



EduTrend Contents

P4C · SOCIETY AND COMMUNITY · PRIMARY

Design a New Town

What makes a good community?

Ages 8–11

Level: Developing

45 minutes

Whole class circle · up
to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Design a New Town

Pupils imagine that a new island town is being built. In groups they choose ten things for the town from a list of cards: a school, a hospital, a park, a shopping centre, a library, a football stadium, a place of worship, a police station, a fire station, a cinema, a farm and a community hall. They explain their choices, then create questions and enquire into what makes a good community.

Learning outcomes

By the end of the session pupils can:

- prioritise community needs;
- give reasons for choices;
- consider different people's needs;
- build on others' ideas.

KEY WORDS

community · need · want · share ·
decide · town

CURRICULUM LINKS

Geography: settlements.
Citizenship: local government.
Maths: budgets.

1

STIMULUS

Share something to
think about

2

THINK

Quiet thinking time

3

QUESTION

Create and choose
a question

4

ENQUIRE

Reason together

5

BUILD

Agree, disagree,
add

6

REFLECT

Last words

Materials (per class)

- Town building cards
- Island map
- Question and thinking-move cards
- Worksheets 1, 2 and 3

Before the session

- Read the stimulus and note possible concepts.
- Prepare question and thinking-move cards.
- Set out a circle so everyone can see each other.
- Print the worksheets.

SAFETY

Everyone may pass. Discuss ideas, not people, and use the story or invented examples rather than personal situations.

ACTIVITY 02 · SESSION PLAN

Step by step

Stay neutral: ask for reasons, examples and counter-examples rather than giving your own view.

Time	What happens	Say or ask
0–8 min Stimulus	Share the island town cards.	<i>"What did you notice?"</i>
8–18 min Questions	Pupils create questions in pairs and vote on one.	<i>"Which question is most interesting to talk about?"</i>
18–40 min Enquiry	Enquire into the chosen question, building on each other's ideas.	<i>"What makes a good community?"</i>
40–45 min Last words	Each person says one last thought or passes.	<i>"Has your thinking changed?"</i>

CHALLENGE CARD (print or copy onto the board)

Explain your top three choices.

ACTIVITY 02 · FACILITATOR NOTES

The philosophy in brief

Communities need shared services and places as well as people.

Choosing what to include shows that people value different things, which raises questions about who decides.

Common ideas to listen for

- “A good town has everything.” Resources are limited.
- “Everyone needs the same things.” Needs differ.
- “Only adults should decide.” Children use towns too.

Adapting the activity

Support

Choose five cards.

Stretch

Ask: what would you add that is not on the cards?

WORKSHEET 1

Our questions

Name: _____

Class: _____ Date: _____

Write questions the stimulus makes you wonder about.

Our questions

Question	Who asked	Votes

WORKSHEET 2

Our town

Plan it.

Our town

Choice	Why it matters	Who it helps

WORKSHEET 3

Last words

Before and after.

Who should decide what a town has? Before the enquiry I thought... Now I think... because...

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Asks a philosophical question	Gives reasons and examples	Listens and builds on others

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Design a New Town is a sample activity from the EduTrend Contents P4C Society and Community programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

© 2026 EduTrend Contents. This activity may be printed and copied for use with pupils in your own school, club or home. It may not be resold or published elsewhere. Photos: Bornil Amin / Unsplash.