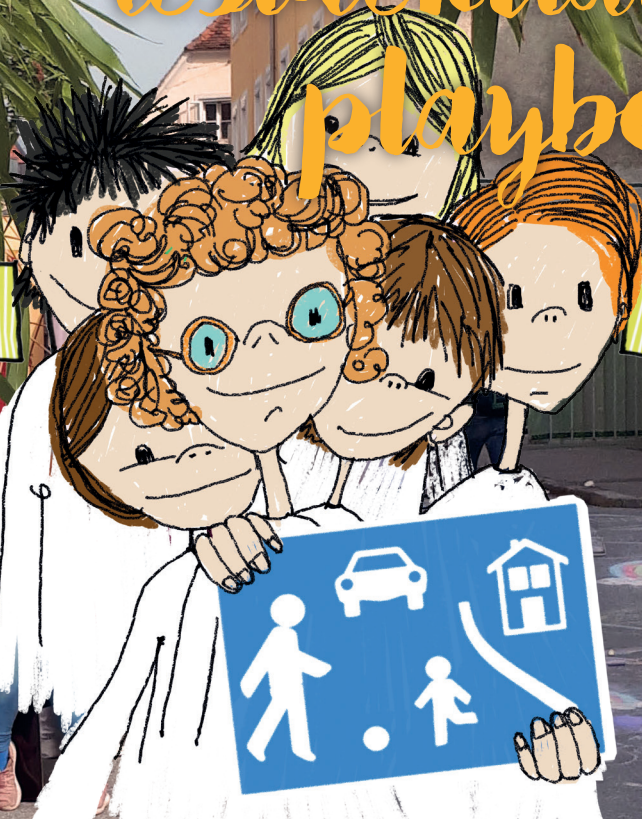


# The residential street playbook



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## **The residential street playbook**

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Page 13: Picture – lemonade: pixabay

Page 14: Picture – chalk: pixabay

Page 20: Picture – children playing ball: Toni Anderfuhren

Page 26: Picture – unicycling: Toni Anderfuhren

Page 27: Picture – bobby-car and traffic cones: Fratz Graz

Page 29: Picture edited – tin can stilts race: Fratz Graz

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# The residential street playbook

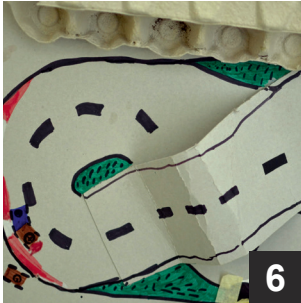
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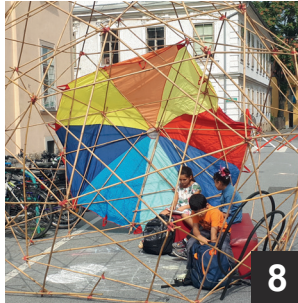
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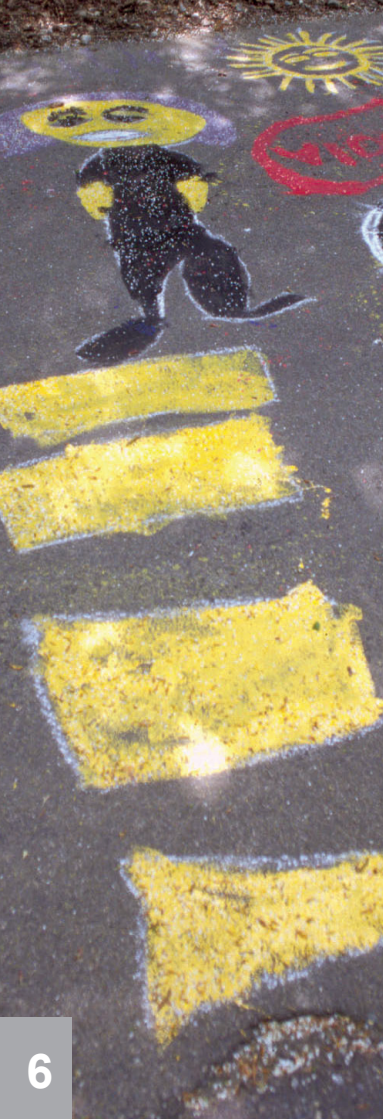
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*This is a  
residential street*



This chapter is related to the Road Code that is active in Austria, but it could be applied equally across any country in Europe, should they wish to do so.

A residential street is a street which is meant for people (i.e. pedestrians), with limited vehicle traffic.

It is easily recognised by a blue rectangular traffic sign showing a pedestrian, a child playing, a house and a car, but the emphasis is not on the car only.

## LIVING SPACES FOR ALL GENERATIONS

In these residential streets, the street becomes a **living space** for everyone. They are places for **children and adults** to socialise, build community, play, and linger. They increase the quality of life and feel-good factor in housing districts and estates. Their implementation is usually very simple, but requires cooperation from everyone.

