



APPENDIX A: DRAFT AGENDA –Cultivating Place in Main Street Communities

Day One

- 10:00 am. Welcome and Introductions
- 10:30 Placemaking & Main Street: Creating Destinations | *Making It Happen*
- 11:15 Facilitated Discussion: Power of 10 Tool | *Group Discussion*
- 12:00 p.m. Lunch
- 12:45 Introduction to the Place Game and Visioning
- 1:15 The Place Game | *Activity in area outside of meeting location*
- 2:00 Group Discussion | *What did participants find?*
- 2:30 Reporting out from the Place Game and Visioning
- 3:00 Break
- 3:15 Markets and Local Economies | *Case Studies and Panelist Discussion*
- 4:15 Multi-Use Destinations: Squares and Civic Buildings | *Case Studies and Panelist Discussion*
- 5:30 Adjourn/Reception

Day Two

- 8:00 a.m. Continental Breakfast available
- 8:30 Placemaking & Main Street | *Case Studies and Examples: Presented by Main Street*
- 9:00 Streets as Places & Health | *Case Studies and Panelist Discussion*
- 10:00 Tools and Techniques
- 10:45 Break
- 11:00 Small Group Discussions and Report Back
How do we effectively scale and integrate Placemaking on Main Street?
What "Lighter Quicker Cheaper" projects can we do this year?
- 12:30 p.m. Lunch
- 1:30 Resources and Partnerships | *Panelist Presentation/Discussion of federal, state, and foundation resources*
- 3:00 Closing comments and next steps
- 3:30 p.m. Adjourn

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