



Adapting the Future City Experience for Younger Learners (Grades 1–3)

The Future City Experience can be easily adapted for younger students by focusing on creativity, exploration, and confidence-building—rather than detailed outputs. At this age, the goal is not a polished final model, but helping students begin to think like problem-solvers.

1. Start with Ideas (Keep it Simple)

Begin with open-ended questions to spark curiosity:

- What do people need in a city?
- How can we help the Earth?

Encourage students to **draw, talk, and share** their ideas. There’s no need for formal writing—verbal discussion and visual expression are more than enough at this stage.

2. Build Confidence Through “Try-It” Activities

Before introducing the concept of a full city, give students time to explore building in a low-pressure way.

Simple challenges might include:

- Building the tallest tower (using blocks, cups, or straws)
- Creating a house (with LEGO or recycled materials)
- Designing something that moves (even very simple mechanisms)

This step is key—it helps students develop confidence, creativity, and a willingness to try.

3. Create a Simple Class City

Once students are comfortable, bring everything together by building a **whole-class city model**.





You might include:

- A cardboard or paper base with roads drawn in
- Buildings made from boxes, cups, or LEGO
- Parks and green spaces using paper, clay, or found materials

Guide the activity with prompts like:

- Where do people live?
 - Where do people play?
 - How does your city help the Earth?
-

Tips for Success with Younger Students

- Keep activities short (30–45 minutes works well)
- Focus on discussion rather than writing
- Don't worry about perfection—process matters most
- Let students explain ideas in their own words

Success at this level sounds like students saying:

“This helps people because...”

“This helps the Earth because...”

Curriculum Connections

This approach integrates naturally into existing classroom learning:

- **Science:** materials, structures, and simple problem-solving
- **Language Arts:** speaking, listening, and sharing ideas
- **Social Studies:** understanding communities and how they function

It can be incorporated seamlessly without feeling like an “extra” activity.





Big Picture

For Grades 1–3, the Future City Experience is about:

- Exploring ideas
- Building confidence
- Developing early problem-solving skills

—not creating a highly detailed or polished final product.

Below, you'll find a real classroom example from a Grade 3 class, shared as **inspiration—not expectation**. As highlighted in their journey, the true value lies in the process: brainstorming, building, testing, and improving.



Our Future City Challenge Journey

**Robert Little PS
Acton, ON**



Our Journey

- **Engineer Meeting with the class**
- **Learning about:**
 - **Zero waste**
 - **Circular economy**
 - **Climate change**
 - **Design challenge questions**
- **Generating Ideas**
- **First drawing**
- **Electronic Layout Draft #1**
- **3D Model Ideas**
- **Tower Building Activity**
- **Lego Structure Activity**
- **Straw Tower Activity**
- **Engineer Visit #2**
- **Updated Electronic Layout Draft #2**
- **Built our Model**
- **Moving Part**
- **Slideshow for the presentation**

How it will HAPPEN

Start reusing stuff

Growing more stuff

Buying more bikes for people

~~Start buying less~~

Start adding plants on top of houses when being build

or don't have pollution

Start making more solar panels

Start walking more

By getting rid of factories

or build houses with them in close

~~use less electric~~

Start inventing tower gardens without plugs

STOP USING devices all day

By Recycling

By Planting more trees

every body get recycle and compost bins

Build more park

By building more wind mills

Ideas ^{more green bins} every Body Has to Have a Bike

NO GARBAGE

Compost
recycle
Bins

Reuse

Less Home's



Or using
Hydro

More riding Bikes
and walking

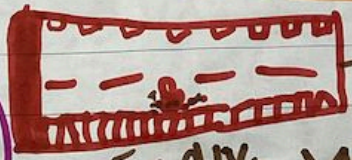
Less Gas

a charless bus mg

Solar Panels

More tower gardens with less plugs

wind mills



an dlye way

Less trees

Less Electric

not a lot of houses or nature

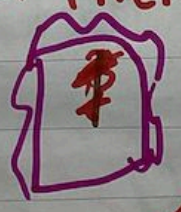
Less factories

Garden on top of roof

Hydro

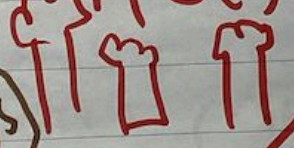
Less waste

Home's with plots all over them



Less Pollution

More trees



Less smoke from buildings

More Park's

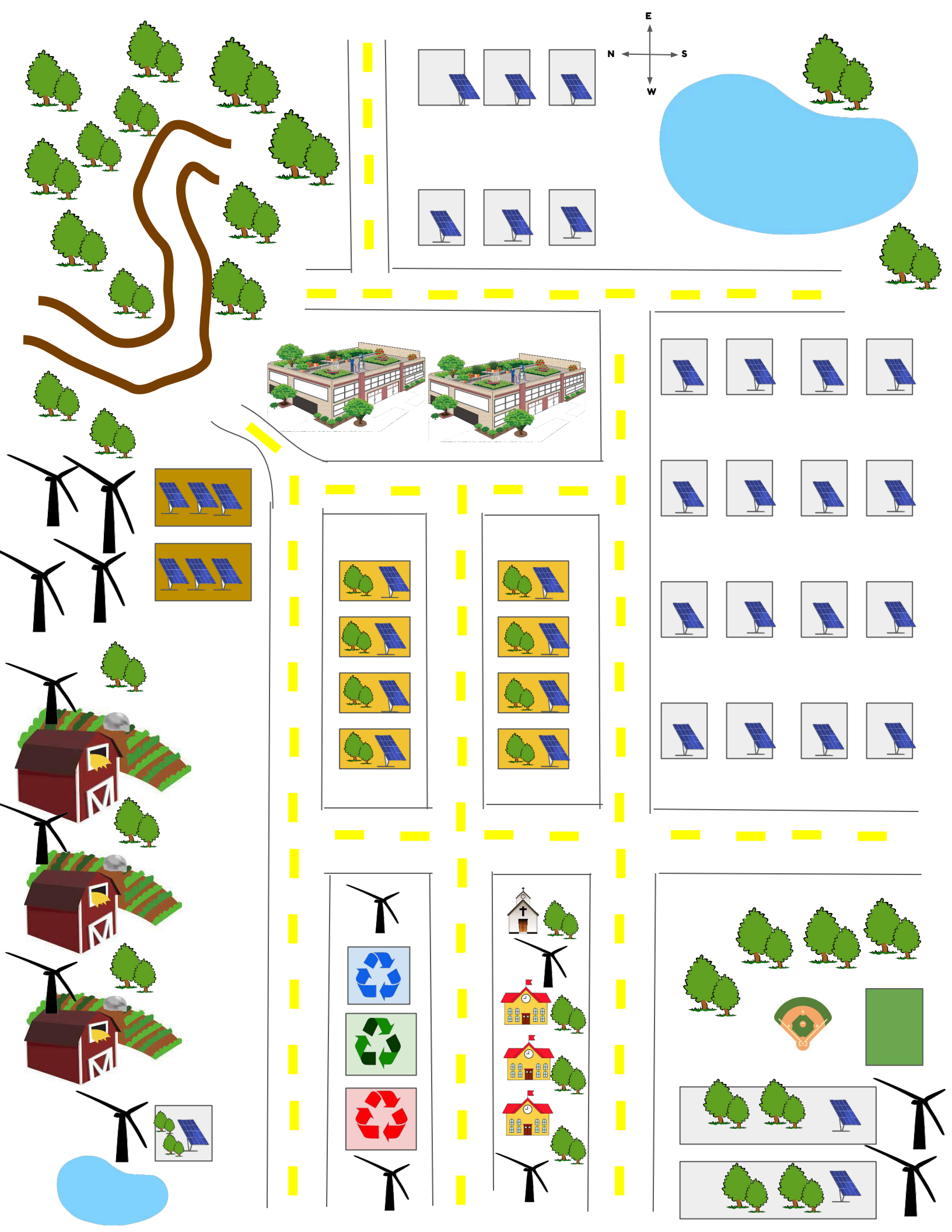
Paper Draft #1



Future City Plans

- Future City - Farming city/town
- All buildings, residential and commercial are required to have and are built with solar panels, a garden wall, water barrel, compost bin
- Financial incentives for biking
- Cars only use biofuel or are electric
- Indoor compost and recycle bins have labels to indicate what can be put in each of them
- Financial incentives for home gardens outside and indoor hydroponic gardens