### WHAT AM I ALLOWED TO DO AS A CHILD?

You may enter the street, when it is safe to do so, and play on it. You have to make room for incoming cars and watch out for any parked cars – but you are not allowed to damage them.

### BICYCLE TRAFFIC IN RESIDENTIAL STREETS

It is okay to ride a bicycle or scoot in the street – even against the direction of a one-way street – provided you watch out for pedestrians and other children playing on the street.

## WHAT ABOUT CARS?

Cars may **only** be driven at walking speed in a residential street and at a sufficiently safe distance from people and other traffic. You are also **not** allowed to use the residential street for driving through, but only for access and departure traffic. Parking is only allowed in designated parking spaces. Exceptions are made for road services, waste collection, and emergency vehicles.

A young girl with blonde hair, wearing a purple, blue, pink, and yellow tiered dress and sandals, is walking on a paved path. She is blowing bubbles, and several large, iridescent bubbles are floating around her. In the background, there are trees, a fence, and other people, suggesting a park or outdoor event.

## Everyday life

A residential street is an area where people meet and socialise. Some want to relax and enjoy their peace and quiet, others want to play outside, chat, or be out and about. It is important to show consideration for each other.

**THE STREET IS FOR EVERYONE!**

Do you fancy a fun game of alphabet hopping, tag, or maybe a game of hopscotch? Well then, let's "Get out onto the residential street!"

After all, residential streets belong to you too, and you are allowed to play on these streets. Cars are only allowed to drive very slowly (walking speed) and you even have priority as a pedestrian. If a car approaches, you can stand at the side of the road with your things for a short time, let the car drive past you, and then continue playing.

If you would like to use the residential street as a playground for the first time, we have a few useful tips and guidance for you and your parents.

It is best to inform the neighbourhood in advance so that everyone knows about it. Maybe someone even wants to play along?

AM I ALLOWED TO RIDE  
A BICYCLE OR A SCOO-  
TER IN A RESIDENTIAL  
STREET?

In residential streets, children are allowed to cycle, scooter, play, and rollerskate on the road to their heart's content. The only restriction is that permitted vehicle traffic may not be obstructed deliberately.

The minimum age for unattended cycling is 12 years, even in residential streets, or 10 years with a bicycle pass in Austria. Younger children may ride a bicycle only under the supervision of a person over the age of 16.

Excluded are very young children's bicycles up to 12 inches. Children may cycle around unattended on these mini-bikes.

There is no minimum age for roller-skating and

scooting in residential streets, nor are supervisors required by the road traffic regulations!

ARE WE ALLOWED TO  
MAKE NOISE WHILE WE  
ARE PLAYING?

According to the UN Convention on the Rights of the Child, children have the right to play and do sports, as well as the right to assemble freely. Children need to play in order to develop healthily, mentally and physically. They need space to move around and interact with their friends. Of course, sometimes this can get loud. Whether they are laughing, shouting, or screeching, it is in the nature of things that "children's noise" can arise during these games.

However, there are ways to make coexistence easier.

It is best to agree with the neighbours in advance about the times during which louder play may be tolerated. For example, loud games should be avoided at lunchtimes and in the late evenings (from 10 p.m. at the latest).

AM I ALLOWED TO  
TAKE THINGS OUTSI-  
DE WITH ME AND FOR  
HOW LONG ARE THEY  
ALLOWED TO REMAIN  
THERE?

Whether it is a traffic cone marker or a game: In residential streets, it is okay to temporarily place your playthings on the roadway and sidewalk. However, it must also be possible to remove them quickly so that larger vehicles such as those used for waste collection are not obstructed. In the evening, everything should be cleared from the street.



## TIPS FOR PLAYING IN A RESIDENTIAL STREET

If there is sufficient space, residential streets can be equipped with benches, plant troughs and other colourful street furniture. Benches and troughs not only contribute to a pleasant atmosphere, they also increase safety because they draw attention to the fact that people live and play on this street.

If it is not possible to do this, there are also simple temporary options to explore. Balloons and bunting can be put up to draw attention to the residential street. Wooden figures of children can be crafted together, and are particularly eye-catching when they are attached to fences, street lamps, or

posts. Traffic cones can also be temporarily placed on the roadway at short notice.

The following ideas are well suited to help ensure your safety:

TRAFFIC CONES are well suited to direct the attention of vehicle drivers to playing children. Whether they are homemade or bought at the home improvement or toy store, children can easily place them themselves and perhaps even use them in a game.

