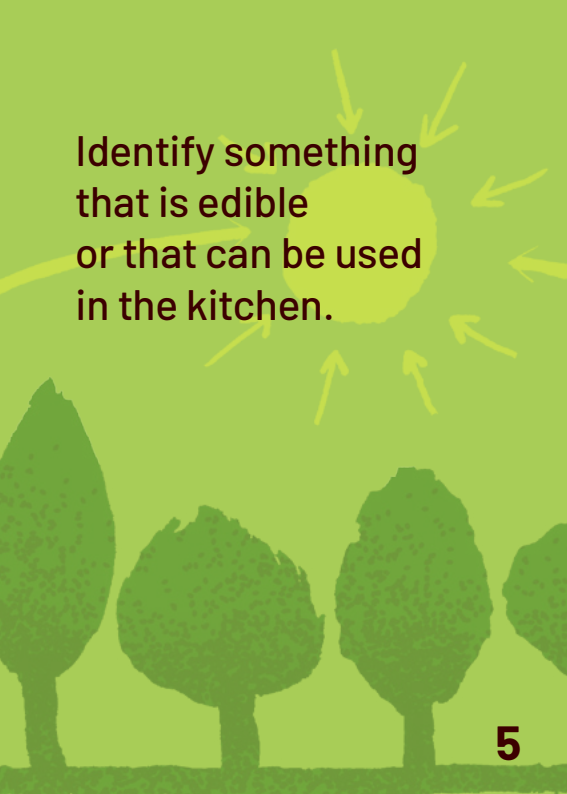
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Identify something
that is edible
or that can be used
in the kitchen.



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Describe this
green space with
three words.





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Find the ideal
place to sit and
chat with friends.





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What odors can
you identify?



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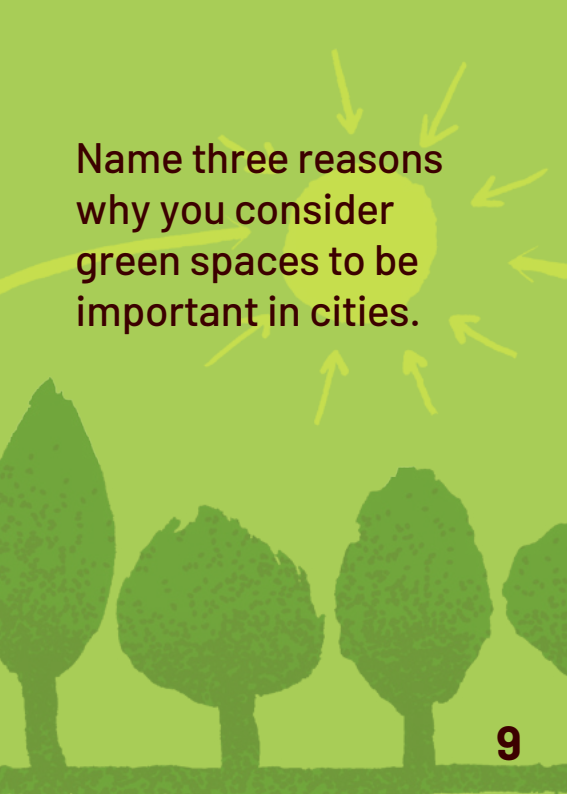
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Name three reasons why you consider green spaces to be important in cities.



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Find a place where
you feel comfortable
and justify why.



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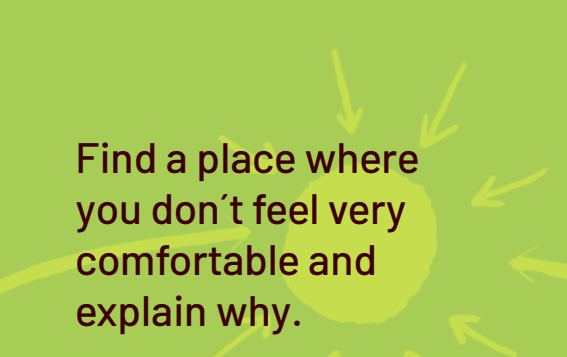
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Find a place where
you don't feel very
comfortable and
explain why.





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**Do you think this
space has good
accesses and
circulation routes?**

Try walking through
areas designated for people
to circulate.



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What types of
activities can be done
in this green space?



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**Do you consider
the space to be clean?**

Pick up any trash you
may find, use gloves.