**Electronic
Layout
Draft #1**

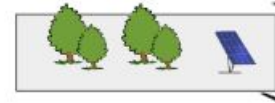


Future City Legend

Factory



Recreation



Emergency Services (Hospital, Fire, Ambulance, Doctors)



Stores/Restaurants



Water Treatment Plant



Residential Housing



Recycling Plant



Compost Plant



Clothing Recycle Plant



Church



Schools



Solar Panels



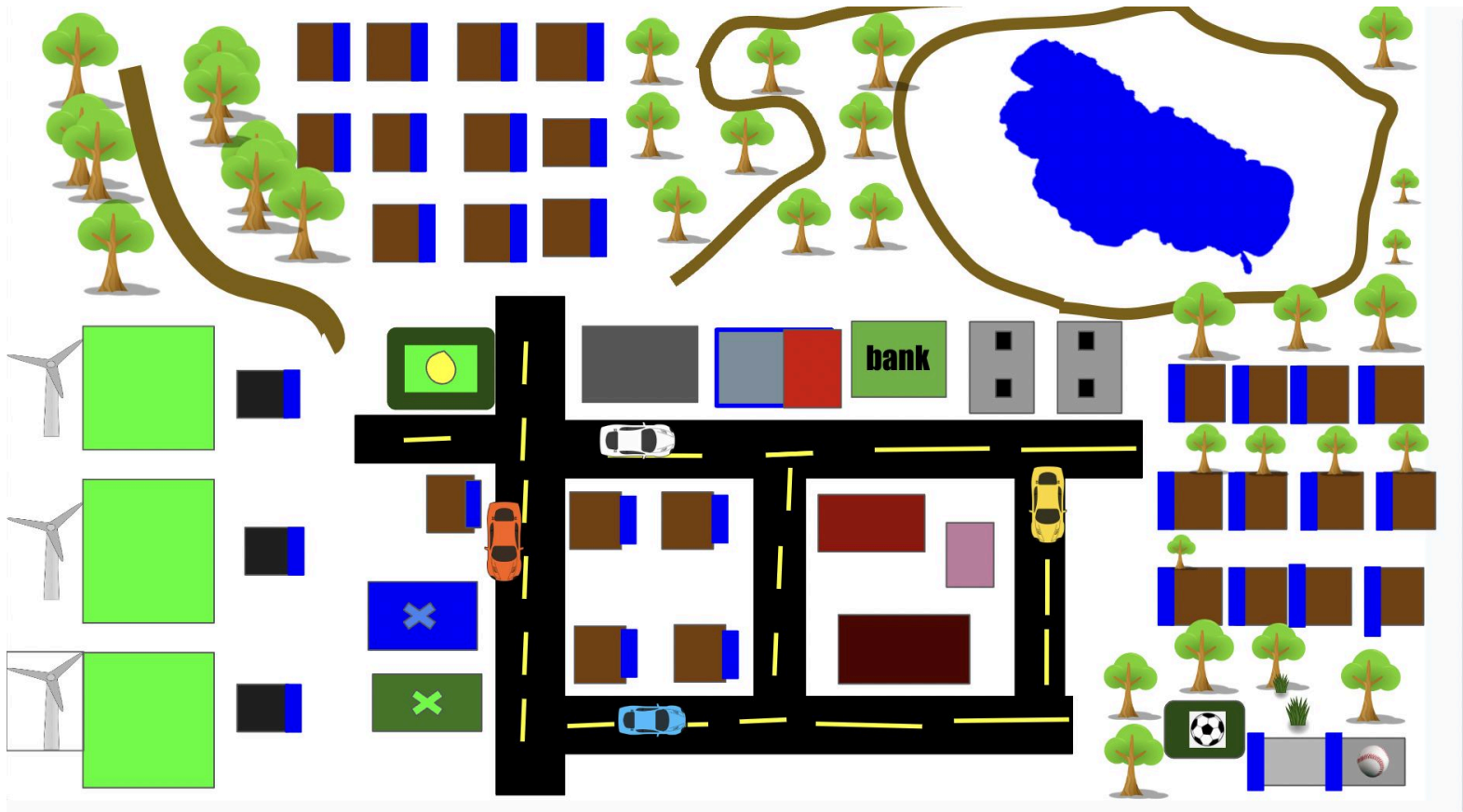
Windmills



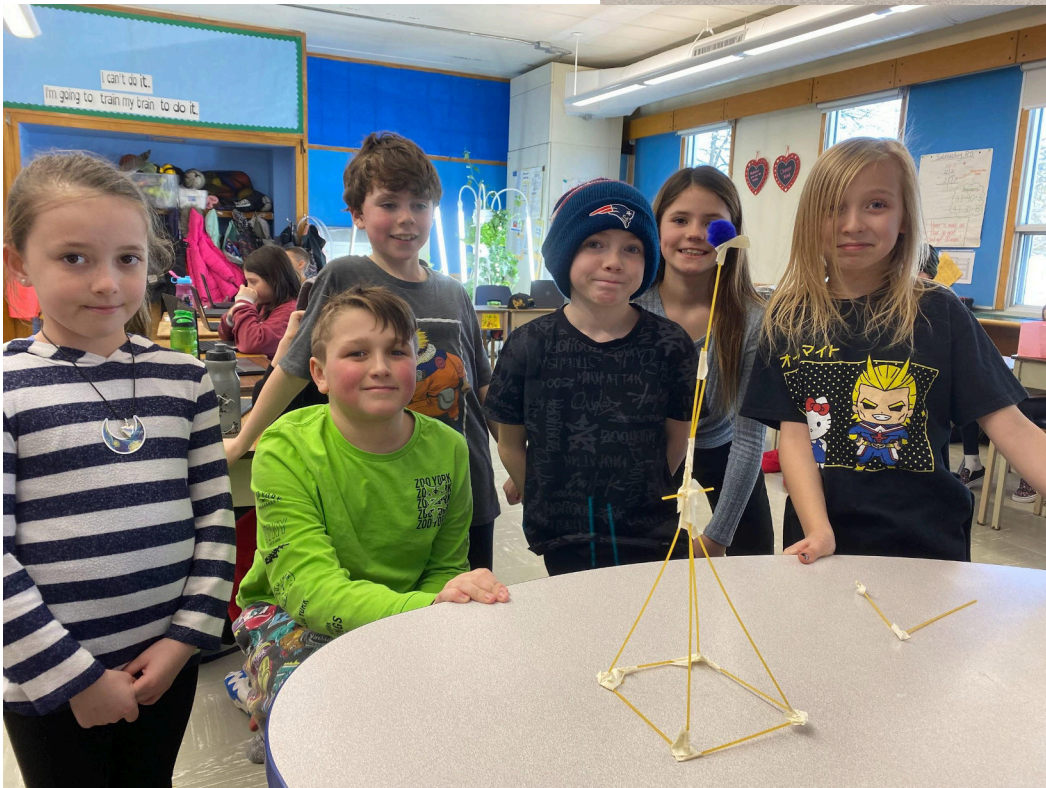
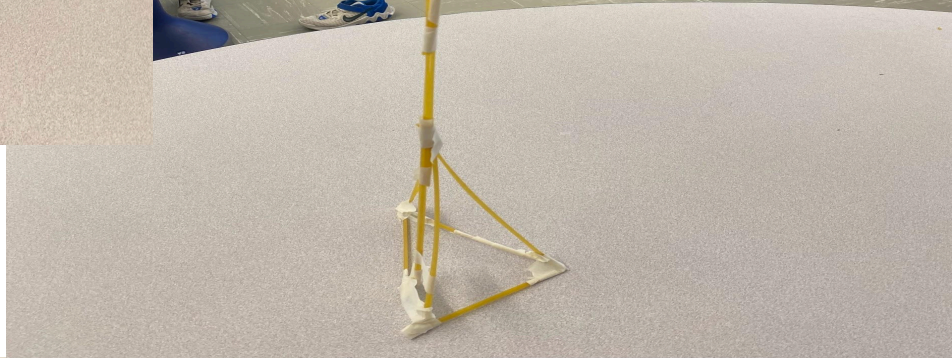
How to Make our Model 3D Brainstorm

