Overarching theme	Description
Nature	 Vegetation that is: easily accessible, plentiful, varied, and beautiful Spaces that encourage or host wild animals (birds, squirrels, butterflies) and/or domesticated animals (dogs, petting zoos) Gardens and fruit trees
Hanging out	Places that allow hanging out for free or low cost, such as cafes, parks (especially where teens can hammock or have social play equipment), public plazas, or teen-only spaces
Art and Design	 Spaces built with varied, colorful, eco-friendly, high quality materials that last; Art and beauty integrated throughout spaces Interactive art (climbable, touchable, musical, responsive)
Independent mobility	 Neighborhoods and a city that are walkable, bikeable, bus-able and where young people do not need to rely upon adults as chauffeurs Safety from cars and people, including well-lit underpasses and safe bus waiting spaces
Affordable	Inexpensive housing, retail, restaurants, cafes and activities; kids want to participate in their city, but they often can't afford it
Inclusive	A city that works for all ages, abilities, genders, ethnicities and income levels
Safety	Spaces where young people feel safe hanging out and traveling independently; public spaces free from drugs and alcohol
Playful	 Play for all ages, including teens Play that is not limited to playgrounds—it can and should be integrated into everyday spaces Play should include healthy risk
Water features	Access to natural water, fountains, pools and water jets for cooling off and playing
Mental health	More mental health services, easier access to them, and more holistic approaches (i.e., not just traditional therapy but more wellness and healing opportunities including onsite wellness centers/relaxation spaces at schools and culturally supportive experiences)

Common themes from past GUB projects from 2009-2022