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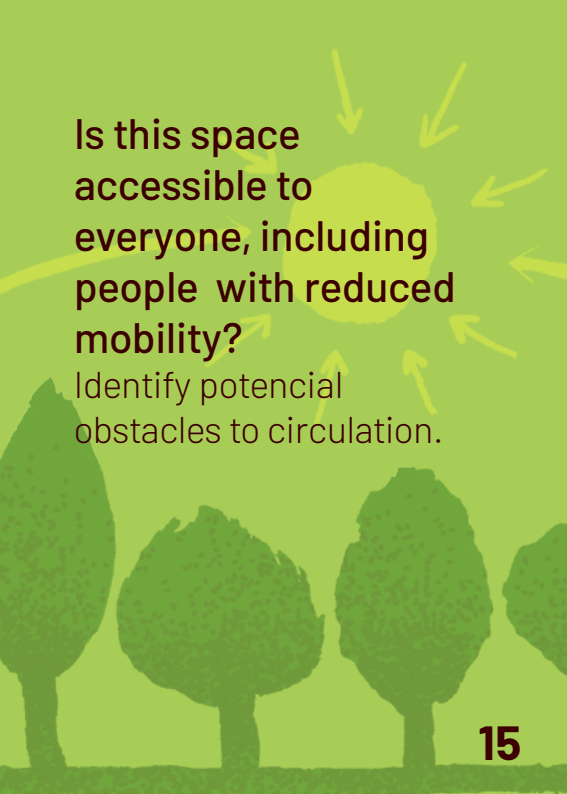
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Is this space
accessible to
everyone, including
people with reduced
mobility?

Identify potential
obstacles to circulation.



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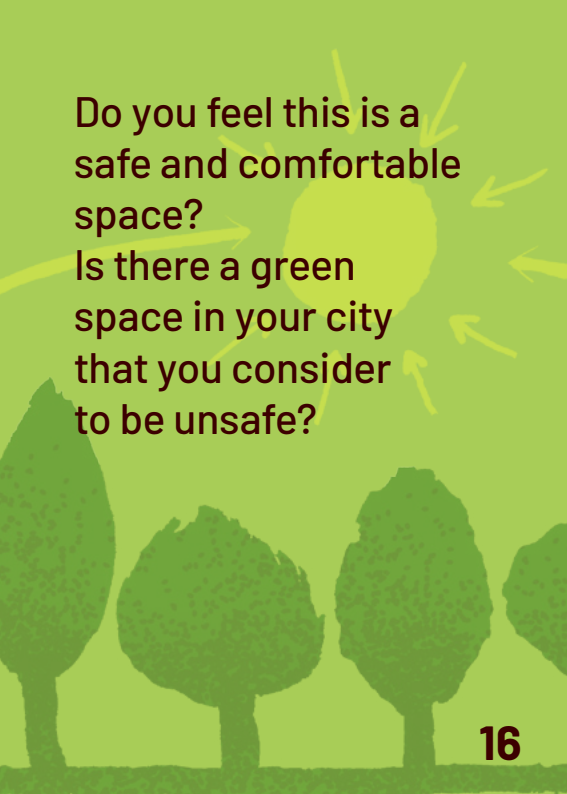
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Do you feel this is a
safe and comfortable
space?

Is there a green
space in your city
that you consider
to be unsafe?



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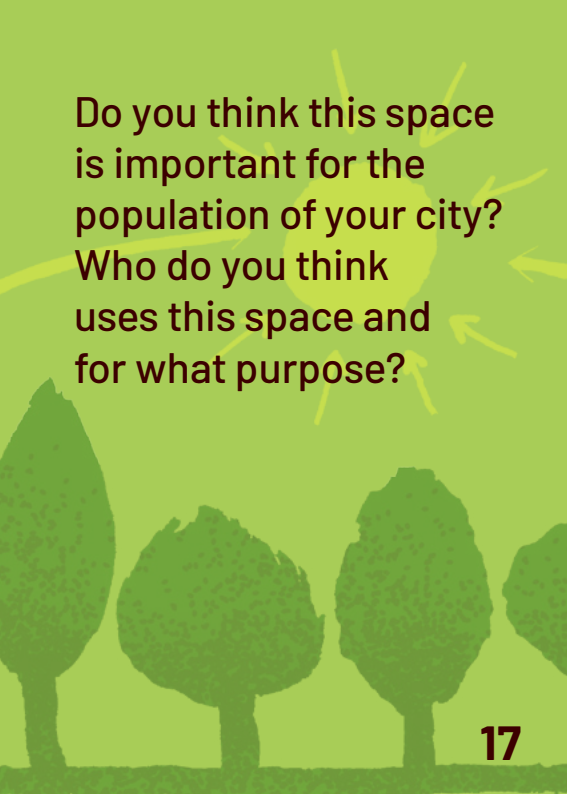
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Do you think this space
is important for the
population of your city?
Who do you think
uses this space and
for what purpose?