GREEN LAWN PITCHES can be spread out over a section of the street and at the same time act as a kind of temporary meeting place

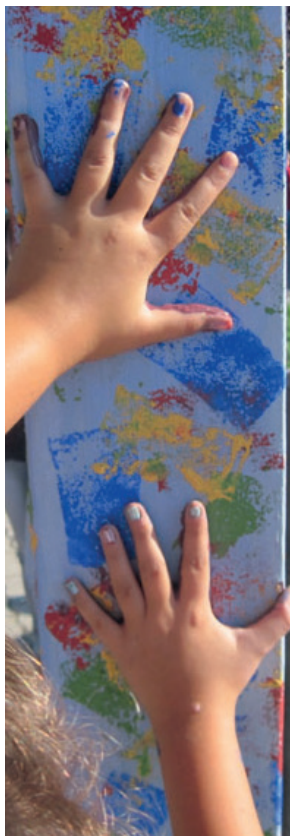
in a residential street. They are available in all major home improvement stores. They are usually made from waterproof materials, and cars can drive over them without any problems. However, it is important that no road markings are covered by the lawn pitch. In the evening, the lawn pitch must be rolled up again and removed from the road.

Roads colourfully painted with PAVEMENT CHALK immediately signal to drivers: "Attention – children at play!" Chalk can also be used for many different street games, and there are no limits to your creativity.



A particularly clear signal of a residential street is given by MOBILE WOODEN FIGURES, which are only placed on the street for the duration of the game-playing afternoon, and removed again afterwards. Used only temporarily, they can attract the attention of road users again and again.

Children are able to pull these rolling figures onto the street themselves and remove them when necessary.



## WHERE CAN I RENT PLAY EQUIPMENT IN GRAZ?

The association Fratz Graz rents out play equipment which you and your parents can transport in a specially designed bicycle trailer.





It is often good and fun to paint the street with street paint or chalk.

### DIY-STREET PAINT

Make your own street paint - which can be a real hit! - you can use it to create wonderfully colourful pictures on the street, or paint a hopscotch or an obstacle course.

The best thing? – the paint is completely non-toxic, and everything is cleaned up after it rains or you have hosed it down. This allows even for very young children to join in the fun, and if a dog, hedgehog, or cat tries to lick the paint – then no problem!

You need:

- some empty jars with lids
- approx. 4 heaped table-spoons of starch per paint colour
- approx. 75ml of water, and some drops of liquid food colouring per colour

First pour the starch into the jar and then add the water and food colouring while stirring constantly – and then it's ready to go! During the process of painting, the colour won't be very prominent yet, it only becomes really radiant after it has dried.

## SPENDING TIME TOGETHER

As well as playing, eating and drinking also brings people together. The residential street makes it possible for the neighbourhood to come together in this way. Here you can meet informally, get to know each other, and make new contacts. If you want to push this a little bit further, you can organise a picnic, or children can open a lemonade stand.

### DIY-LEMONADE

Lemonade is a must-have at your lemonade stand!

You need:

- 3 organic lemons
- 3 tablespoons of honey
- 1 litre sparkling water
- a jug
- a lemon squeezer

First you squeeze the lemons and pour the juice into the jug. Be careful to leave out the pips! Then add the honey and mix thoroughly.

Now you just pour in the sparkling water and the homemade lemonade is ready!

You'll be right on trend if you put a few fresh lemon balm or mint leaves into the jug too. It is best to do this after you have mixed the lemons with the honey. Then you wait about an hour before you pour on the mineral water, so the leaves really influence the taste of your lemonade.



# Games with street chalk

## STREET CHALK RECIPE

First, casting moulds are produced. You need suitable paper moulds for this, which you can make by wrapping one or more cardboard rolls with strong adhesive tape. The lower end is sealed to be waterproof with two layers of adhesive tape and aluminium foil. Then, the plaster is mixed with water in a bowl. The ratio should be three cups of water to two cups of plaster.

You can make coloured chalk with colour pigments. The plaster should be stirred until it is nice and mushy. Then the plaster mass is carefully filled into the moulds. Plaster must be processed quickly, otherwise it hardens quickly. Finally, leave it to dry.

This takes between one hour

and one day, depending on the strength of the plaster mush used.

One more piece of advice: If you put the finished street chalk in sugar water and then draw with it, the colours will be even brighter.





## HOPSCOTCH

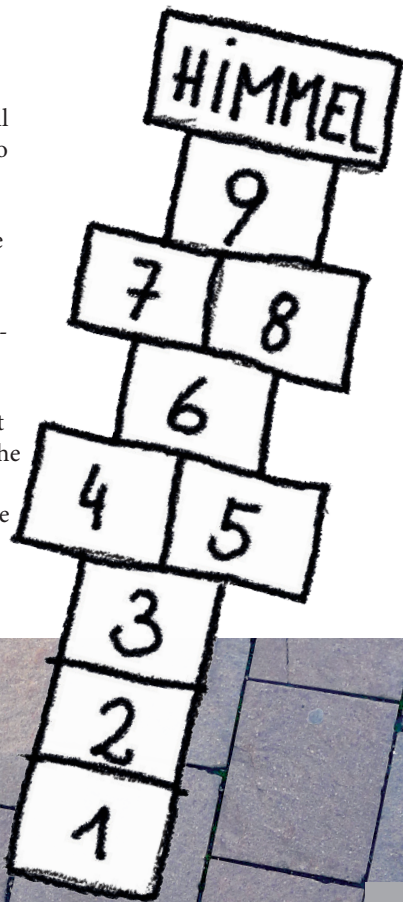
There are many different variants of “Hopscotch”.