- **Individual egg carton houses painted**
- **Toothpick wind mills**
- **Painted cardboard for lake, roads, trails, baseball field, soccer field**
- **Lego stores, buildings**
- **Trees??**
- **Solar panels??**
- **BIO use ??**

Some very excited students made their own future city layouts...



Tower Building Challenge

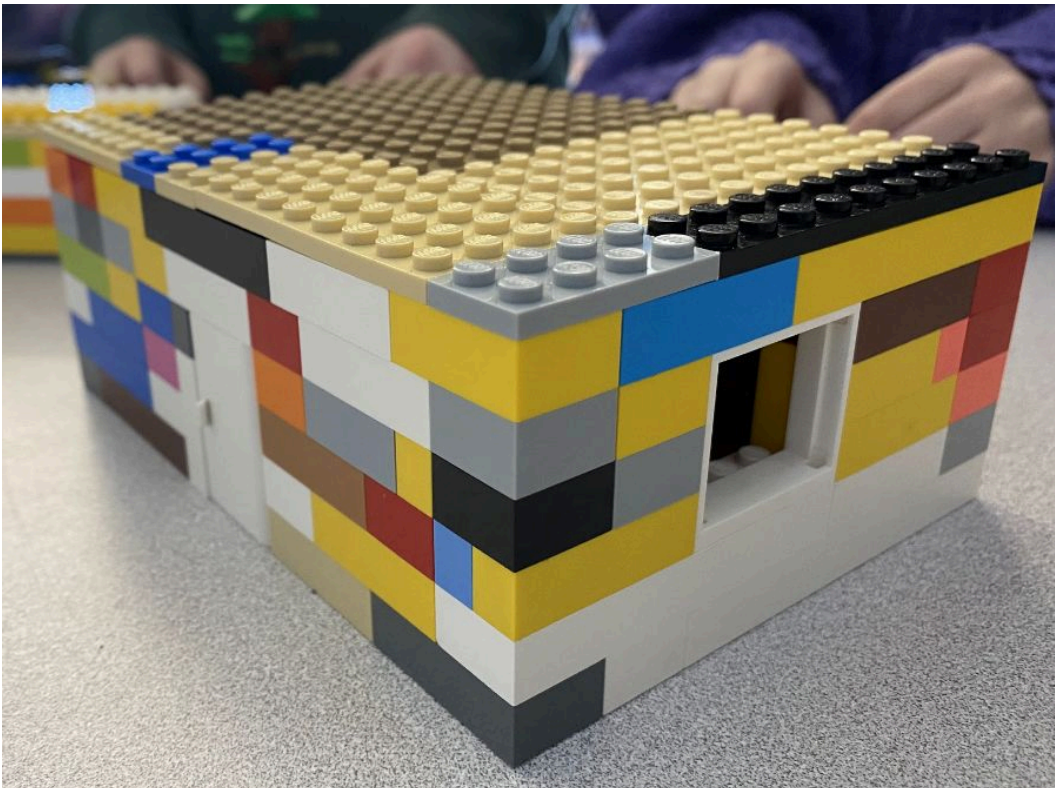


Reflecting on the Tower Challenge

Structure Reflection:
 Something that worked well.
 Something that you could improve on.

<p>Stable with triangular prism</p>	<p>we were gental with it</p>	<p>I think my groups triangles were good</p>	<p>buliding higher and dont take it apart</p>	<p>being more carefull with the peses and made it taller</p>	<p>that owr tap wan out.</p>	
<p>the triangle. at the bottem.</p>	<p>triangles are good</p>	<p>the triangles were good but we were have hard time because of the spegetti because it kept breaking</p>	<p>we could of made it taller and sturdyer</p>	<p>something that we can improve on is agree on things</p>	<p>We could have made it taller.</p>	
<p>It has a good foundation to build on and give it stability.</p>	<p>the touer</p>	<p>making noodle not brake</p>	<p>we could make it more bigger</p>	<p>be gentle and dont cut them all</p>	<p>being more gentel</p>	
			<p>being more gentle and having more of a plan of what were doing</p>	<p>making it more stable</p>	<p>I think they should improve on making it bigger</p>	
				<p>we can work on making it more stable like adding more spagety</p>	<p>making it staying straet</p>	<p>Could improve the top to make it flat with less tape so the pompom would not fall off.</p>
					<p>the tiall</p>	<p>making it have the pompom on it</p>

Lego Structure Challenge



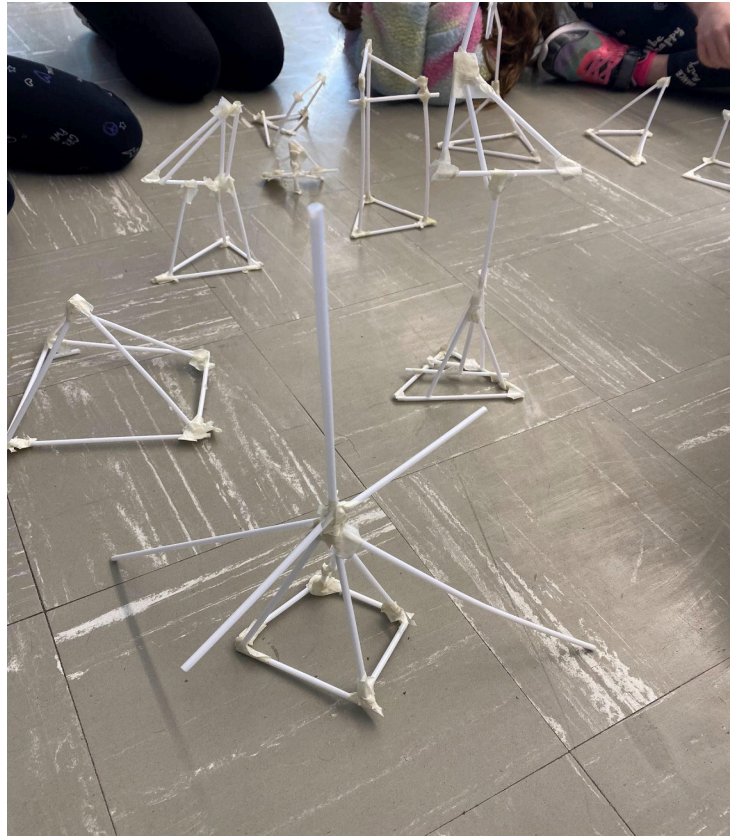
Reflecting on the Lego Structure Challenge

Lego Structure Building Challenge Reflections:
 Things that worked well with our structure...
 Things we could have done better at...

