

# **PARTICIPATORY BUDGETING: Anytown Role Play**

Each player joins one of four electoral wards in Anytown.  
Players are given a character/role to play.  
There is a facilitator to help and ensure you keep to time

## **Step 1: Local Consultations (March/April)**

**Individual task:** (you have 10 minutes to do this task)

- **Introduce your character, and read through the local quality of life statistics with the other people in your ward.**
- **Think of a new project that your character would like to see in their area.** This could be something that meets your needs, or needs of others in your group (e.g. childcare, IT training, sports. etc)
- **Write the project idea, the theme it most closely relates to and the name of your ward on your character card.**
- **Share your project ideas with the other people in your ward.**

**Group task:** (you have about 15mins to do this task)

- **Choose as a group the five themes (investment priorities) for your area and put them in order** (5 is the highest priority, then 4 and so on down to 1.) **How you choose is up to the group to decide.**
- **Complete the score sheet for your ward.** (Leave the lowest priorities un-scored.)
- **Agree two projects to go forward from your area into the next round.** You can select one individuals project, combine projects or agree two new projects
- **Agree which theme each project be submitted under.** (e.g. CCTV cameras are a crime and community safety project.)
- **Select a budget council delegate from your group to join the budget council and present your project ideas on behalf of your ward.**

**You have a maximum of 30 minutes to complete these tasks.**

**You are asked to return to the main seminar room as soon as you have completed your group task.**