Here is one of them: Paint 10 squares on the street with a piece of street chalk, and number them 1 to 9 as shown, with the final one marked “sky” (or “Himmel” in German). Each child looks for a stone. One child throws the stone into the first square. If the child hits, the child may start jumping into the squares on one leg, but has to skip the square with the stone. Both legs jump onto the 4/5 and 6/7 squares at the same time. If you jump on the “sky” square, you make a half turn when jumping so that you face the direction of number 1. On the way back, the stone is picked up, but the

square is skipped again. All those who manage to do so without making a mistake throws the stone into the next numbered square, the next time it’s their turn.

Whoever reaches the number 9 square first wins.

The following things count as mistakes: failing to hit the (correct) square with the stone, touching a line while jumping, falling down, or not keeping the correct order in jumping.



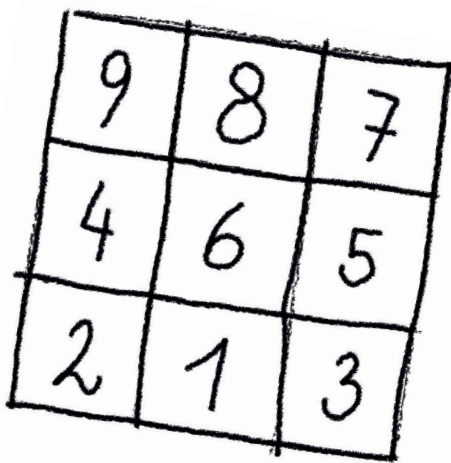
## WITCHES' DANCE

In this version, the numbers from 1 to 9 are entered into the nine fields of a square as shown. In this game, the jumping patterns become more complicated, from round to round.

In the first round, you jump into the square on both legs one after the other. You jump into the fields 2/3, 5/6, and 8/9 at the same time on the outbound trip, on the way back you skip the fields 7, 4, and 1.

In the second round, you jump into each square one after the other on your right leg, and on your left leg on the way back.

The third round is also one-legged, but you change leg after each field, so right in the first square, left in the second, right in the third, ...and so on.



In the fourth round, you only jump into squares with even numbers, and only those with odd numbers on the way back.

The next round follows along the same pattern, but one-legged, with the right leg jumping into squares with even numbers and the left leg jumping into squares with odd numbers on the way back.

If you want to, you can also come up with other variations.

Tip: You can also organise the witches' dance as a competition by drawing two squares of nine squares each next to each other, and forming two teams.

Two children then compete against each other in each one round. Whoever completes their pattern the fastest and without mistakes receives one point for their team.

## “NUMBER HOPPING” (“BRIEFHOPSE”)

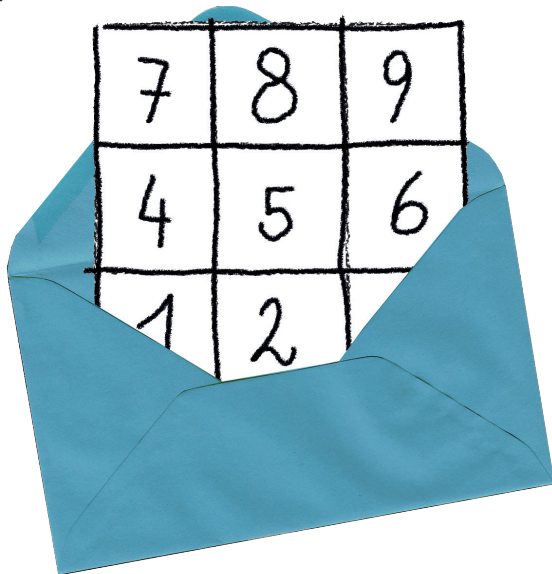
Preparation: Paint squares with numbers from 1 to 9 on the street.

There is no need to skip any squares here, but the hopping technique is a bit more challenging: In the first round you simply jump into each square one after the other on both legs, do a turn jump in square 9, and jump back the same way. In the second and third rounds, you only jump on one leg, first on the right leg, then on the left. For jumping into the squares 5 and 6, as well as 8 and 9, you have to straddle your legs – meaning that they also have to be straddled when you do the turn jump.

In the fourth round it gets even more difficult:

Cross your legs from 1 to 4, straddle-legged on 5 and

6, then cross your legs on 5 and 6, then cross your legs again for square 7, and straddle them to jump into the squares 8 and 9. Do the jump turn there and jump back the same way you came.