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The background is a solid light green. In the upper center, there is a large, bright yellow sun with several yellow arrows pointing outwards, representing rays. Below the sun, there is a row of four stylized green trees with rounded, bushy tops and thin trunks. The trees are positioned along a dark green horizontal line at the bottom of the page, representing the ground.

Describe what this
green space makes you
feel in three words.



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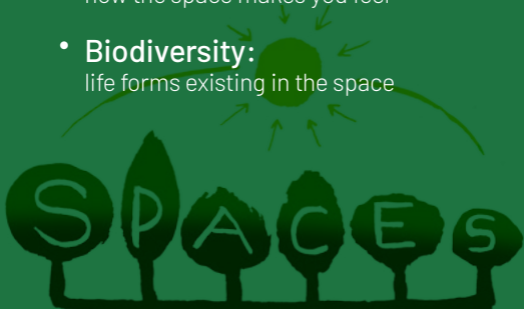
What life forms
can you find in this
green space?



DIMENSIONS TO CONSIDER WHEN EXPLORING GREEN SPACES

- **Access and Accessibility:**
find the way and move around
- **Uses and Appropriation:**
activities and opportunities that
the space offers
- **Diversity e Inclusion:**
how the space responds to
different needs
- **Maintenance:**
the degree of cleanliness and
care of the space

- **Safety and Comfort:**
to what extent the space is safe and comfortable
- **Design and Aesthetics:**
planning and appearance of the space
- **Community:**
the importance of space for the local population
- **Sensations and Feelings:**
how the space makes you feel
- **Biodiversity:**
life forms existing in the space





GREEN SPACE EXPLORATION GAME

EXPLORE TO REFLECT, PLAN, AND ACT

Description

SPACES is a game made up of 20 cards for exploring green spaces that aims to involve local communities in a joint and participatory reflection on the importance of these spaces.

Addressing aspects related to the characteristics, use and perception of these spaces, this game establishes a context for thinking, in a transversal way, about green spaces from the perspective of their users, also serving as a starting point for planning and intervening in green spaces that considers the communities that inhabit them.

Of the 20 game cards, 1 consists of a guiding card that contains the global dimensions that participants should consider during the exploration of the spaces, and the remaining 19 numbered cards correspond to questions or challenges that participants must carry out while exploring the green spaces and that help to reflect on them.

How to play

This game was designed to be used in groups, ideally of 2 to 5 elements, and a moderator is required to guide its use and moderate the discussion/final reflection. It is even possible, with more than one deck of cards, to play with several groups and hold a joint final discussion/reflection.

In addition to the card deck, the game requires participants to have with them writing/drawing material in a format compatible with the necessary movement through the spaces, as well as equipment for collecting garbage, such as garbage bags and gloves, which allow them to carry out what is requested in card 14 specifically.

The cards, although numbered from 1 to 19, can be played in any order, and their number serves so that players can record their answers and identify them more easily during the final discussion/reflection.

The game should begin by giving participants the card deck and the remaining materials, asking them to use these materials to move around the entire green space, complete the challenges on each card, and use them to reflect and discuss the green space in question. The objective will be, after completing all the challenges, to discuss the answers to them and reflect on the green space in which they find themselves, its positive and negative aspects, and above all its potential.

This game was developed within the scope of the project "SPACES - Social Pathways: A Community Engagement Methodology", part of the THE:PLACE program and funded by Stiftung Mercator. SPACES consisted of a partnership between Marca-ADL and Kırkayak Kültür, and aimed to connect Portugal and Turkey in the development and application of a methodology for participatory intervention in public spaces, promoting inclusive and sustainable public spaces that combat social exclusion and foster socially cohesive local communities.

EXPLORE TO REFLECT, PLAN, AND ACT

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