

**Our Minecraft Journey – Promoting safety
Engagement for the most vulnerable**



**TRANSPORT
FOR LONDON**

EVERY JOURNEY MATTERS

Minecraft and Streetworks, Why?

Introduction

London is a bustling city.

Home to an estimated 9 million people, 12 percent of London's population is between the ages of 5- 15, attending over 2000 primary and secondary schools. Data suggests that most children in London, 8 in 10, do not reach the recommended minimum of one hour of physical activity a day.

Encouraging young Londoners to travel sustainably, actively, and safely has never been so important, particularly when navigating roadworks, with their numbers increasing each year. Building in active travel into daily routines, improves a child's wellbeing, reduces traffic congestion, improves road safety and provides cleaner air.

There are already conventional learning programmes delivered by schools to educate children on the principles of active travel for everyday journeys. However, knowing what to do when those regular journeys are disrupted due to road interventions is not covered in depth. Children are one of the most vulnerable road users, with safety concerns expressed frequently by parents regarding children outside schools.

Education through game play can improve the knowledge and skill of a child, due to the increased engagement and enthusiasm observed with this approach. This medium enables children to experience real world situations, in a safe environment, to understand more aspects of road safety, converting and storing this newly found knowledge to memory.

With annual mains replacement programmes increasingly being required within the vicinity of schools, it is no longer feasible to undertake them during holiday periods and/or school holidays. Cadent, supported by Skewb Climate set out to take a different approach to stakeholder engagement and develop a Minecraft game aimed at school children, to increase their awareness of road/street works and how to navigate them safely.

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TfL Lane Rental Scheme



Minecraft and Streetworks, Why?



Educating Children around ED&I

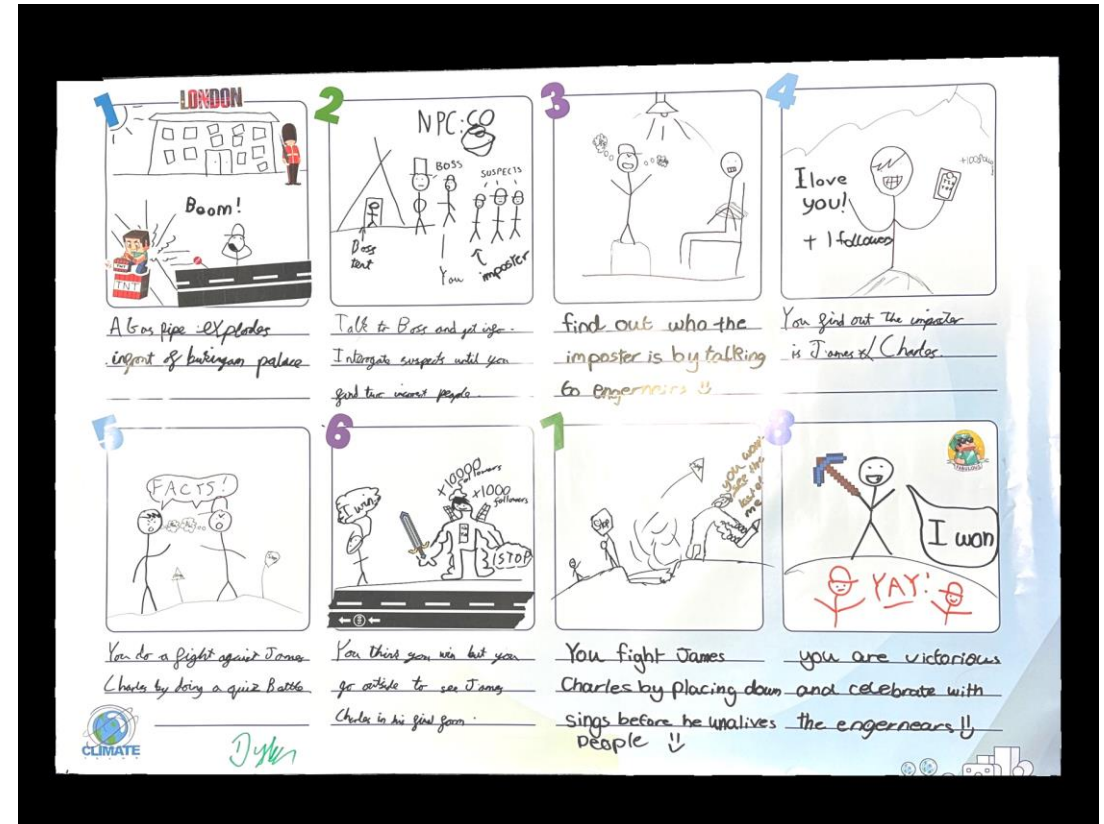
It was important that we had a game that could be used by all. As part of our drive for an inclusive industry we ensured that we included.