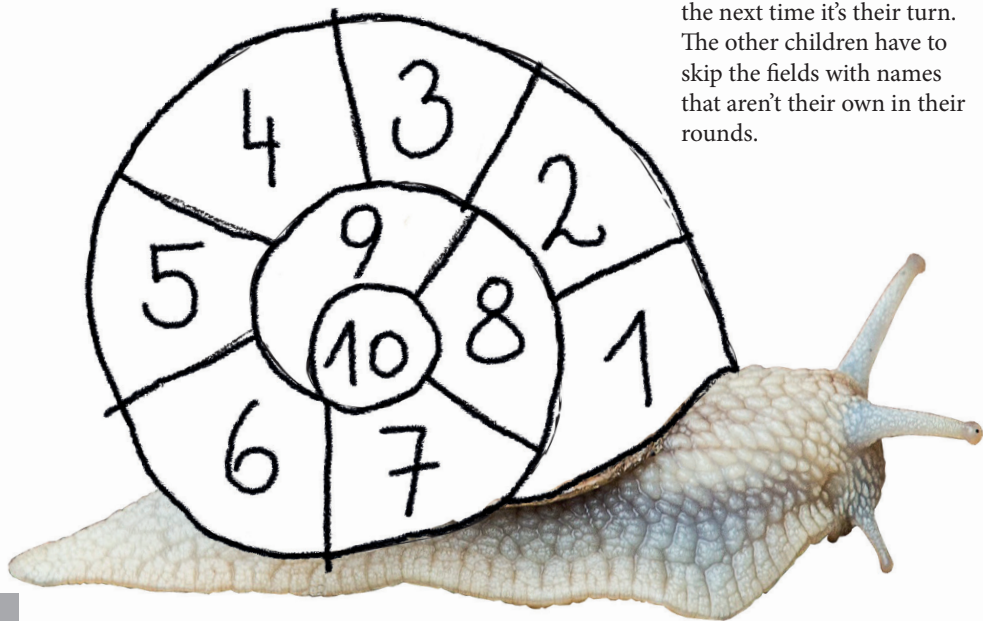
## THE BIG SNAIL (ESCARGOT GAME)

A large snail with a spiral-shaped house is drawn on the street with coloured chalk. Divide the spiral into many fields.

Each field should be large enough to comfortably accommodate a child's foot. The first child now jumps from field to field on one leg.

But watch out. The leg must not touch the lines throughout.

Each child who succeeds writes their name in a random field, where it may rest the next time it's their turn. The other children have to skip the fields with names that aren't their own in their rounds.



## “MESSAGE HOPPING”

The players try to guess a word which one player tries to communicate to them by jumping on the respective letters' fields on a 3x3 grid as shown.

The letters are distributed according to old mobile phone keyboard layouts. So: ABC, DEF, GHI, JKL, MNO, PQRS, TUV, WXYZ, while the field in the upper left corner remains empty.



One child comes up with a word of a maximum of 10 letters and jumps from field to field according to the order of the letters. If two consecutive letters require the same field, the child jumps into the empty field in the upper left corner as a hint before jumping on the field again.

Meanwhile, the others try to guess the word. Whoever calls it first gets a point.

If nobody guesses the word, the hopper repeats his or her action. If nobody guesses the word even after the third time, the hopper gets one point.

Then, it is the next child's turn and so on.

It will be easier for those who have to guess if they know the number of letters before jumping. You can limit the allowed words, e.g. to a certain topic.



## Catch and throwing games

2	8	5
4	1	6
7	9	3

8  
4  
3  
15

### “THE LUCKY THROW”

This is a game for everyone fond of mathematics: A large square is drawn on the street or the pavement with street chalk. Divide it into nine smaller squares and write the numbers from 1 to 9 into them in a random order. Each child gets three pebbles and aims at the fields. The sum of the three throws must be exactly 15, as shown in the example.

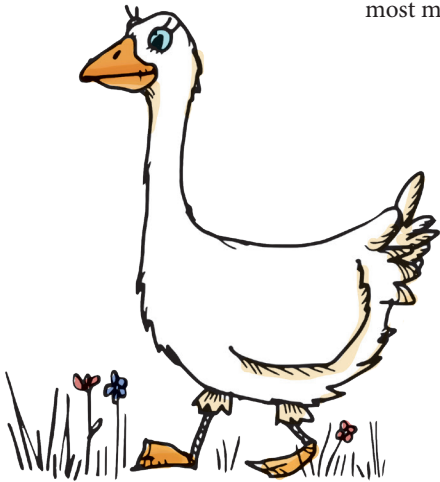
20	30
10	40

### STREET CHALK SQUARE (“KREIDE-QUADRAT”)

This game is very similar to darts, except that a square with four fields is painted on the floor. The scores are painted into the fields. Rules of the game: Each child tries to get as many points as possible by throwing three stones. The highest score is achieved when the stone lands (and remains) exactly on one of the lines. This is because the points from both adjacent fields are then added up, and maximum points is given for a stone landing in the middle.

## “PLUCKING THE GOS- LINGS”

A child is the goose and sticks a piece of string into their waistband to signify a feather. Then it runs off, and the others have to follow. Whoever catches the string has “plucked the gosling” and gets a marble as a reward. Then the roles are exchanged. Who has the most marbles after ten runs?