Our structure looked like a structure because we had good materials	thens that whent well whef my grupe is. that is are gupe is relly good at buliden whef lego.	everything went well but the walls went the best
It was freestanding and it had a door.	the walls	thens that we can do pentr is. that is we good do petre whef ontre staenden whef are grupe.
i think that we all try to listen	i think we did way better than before because we had better matriels	we made are roof
maybe the we needed a better piece for a door	the structrue looks better then the time because the spehgetti kept breaking	we had some promblems whith it falling but we did it because you can do anything if you put your mind to it

we need to do the roof better	Trying to connect it and do it faster	Our structure need a roof
we did not finish the walls	we could of made it taller and cooler	we did not finish the roof
we could, ev got more decorations	we did the walls good but we needed to do make a door and do the roof better	doing the roof and making it go together on some of the sides
I think we could had made the house bigger	more deckracon	

Straw Tower Building



Engineer Visit March 22nd

Iyyad - Industrial Engineer

Abigail - Civil Transportation Engineer

Janelle - Agricultural Engineer

What do engineers do?

Engineers solve problems and build things. They brainstorm ideas with no judgement. If humans needs shelter then an engineer will design a home. When people need to get places quickly and safety, then an engineer designs roads, sensors for stop lights, vehicles.

Presentation Due May 1

Thoughts about our Waste Free Future City

- Need building material repurposing plant
- Public transportation (access)
- Electric vehicles, charging stations
- Do the grocery stores, schools need to be moved for greater access
- Walk ways, bike paths
- Food waste - animal waste
- Biofuel for organic waste - making into energy
- If we find more waste - then solve it, invent it, such as cars with solar panels or small windmills on cars
- Less houses, add apartments
- Bulk food purchases, bring their own margs, no packaging,
- Hello Fresh food delivery
- Solar panel phones
- Eco drive - solar charging devices

Thoughts about our Model

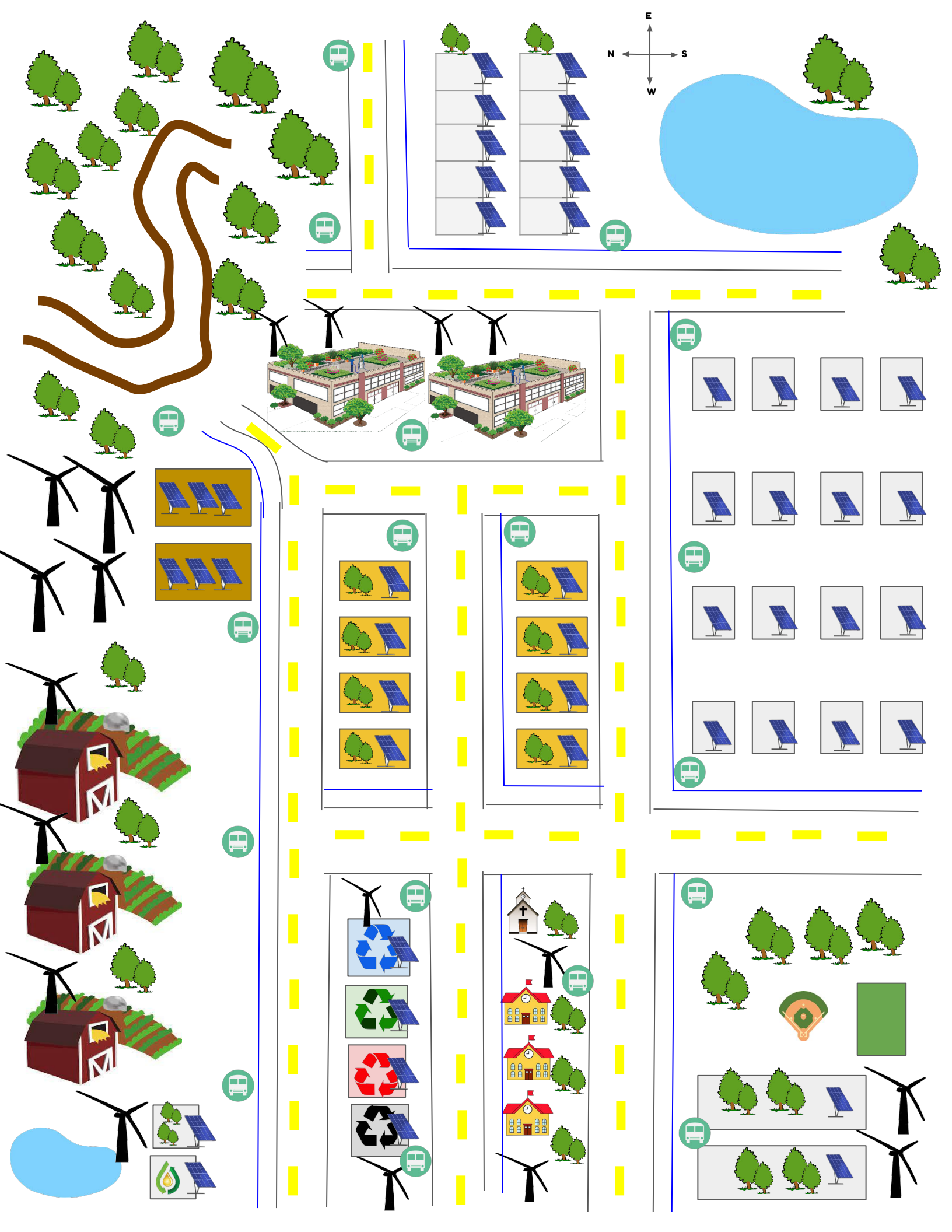
- Do not attach items so that we can move them
- Small blocks for recycle, repurposing for homes
- Clothes pins or wood pieces cut for trees, green playdoo for top of trees
- Green tissue paper for rooftop gardens
- Solar panel with popsicle sticks painted blue and glued together, blue construction paper
- Cut up water bottles for buildings
- Cut up cream containers for buildings
- Be prepared to have explanation of why things were made the way they are

What to use as a moving model?

How to make a [moving](#) model?

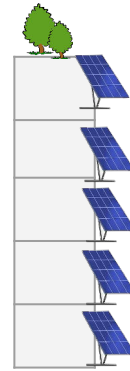
- [Wind turbine](#)
- [Windmill](#)
- Farm [windmill](#)
- [Plastic bottle windmill](#)
- [Water mill](#)
- [Plastic windmill](#)