- Female Engineers on site, to promote STEM and opportunities within the industry.
- Characters with Site loss- Part of this game included building a walkway for a student who is Blind
- Characters who use a wheelchair- We have added in this character to make children more aware that not all people can pass around sites quickly and may need assistance

I'm sure my council colleagues are now thinking how about giving this game to some of our operatives to teach them !!



Our Amazing Game Designers



Children's event - London storyboard results

After the various learning discussions and game play we facilitated with stickers and pens to a session for children to create their own game ideas!

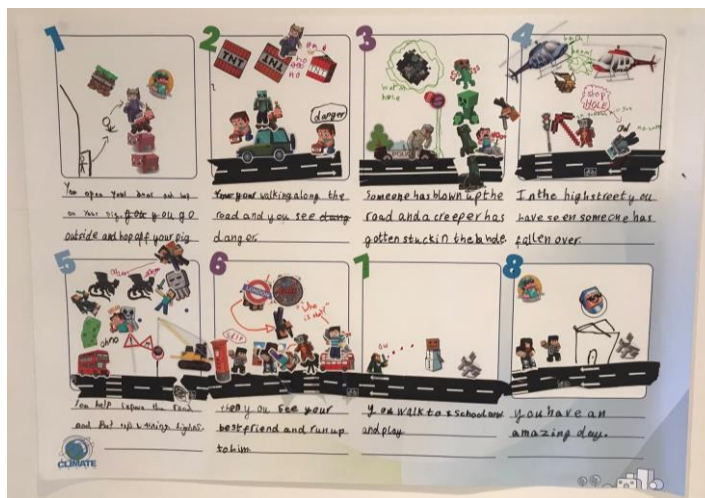
Group A



1. The player is walking along the roadside and they accidentally fall into a hole in the road. There was no signage warning them!
2. They land in the sewers and notice other things that have fallen through the hole, such as cars, old signage, and more.
3. The player makes their way through the sewers by completing a parkour task.
4. They hear a sound... who could it be?

5. They follow the sound and find an engineer working. The engineer offers to help.
6. The engineer teaches the player all about Streetworks and provides them with various signage and barriers to use.
7. The players exit the sewers and place the correct signage around the hole using the knowledge they've gained from the engineer.
8. The road is now safe for public use and the player is rewarded with points and cool items

Group B



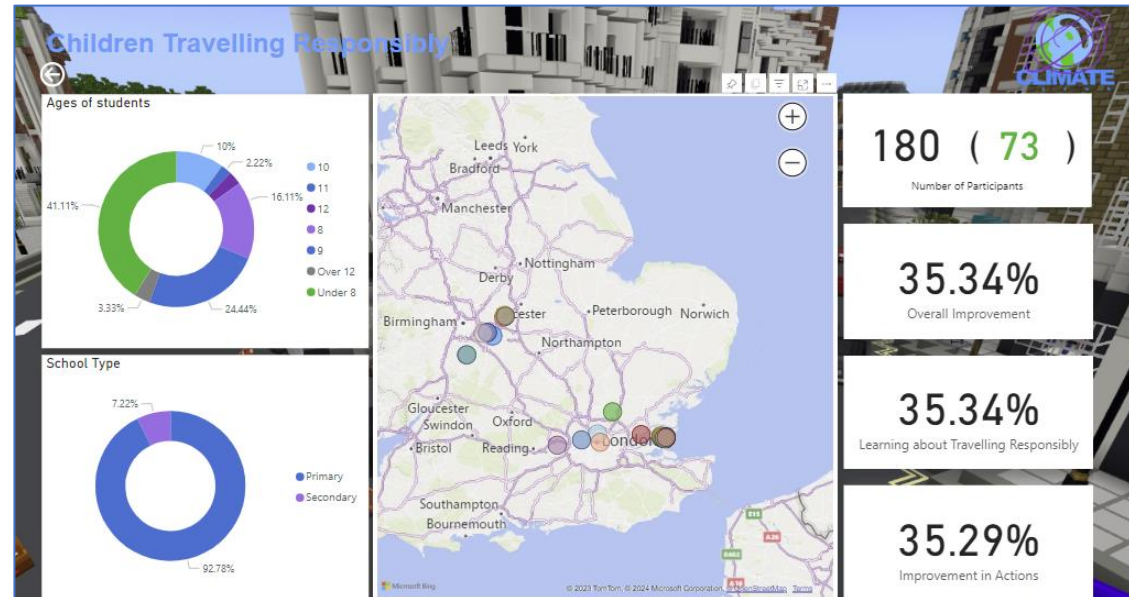
1. The player leaves their house to make their way to school.
2. On the way to school, the player notices some danger in the road!
3. The road has been damaged and there is a hole in it. It looks like it was done by a creeper. (A creeper is a Minecraft monster that will self-destruct when near players)
4. The player notices a pedestrian has been injured decides to help them. They ask the player to make the road safe again so no one else can get hurt.