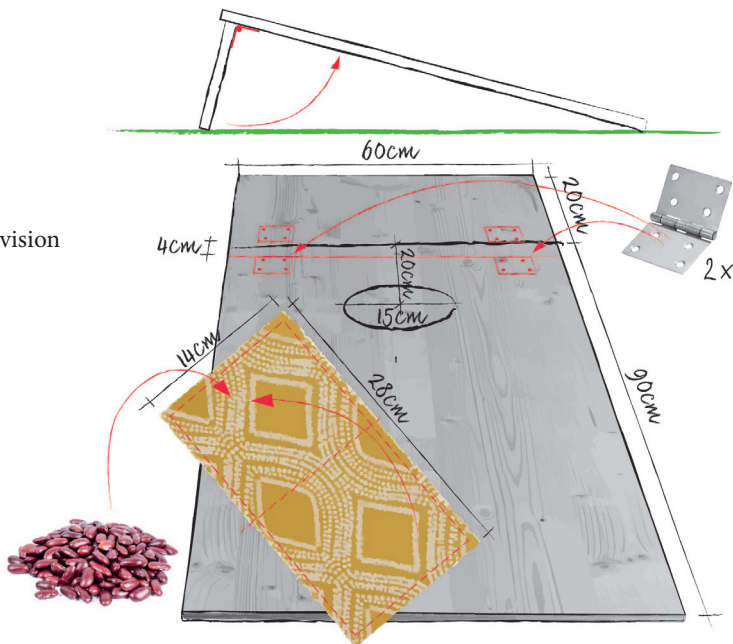
## FIGURE BALL (“FIGURENBALL”)

Draw a numbered playing field on the ground. Whoever starts throws the ball into the first field so that it can be caught when it bounces back. However, the ball is not caught, but hit with the flat hand (or fist) so that it lands in the second field, and so on. The player who hits the ball through all the fields in the correct order wins. Whoever makes a mistake may start the next round with the field in which the mistake was made. If all players make a mistake, they all start again in the first field.

## CORNHOLE

You need (adult supervision is also needed):

- a piece of wood (110x60cm)
- two hinges
- matching screws
- sandpaper
- wood varnish
- masking tape
- drill, jigsaw, brush
- fabric remnants
- dried beans
- needle and yarn



Saw a rectangle of 20x60 centimetres and a larger rectangle of 90x60 centimetres from the wood, as shown.

Use the drill/jigsaw to make a 15cm diameter hole in the middle of the upper area of the large rectangle, then sand all parts with sandpaper. Connect the rectangular panels with the hinges.

Now the panels can be painted in any decorative way you like.

The bean bags: 8 rectangles measuring 14x28 centimetres are cut out of the fabric. It's best to use two distinct colours or patterns to be able to differentiate between the opposing teams.

The fabric rectangles are folded, and sewn together on two of the four rims.

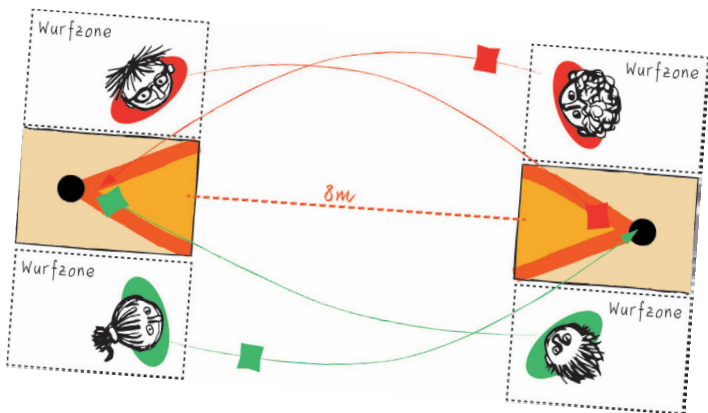
The created bags are then turned over and filled up to two thirds with the dried beans.

Now all that remains is to sew up the top.

Cornhole can be played in pairs or in teams. The goal is to throw the bags onto the board or the hole to score points.

There is one point for a bag that stays on the wooden surface without touching the ground. Three points are awarded if the bag falls through the hole. It doesn't matter if this happens with a direct shot or if the bag is pushed through by another bag during the game.

The game in teams of two: Two cornhole boards are placed at a distance of eight metres between each other, as shown. Next to them are the throwing zones - in the same size of the cornhole boards. Each team receives four bags.



A game consists of several sets, which are in turn divided into rounds. During the first round, the players on team A take turns throwing a bag towards the opposite board. Afterwards, it is the turn of team B with one bag each.

Then team A again, and then team B. This ends the round and the points are determined and noted down. Afterwards, the teams change sides and the next round begins.