**Electronic
Layout
Draft #2**



Updated Future City Legend

Apartment Building



Building Material Repurposing Plant



Bike & Walking Paths



Public Transportation Stop



Biofuel Plant



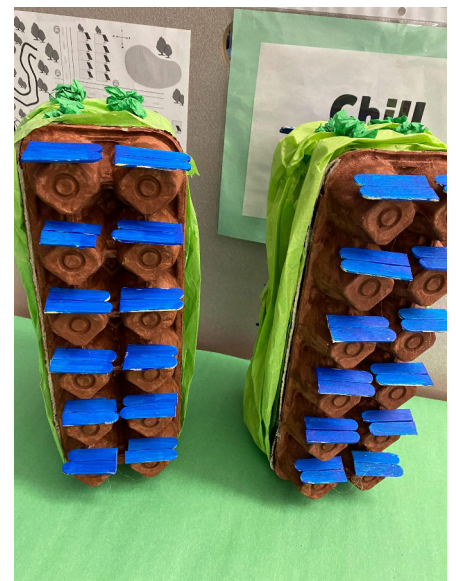
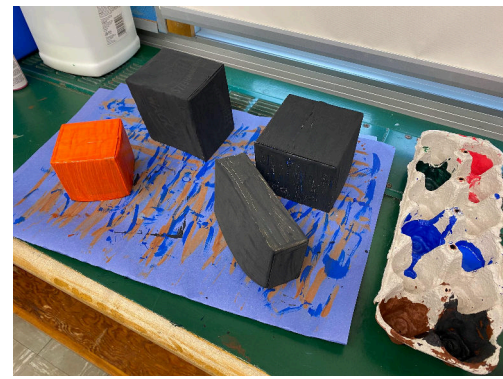
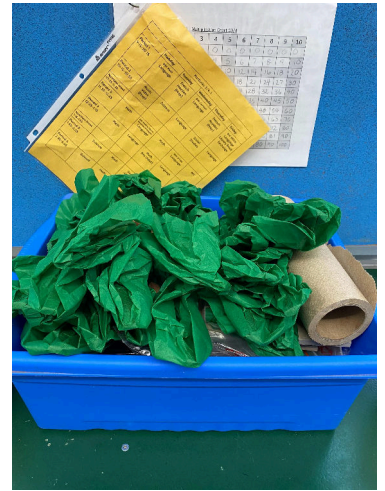
EV Charging Stations

Building the Model















Finished Model



Moving Part

Click on Image Below



Our Future City Submission

Full Model



**Robert Little PS
Future City: Acton**

**Our city is a small
farming city in a warm,
windy climate.**

Residential Zone



Detached Homes Neighbourhood

It is important for professional engineers to know about the science of the mechanisms and safety in our residential zone in many areas including:

- low flow taps
- compostable toilets
- green roofs
- renewable energy
- compost bins & recycle bins
- net zero waste homes
- solar panels on all homes and apartment balconies
- apartment side gardens
- proximity to groceries
- proximity to transportation
- outdoor compost

Apartment Buildings



Townhouses

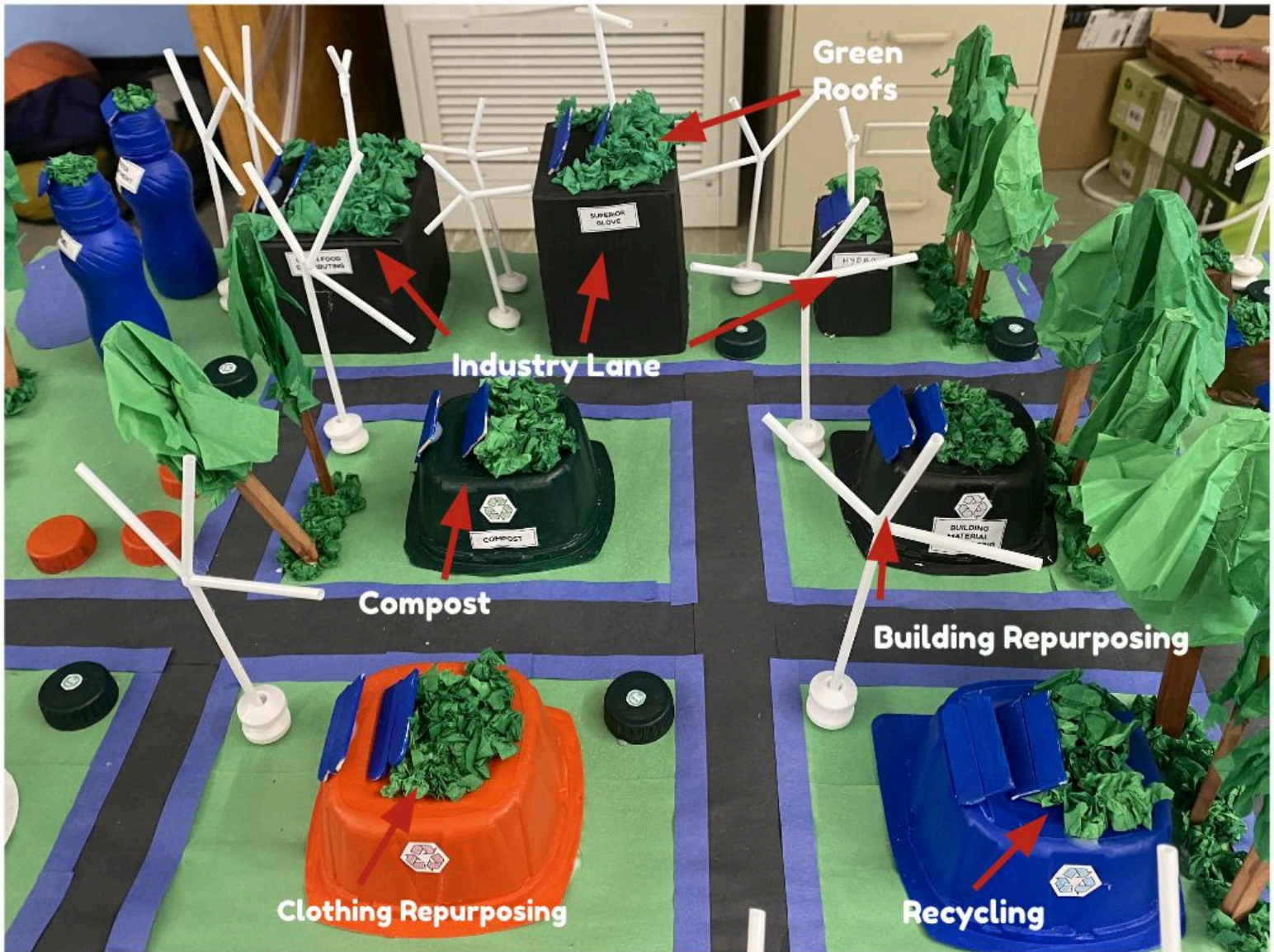
Commercial Zone



It is important for the professional engineers to know about the science of the mechanisms and safety in our commercial zone in the following areas:

- reusable packaging
- paper bags
- donation bins
- building light sensors
- cooler and freezer sensors for lighting
- clean energy
- low flow taps
- Bring Your Own (BYO) bags
- grocery stores location in the the strip for proximity to residential areas
- solar panels, green roofs, wind energy
- access to public transportation