5. The player learns about Streetworks so they will be able to place the correct signage.
6. The player places the correct signage around the damaged road to make it safe for public use.
7. The player continues on their walk to school and see their best friend. They tell them all about the stuff they have learned around Streetworks.
8. And they have an amazing day at school!

First trial rollout at Richmond school

First rollout took place on Monday 15th of January.

- We presented to 360 children over two school assemblies!
- The enthusiasm from our team and the children was outstanding.
- Miss Money Penny Headteacher commented, "I am so pleased our school was chosen to launch the educational Minecraft game. It's definitely a different way to engage children in safety around roadworks. Our pupils were very excited to try the game as soon as possible and had lots of questions form Cadent."
- This was a pilot session which has resulted in a whopping 180 children engagement and an 35% increase in learning about travelling responsibility around StreetWorks.
- The successful pilot set the example for the rest of replacement programme engagement around 179 schools, covering more than 44,000 children over the regulatory period.



First trial rollout at Richmond school



Cadent

Minecraft - Inspiring Children to travel responsibly

Come and Play!

An amazing Minecraft game has been created especially for you!

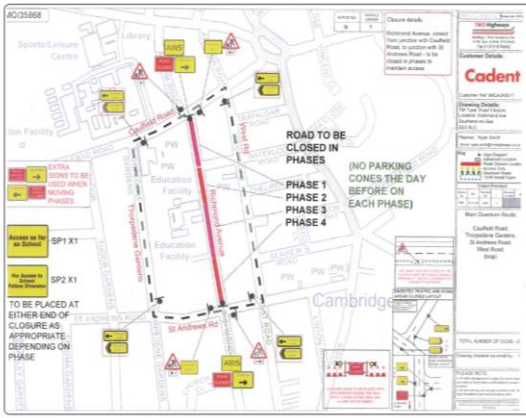
It will teach you about safely travelling on the roads and around roadworks.

Cadent is replacing the gas pipes in your area, so why not have a play on the game and see how you fair on the roads?