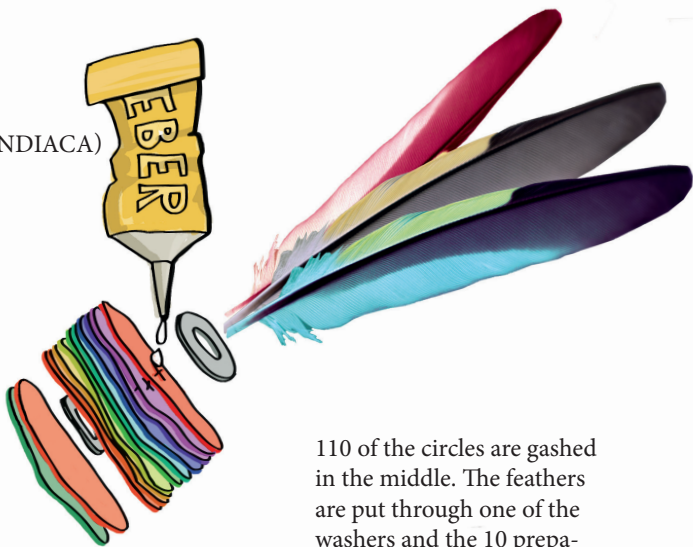
The team that scored the most points in the previous round will throw first. This continues until one team reaches 21 points and wins the set.

The game ends when one team has won two sets. If played in pairs, each player gets four bags. After the throw of each bag, it's the other player's turn, and so on.

## FEATHERBALL (JIANZI OR INDIACA)

Featherball is a game which originated in China over 2,000 years ago, where it is known as Jianzi. It is also known as Peteca in Portugal or Indiacaca in South America. When playing on the residential street, it has the advantage that it is soft and does not fly very fast.

Two teams throw the featherball over a net, string, or line with their hands and feet. If one team makes a mistake (for example when the featherball hits the ground in their own field or is shot out), the other team gets a point. The featherball can also be used when playing in a circle or by being thrown at a target.



To make a featherball yourself, you need:

- foam rubber in different colours
- 3-4 feathers
- 2 washers
- one cloth (12x12cm)
- a string
- scissors and glue

Cut 12 circles with a diameter of three centimetres from the foam rubber.

110 of the circles are gashed in the middle. The feathers are put through one of the washers and the 10 prepared circles are pulled over the quills and glued firmly. To balance the projectile, a second washer is now attached. The protruding quills are cut off at the end and then the last two foam rubber circles are glued on. Let it dry.

Put the dried result in the middle of the cloth upwards and tie them with the string.

## STREET MINI GOLF

You need:

- a small ball
- self-made rackets from an old broomstick and a piece of wood
- obstacles in form of books, cardboard, pots, bowls
- small buckets instead of the holes
- notepad and pencil
- a thick rope or bars

Mini golf can be played right outside the front door or on the pavement. For the golf club(s), a short piece of wood is screwed to an old broom handle. The game is played on tracks, to mirror a golf 'fairway'. You can use a rope or bars to create the track's frame.

There are various obstacles



on the tracks that have to be overcome: books, bowls, bridges, etc.

The task is to roll the ball into the hole – in this case the bucket – with as few strokes as possible.

The number of strokes the player needed is written down on a notepad.

Whoever manages to get the ball in its intended destination – the bucket – with the fewest strokes is the winner.

## SOCCER TENNIS

You need:

- street chalk
- a string
- a softball
- two pillars

Paint a field on the street using street chalk. Put the pillars up on both sides of the field at its midway point, directly opposite one another. Attach the string to them in such a way that it is taut at a height of about 20cm, to act as the "net". Throw or kick the softball over this string with your feet. It can be returned by the opposing player directly or after it has hit the ground once. If the ball goes out, cannot be returned, or does not go over the line, it is marked as a "fault". The winner is the one with the fewest faults.

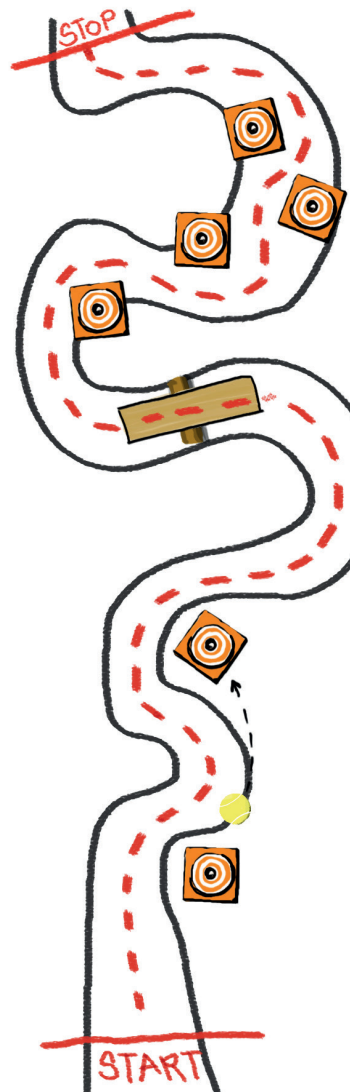




## Vehicle and motor skill games

### CHILDREN'S TRAFFIC PARK

This is how it's done: No game manual is necessary for children to learn the rules of the road! Children use street chalk to draw a course on the street together, including road markings, stop signs, roundabouts, and parking spaces. They then get used to conquering the marked roads and paths with their push-cars, tricycles, or scooters. Tip: if you include many right turns or a circle where you need to drive counterclockwise, it's a great way to practice right-hand driving (left turns and clockwise for left-hand driving).