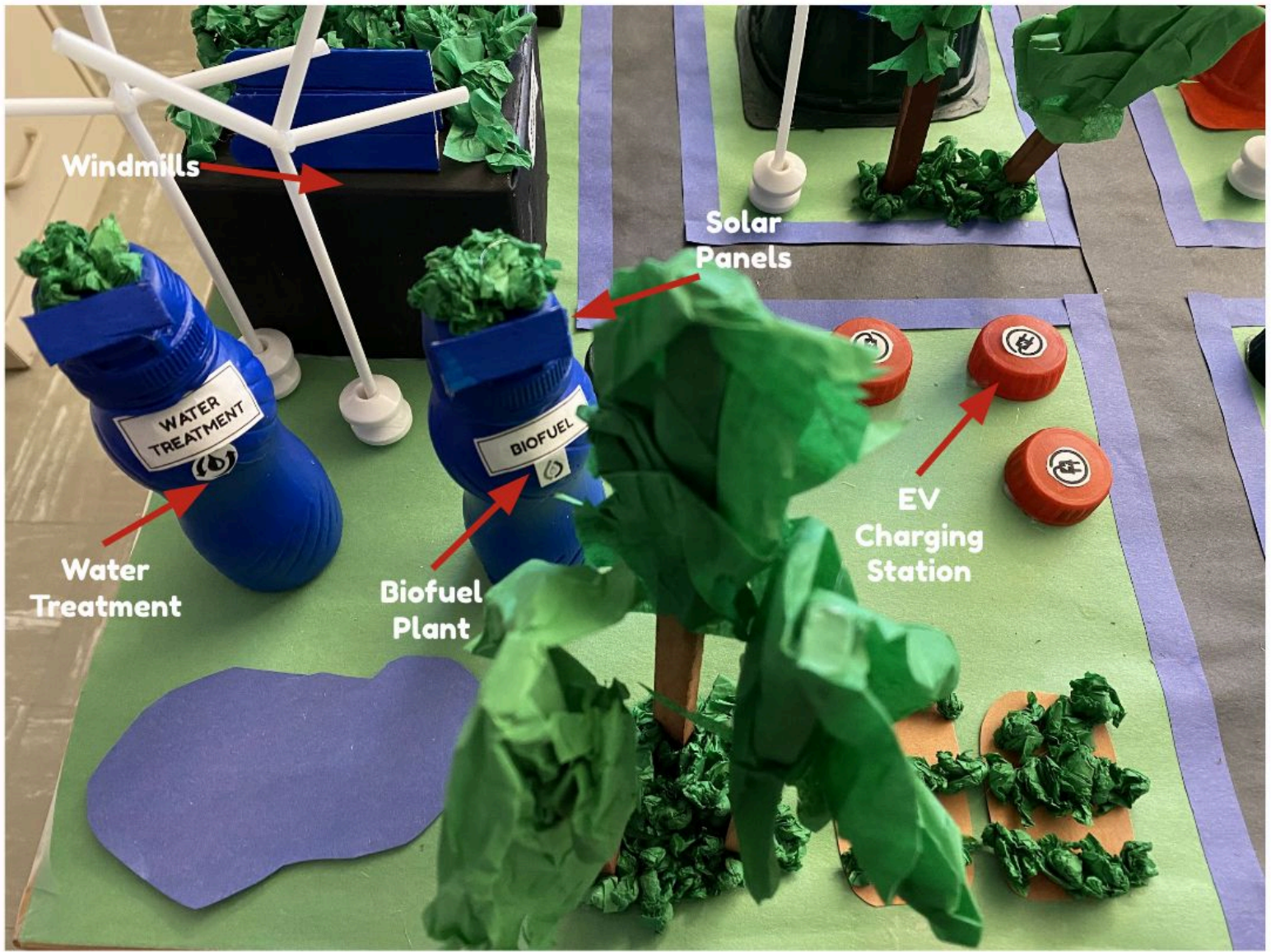
Industrial Zone



It is important for professional engineers to know about the science of the mechanisms and safety in an industrial zone and to also know about our:

- clothing repurposing
- locally grown food
- recycling bins
- green roofs
- hydro power from wind energy
- solar panels
- local food distributing
- composting
- building materials repurposing

Infrastructure Example



The infrastructure shown here includes water treatment plant, biofuel plant, hydro, solar & wind power, multiple public charging stations as well as shared bikes and public transportation.

Our infrastructure relates to the challenges of circular economy/sustainability by focussing on:

- renewable resources
- choice of renewable materials used
- sharing of charging stations and bikes
- the biofuel plant allows for energy to be made from plants, organic waste like dog poop, agricultural, domestic and industrial biowaste

City Services Example

Recreation



Health/Police/Fire



Schools Daycare

Some of the city's operations we want the professional engineers to know about include:

- roundabouts for traffic control rather than lights
- proximity of emergency services
- city bylaws for EV automobiles, solar panels for residential, industrial, and commercial buildings
- EV & solar powered transit
- recycled materials for parks
- city programs for green roofs and shared gardens
- bylaws for solar panels

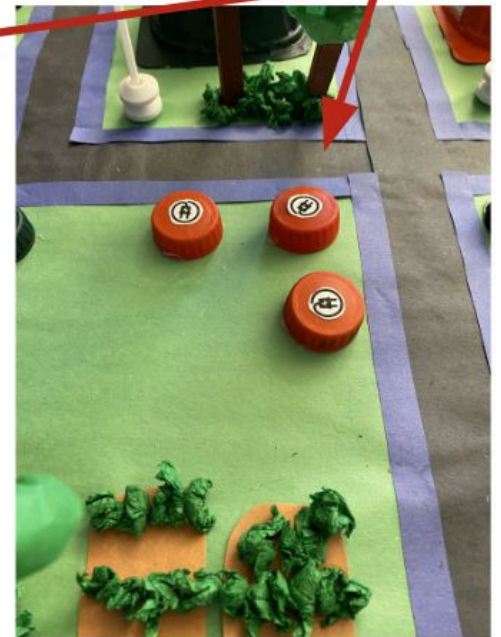
The types of city services shown here include health, education, daycare, recreation, transportation, police, fire, recycling, compost facilities, and shared EV charging stations.

