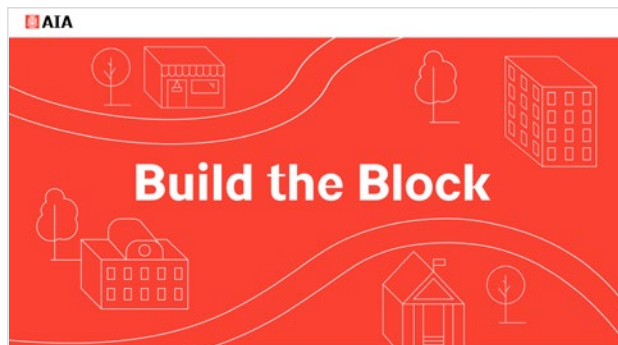# Build the Block
Kickoff presentation script

Slide 1

Welcome to Build the Block! Thanks for being here today eager to learn about what impacts design decisions when you're creating a new school, hospital, or housing complex.

My name is _____, and I'm an architect. I will be leading us through this game today, which demonstrates the impact that architects and the field of architecture can make on communities—even yours—through real world design principles.

Before we begin, here's a quick overview of the game...
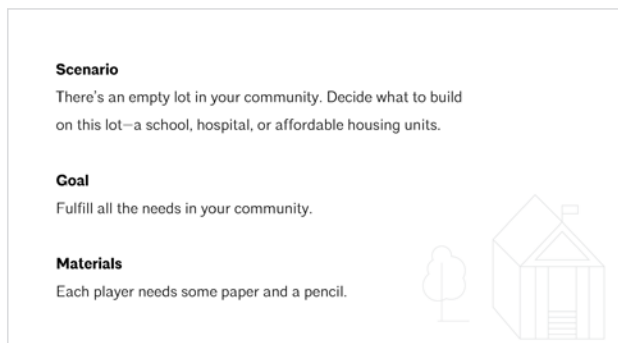
Slide 2

The premise of the game is that there is an empty, overgrown lot in a fictitious town. As a team, we must identify the best use of the lot and decide how to develop the site with the ultimate goal of fulfilling the needs of our community.

There is a sketching portion of the game, and for this you will need to have some paper and a pencil handy. You can also grab some markers, crayons, or colored pencils if you'd like to add some color to your sketch, but this is not mandatory.

Slide 3

Each of you will be assigned a role in the game. Each role has three characteristics. It's your job to remember your role and characteristics—so I recommend that you write them down. It's up to you to advocate for your role's opinions and priorities throughout the game. There is a lot of discussion in this game. Don't be shy! Use your voice.

When it comes to making decisions, the person playing the *Client* has final say and can make any selection he or she wants, regardless of the group's discussion. It's your job to persuade the *Client* to make the decision YOU want!

Slide 4

Once everyone has their roles, we get to create the community in which our lot is located. We can be as creative and detailed as we want!

Then, we will see a couple images of our lot, where we will build our project.

At this point, we will also see our community's needs. We'll be measuring six factors—housing, health, education, safety, parks & rec, and commercial—and our goal is to fulfill as many community needs with our building as possible.

Slide 5

After we've discussed our community's needs, each of you get to vote for YOUR priorities. Remember, you're each playing a role! You get to vote for your individual priorities, regardless of the community's needs.

Each person will have a turn to vote. We'll keep an eye on the top red bar to make sure you're voting when your name appears!

After everyone has voted, we'll see a tally of the results.

Slide 6

Then, we finally get to decide what to build! We can choose from three options: a school, hospital, or affordable housing.

This is your last chance to convince the *Client* to choose what YOU want to build, so use your voice. Then, the *Client* will make the final decision.

Once we make our selection, we'll also be able to add a few enhancements to our project.

Slide 7

Once all our decisions have been made, we each get to sketch our building! As I mentioned earlier, each of you should have some paper and pencil handy for this part of the game.

We'll all take some time to sketch independently and then present our sketches to each other. Don't worry—it doesn't have to be perfect!

Slide 8

Finally, everyone in the group gets to vote on the final outcome of the project. Did you like your selections? Are you happy with the sketches? Why or why not? I'll record your answers in the game. Then, we can talk about our decisions and determine if we improved the needs of our community.

Any questions?