## MINI-VEHICLE COURSE

Even the course preparation, during which you develop a route together, can be fun.

Paint a route onto the street with chalk. Don't be stingy with curves, narrow and wide parts, or circles.

Leave space for event stops in between, which can provide further activities.

You can come up with whatever you like, although here are some good ideas.

## THE BALL TRANSPORT

A small ball is placed on a table, a traffic cone, or a pillar. You have to pick it up as you drive past and throw it into a bucket after a certain distance.

## THE WIPE

A wide board is placed over a balancing beam. You ride your bike onto the board and down on the other side, over the beam.

## SLALOM DRIVING

With traffic cones or large cups, you can mark a slalom course. You have to do the slalom course without knocking over a cone or cup.

## TARGET BRAKE

Finally, you have to brake in such a way that you come to a stop right at a marked stop line.

If you are a bit more experienced, you can either count who has the fewest mistakes on the course or you can have a race against time.



## WATER CUP TRANSPORT

You need:

- 2 bicycles, scooters or push cars
- 4 buckets, 2 of which are filled with water
- 2 cups



Mark an approximately 30-metre-long route. Two or more groups have to transport water with their cycle/scooters/push cars from one bucket to the other using the cups, with the team members taking turns. After a certain amount of time the amount of water in the receiving bucket is checked.

The water can then be used to moisten the road to practice brake exercises.

“WHO LAUGHS LAST,  
LAUGHS BEST!”

In this cycle race, the last person to cross the finish line wins. Mark a course of about 20 metres.

All participants start side-by-side, and ride their bikes as slowly as possible. Whoever has to put their foot on the ground is eliminated.



## TIN CAN STILTS RACE

Here you could practice your dexterity and, if you have a bit of experience already, organise a tin can stilts race.

You need:

- 2 stable, but not too small empty cans
- a drill
- one fixed cord, approx. 4.5m

The cans are put up with the opened side facing down, as shown in the picture. Two holes are drilled directly below the bottom of the cans in such a way

that the holes are opposite one another. It is best to let an adult help you with this. Pull a strong cord through the holes and tie the ends together well. The cord, folded into half, should be long enough for you to easily grasp and tighten it with your arms stretched down. Put a foot on each can, grab the cord with your hands and the tin can stilts race can start.

A tin can stilts race can also include small obstacles, making it harder to keep your balance.



## Further information

### FGM

Forschungsgesellschaft Mobilität  
Austrian Mobility Research  
Schönaugasse 8a - 8010 Graz  
Tel.: +43 (0)316 8104510  
Mail: [office@fgm.at](mailto:office@fgm.at)  
[www.fgm.at](http://www.fgm.at)

FGM sets impulses for choosing gentler and safer forms of mobility in everyday life and offers positive incentives for walking, cycling, and the use of public transport.

### Fratz Graz

Werkstatt für Spiel(t)räume  
Karmeliterplatz 2 - 8010 Graz  
Tel.: +43 (0)316 90370-150  
Mail: [office@fratz-graz.at](mailto:office@fratz-graz.at)  
[www.fratz-graz.at](http://www.fratz-graz.at)

The association Fratz Graz is committed to the creation, improvement, and preservation of child- and youth-friendly play and living spaces in Styria, Austria. This is achieved by creating extraordinary opportunities for play in playgrounds, streets, schoolyards, and on housing estates, as well as by developing new leisure and cultural educational projects.



# METAMORPHOSIS

Metamorphosis is about transforming urban neighbourhoods with a focus on children. The project starts from the premise that when a neighbourhood has many children in its public spaces, this is a major indicator that it is well designed as a sustainable neighbourhood for people. The word sustainability itself is already inseparably combined with children as it implies being “designed for the next generation”.

Children can help to develop positive emotions for their neighbourhood (and this is a key issue, as behaviour and decisions are mostly determined by emotions, and only to a much lesser degree by rational arguments such as cost/benefit).

Thus:

- children can easily find a direct way to their parent's hearts; and
- to be against children's needs and demands isn't socially well accepted.

The aim of the project is to create child-friendly places to change the mobility behaviour of citizens and to increase the quality of life in seven European partner cities (and other similar cities who wish to follow) during and after the project's lifetime.



[www.metamorphosis-project.eu](http://www.metamorphosis-project.eu)



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[Childfriendly cities - METAMORPHOSIS](#)





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