Transportation Example



Bike & Walking Lanes

EV Charging Stations



**EV Public Bus
Transportation
powered by
solar, EV &
biofuel**

Shared Bikes

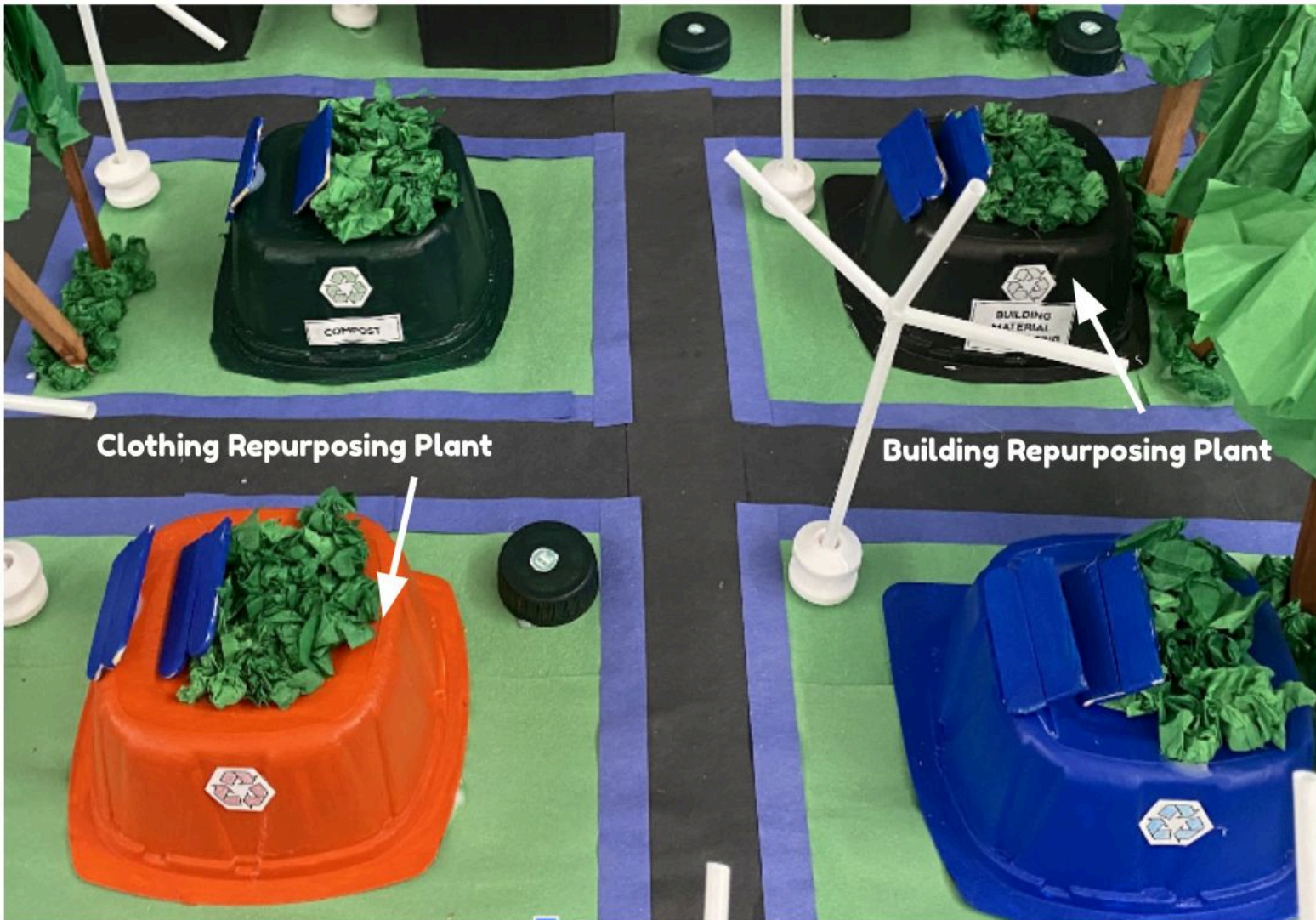
**EV
Automobile
Lanes**

Some types of transportation systems are shown include EV and solar panel public transit, roads for automobiles, bike & walking lanes, and shared bikes.

Things we want the professional engineers to know about your transportation system include:

- city bylaws for EV automobiles
- shared bikes
- EV charging centres at opposite ends of the town
- city incentives for biking and walking
- use of roundabouts for traffic control (no traffic lights)
- solar panels on public transportation
- multiple bus stops throughout city for greater access

Circular Economy Solution Example 1



The circular economy solution shown here are clothing and building material repurposing centres to reuse materials and support zero waste.

It is important for the professional engineers to know about this resource because:

- all materials for buildings are recyclable and produce less waste such as concrete broken into limestone for parks and sidewalks, old furniture made into wood chips for public trails
- reusing fabric materials for different purposes such as using clothing for furniture or blankets
- electronic recycling bins to support zero waste ⁸

Circular Economy Solution

Example 2

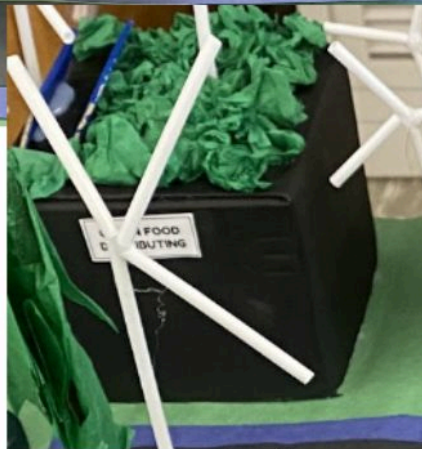
Local Farms



**Community Garden /
Seed Libraries / City Seed
Programs**



**Apartment Side &
Roof Gardens**



**Local Food
Distributing Plant**

The circular economy solution shown here is locally sourced food to promote local food growth equalling less waste, lower cost & less pollution contributing to climate change.

It is important for the professional engineers to know about this resource because:

- local food source from farms
- local food source from rooftop gardens
- local food source from apartment side gardens
- seed libraries
- community gardens
- local food distributing plant
- weekly farmers markets in the downtown strip
- city incentives for food production from gardens

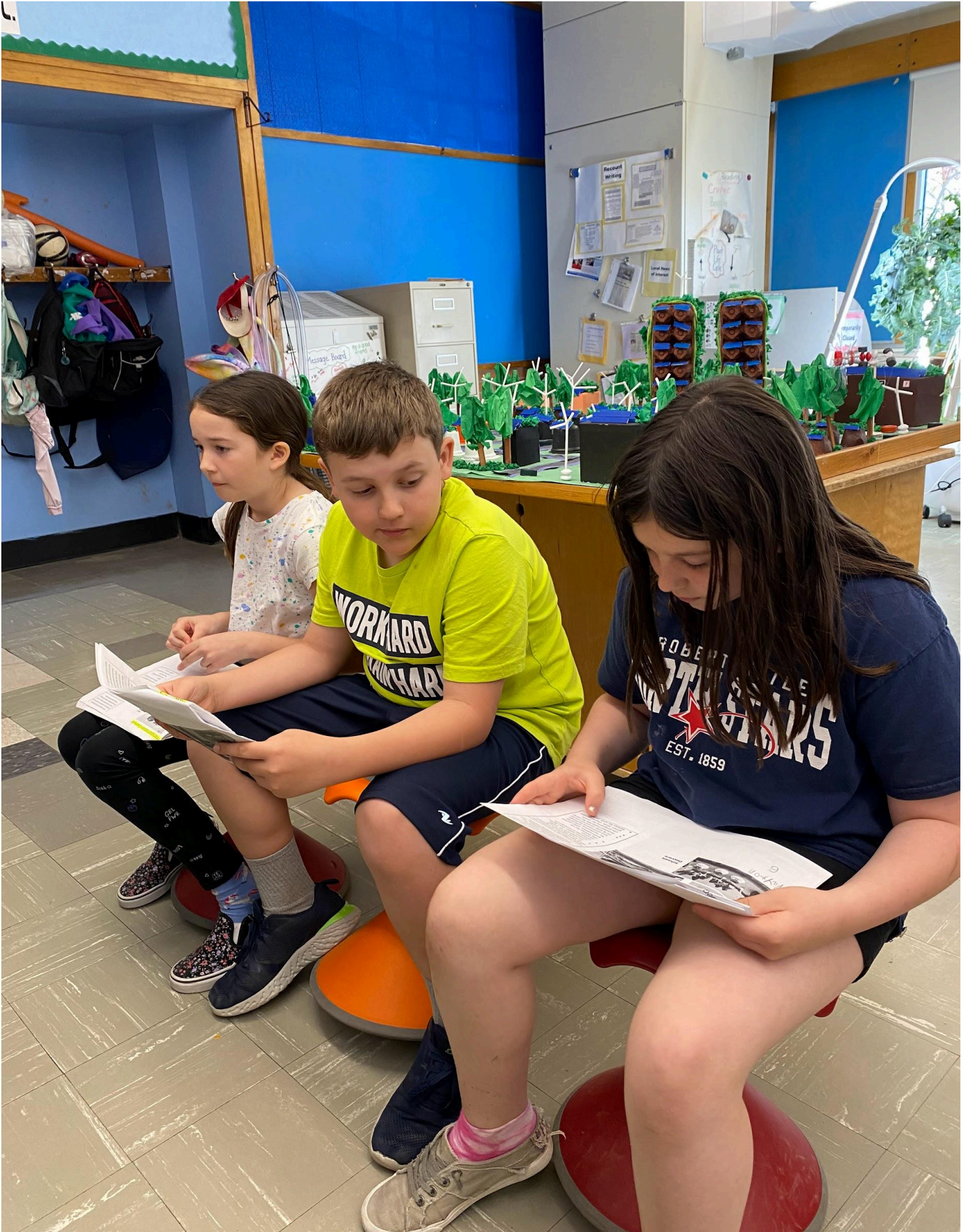
Moving Part

- Our moving part is a windmill. This windmill collects the winds energy which is then distributed by the local Hydro company to power industrial, commercial, and residential areas.
- The windmill is made from a cut up pop bottle, beads, wood sticks, cardboard, and a straw.
- Initially the windmill was not balanced and did not spin easily. We made changes to it by moving the beads and adding some magnets. This also allowed us to move it with other magnets.



**Our Student
Presentation to
the Engineer
Committee**

Our Presenters: Alex, Nash, & Peyton



25 hours one week and 32 hrs another week. How many hrs did he play altogether.