Scan the QR code to play



Richmond Avenue will be closed to cars from Monday 22nd January 2024



PERFORMANCE TABLES

POLICIES

PUPIL PREMIUM

SAFEGUARDING

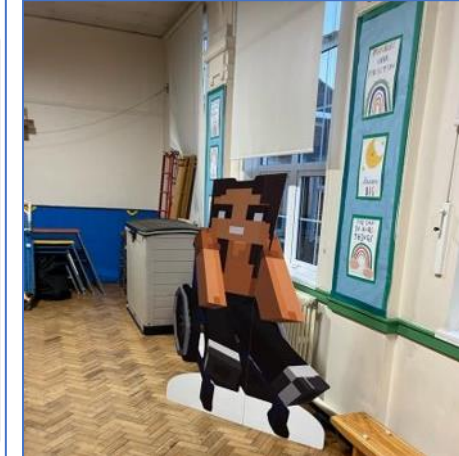
SECAT

SEND

SPORTS PREMIUM

VACANCIES


RICHMOND AVENUE - GAS WORKS SPRING 2024

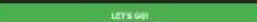


The process to access the game via Cadent game store

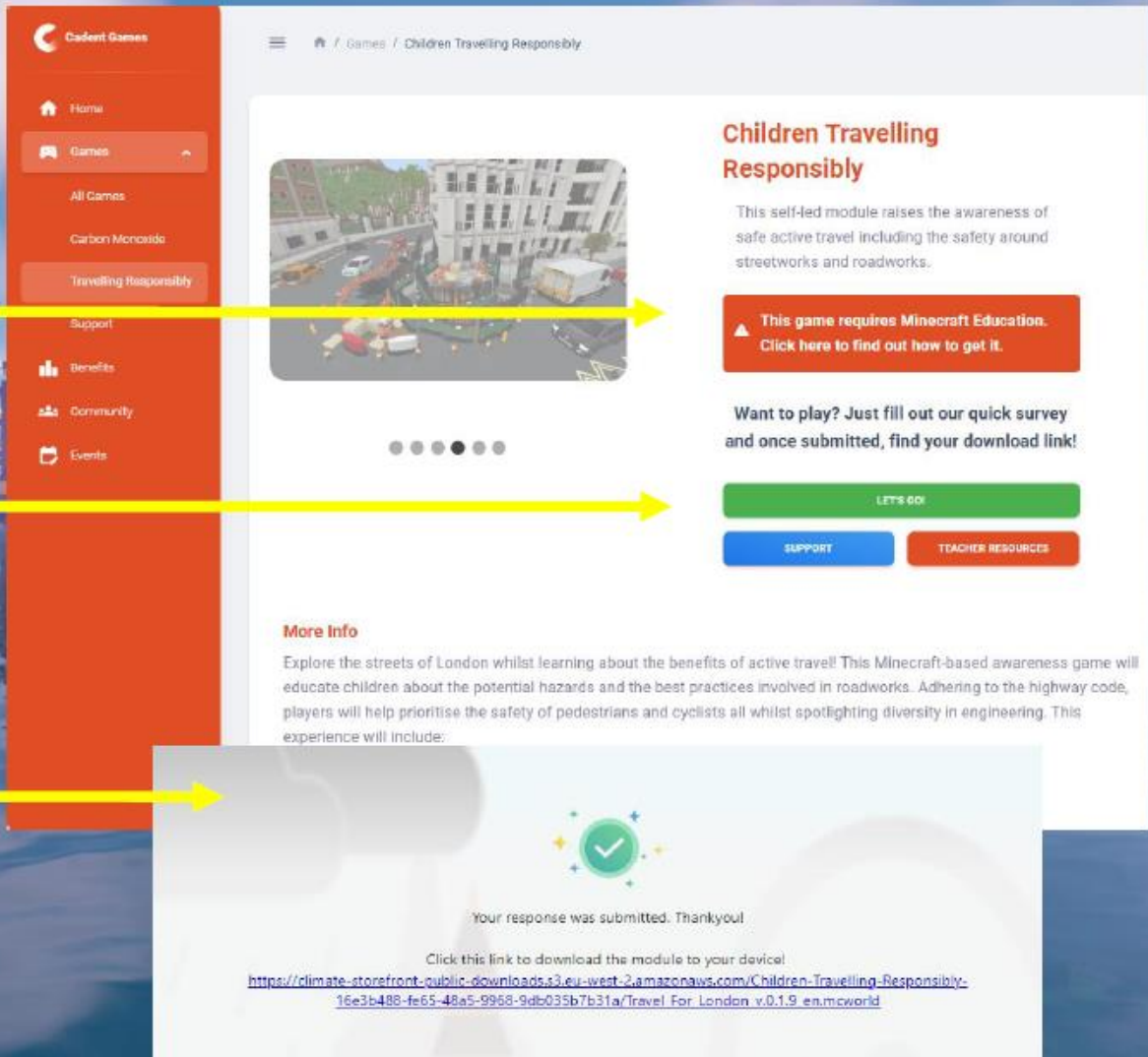
Store Steps

Please follow these 3 simple steps

Step 1  This game requires Minecraft Education. [Click here to find out how to get it.](#)
Download 'Minecraft Education' from Microsoft. You get 10 free logins.


Step 2
Press Let's Go button  and complete the MSForm.

Step 3
On the MS form 'Thank You' page, click the link to download module file onto your device.



Children Travelling Responsibly

This self-led module raises the awareness of safe active travel including the safety around streetworks and roadworks.


 This game requires Minecraft Education. [Click here to find out how to get it.](#)

Want to play? Just fill out our quick survey and once submitted, find your download link!

[LET'S GO!](#) [SUPPORT](#) [TEACHER RESOURCES](#)

More Info

Explore the streets of London whilst learning about the benefits of active travel! This Minecraft-based awareness game will educate children about the potential hazards and the best practices involved in roadworks. Adhering to the highway code, players will help prioritise the safety of pedestrians and cyclists all whilst spotlighting diversity in engineering. This experience will include:


Your response was submitted. Thankyou!

Click this link to download the module to your device:
https://climate-storefront-public-downloads.s3.eu-west-2.amazonaws.com/Children-Travelling-Responsibly-16e3b488-fe65-48a5-9968-9db035b7b31a/Travel For London v.0.1.9_en.mcworld

Ideas for children engagement delivery

There is an opportunity to build school engagement through current TfL engagement channels.

Opportunities

- To roll out access through the Travel for Life school network.
- Promote module to children and families who visit the London Transport Museum.

Benefits

- Increased awareness around Street works/Highways works in regard to Safety, which dovetails with TfLs drive to reduce the number of incidents arising from Street works/Highway works.
- Better understanding of why utilities undertake work and the importance of stakeholder collaboration.
- Interest in STEM subjects. Engagement with the next generation of engineers, thus increasing the level of engagement and recruitment within this sector, as there is an inherent risk around age profile.
- Increased awareness about benefits of Active travel including climate change reduction & improvement to child's health and wellbeing
- Learning about how demographics will be affected in different ways i.e., wheelchair user, blindness, elderly & young, etc.
- Adults learn through children.

Q&A

A time for any questions

