

# Snapshot of active travel



Ages: 8+



Time: 90 mins (part 1), 60 mins (part 2)

## Purpose:

To explore the barriers to active travel in your community.

## Youth work outcomes:

**Outcome 4:** Young people participate safely and effectively in groups

**Outcome 5:** Young people consider risk, make reasoned decisions and take control

**Outcome 6:** Young people express their voice and demonstrate social commitment

**Outcome 7:** Young people broaden their perspectives through new experiences and thinking

## Sustainable development goals:



## How it works:

### In person:

Photo-taking equipment (cameras, mobile phones).

### Online:

Use Google Streetview or other images of your local area instead of taking photos in real time.

### Description:

#### Part 1

Lead a discussion on what active travel means to the group. Some information to support the discussion:

- 50% of all driven journeys in Scotland are less than 5km
- 26% of all driven journeys in Scotland are less than 2km (Source: Paths for All)
- Travelling by bus or train emits about 150g CO<sub>2</sub>e (Carbon Dioxide equivalents) per mile.
- Travelling by car emits about 404g CO<sub>2</sub>e on average. (Source: Berners-Lee 'How Bad are Bananas?')

# Snapshot of active travel

In groups, young people take photos in their local area of the barriers (e.g. busy roads, no cycle paths, no bike racks, limited public transport etc) and enablers (e.g. pedestrianised areas, well-maintained pathways, accessible public transport etc) to active travel.

Come back together as a group. Show your photos and discuss the barriers and enablers you found.

In groups design an integrated active travel system for your community. Using maps of your community look at what changes you could make to better connect people to key services such as shops, health centres, schools, etc. using paths, cycle paths and public transport. Where would you put the additional infrastructure needed such as bike racks, bus stops, etc? How will you also account for all other road users and their transport needs?

## Part 2

Using creative methods, come up with ways that active travel could be supported in your community. You could use collage, 3D modelling, drawing, poetry or even write a song!

Are essential services beyond walking distance for many? Does there need to be a reduction in speed limits? Would more secure bicycle storage encourage cycle journeys?

### Discussion questions:

- What are the benefits of active travel for individuals, the community and the environment?
- How would cities and towns designed for active travel, rather than car journeys, look different?
- Who's responsible for increasing active travel?
- Which change would be the most impactful in increasing active travel?

### Next steps

Use your photo exhibition and creative ideas to show your local decision makers what should change in your community to make active travel more accessible to young people.

Challenge yourself to an active travel day per week. Walk to youth work Wednesday or take the bus Tuesdays maybe.