U- +
M- 25+32
P-
25
+32
57

S-Navaah played 57 hrs of v.games

Biography Writing

This week I am proud of...
Next week, I want to work on...

Academic Research - Middle School

All Research Areas - Middle School

- N - OPEN
- N - Residential
- P - Commercial
- N - Industrial
- A - Infrastructure
- P - City Service
- A - Transportation
- A - Circular #1
- N - Circular #2
- P - Moving Part.

Three Part Appogy

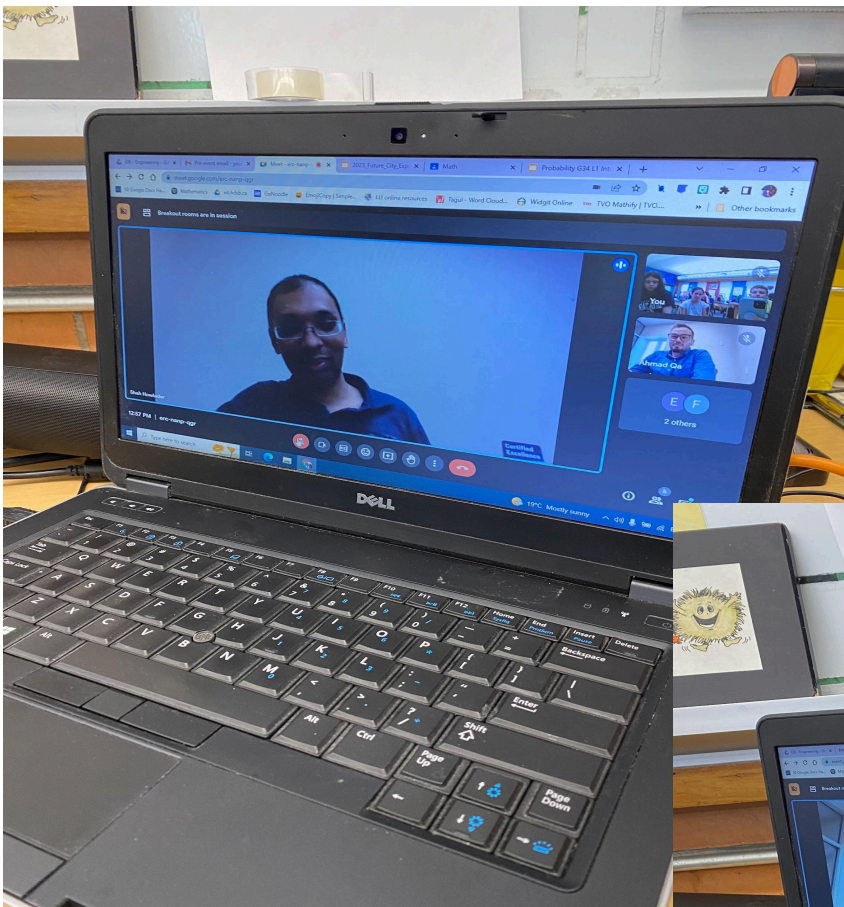
GROWTH MINDSET TOOL

Academic Research - Middle School

IF YOU DETECT FIRE AND THE ALARM
IF YOU HEAR ALARM LEAVE BUILDING
YOUR EXIT IS Door #14
YOUR ALTERNATE EXIT IS Door #1 (East Hallway)
FIRE DEPARTMENT TELEPHONE 911



Engineers Asking Questions



The class watching...

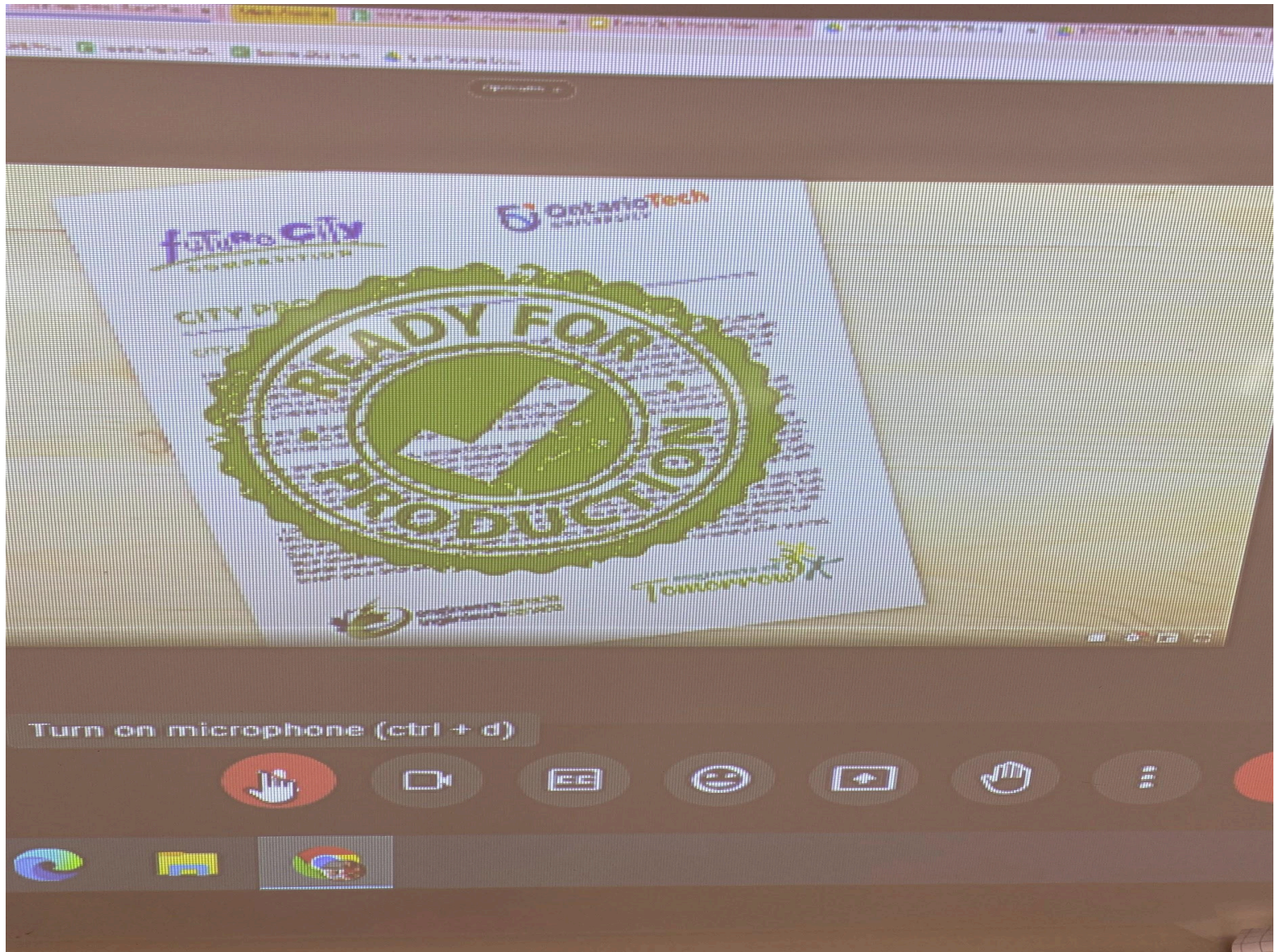




Our Zoom Meeting



We got the 'Ready for Production' seal of approval from the Engineers!



I am so proud of the students for all of their hard work on this project. We looked at the other models today and voted on our favourites. Results are in on Friday! Kudos to every student in our class for their contribution to this project. We have many future engineers in our classroom!