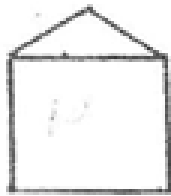


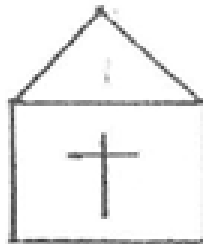


English Factory Slaves. Pl. 3 Their daily employment. —

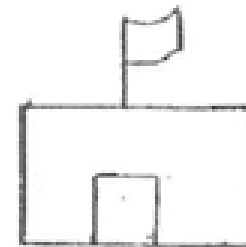
THE URBAN GAME



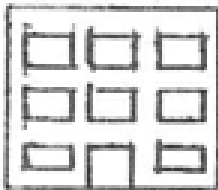
HOUSE



CHURCH



SCHOOL



TENEMENT



MUSEUM/THEATRE



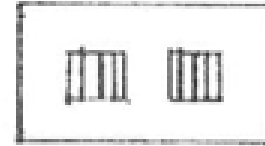
HOSPITAL



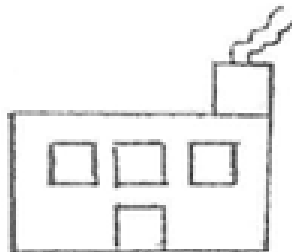
STORE



REST IN PEACE



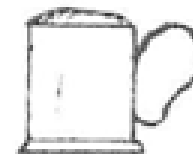
JAIL



FACTORY



COAL MINE



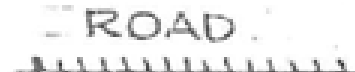
PUB



BRIDGE



CANAL



ROAD



RAIL ROAD

Draw the following on your paper

1. A compass rose
2. A river running east to west, about 1 inch wide
3. A simple wooden bridge crossing the river
4. 1 road running north to south, crossing the river at the bridge
5. 1 road running east to west
6. 10 houses
7. 1 church
8. 1 cemetery
9. 1 store
10. 1 pub
11. 1 coalmine
12. 50 trees (at least!)



OUR RURAL ENGLISH VILLAGE

1745 – INVEST IN A CANAL

- ✘ Add 1 canal – must run parallel to the river
- ✘ Add 1 nice home for yourself



Round 1

1750 – POPULATION EXPLOSION!



Add 5 houses to your paper

Round 2

1760 – THE ENCLOSURE ACTS

- ✘ Fence off a 3 x 3 inch section to be reserved as a commons
- ✘ Add 5 houses
- ✘ Add 1 nice house



Round 3

1773 – THE WATER FRAME!



- × Add 1 cloth factory, placed on the river bank (NO SMOKE!)
- × Add 5 houses for workers. Add a “W” to these houses to tell the difference.

Round 4

1774 – WORKERS NEEDS

- × People move to your village to find work
 - + Add 15 houses
 - + Add 1 church
 - + Add 1 pub
 - + Add 1 store
 - + You may draw additional roads and 1 additional bridge

Round 5

PROFIT LEADS TO NEW FACTORIES

- ✘ Add 5 new factories – MUST be on river bank because they need water power
- ✘ Add 5 houses

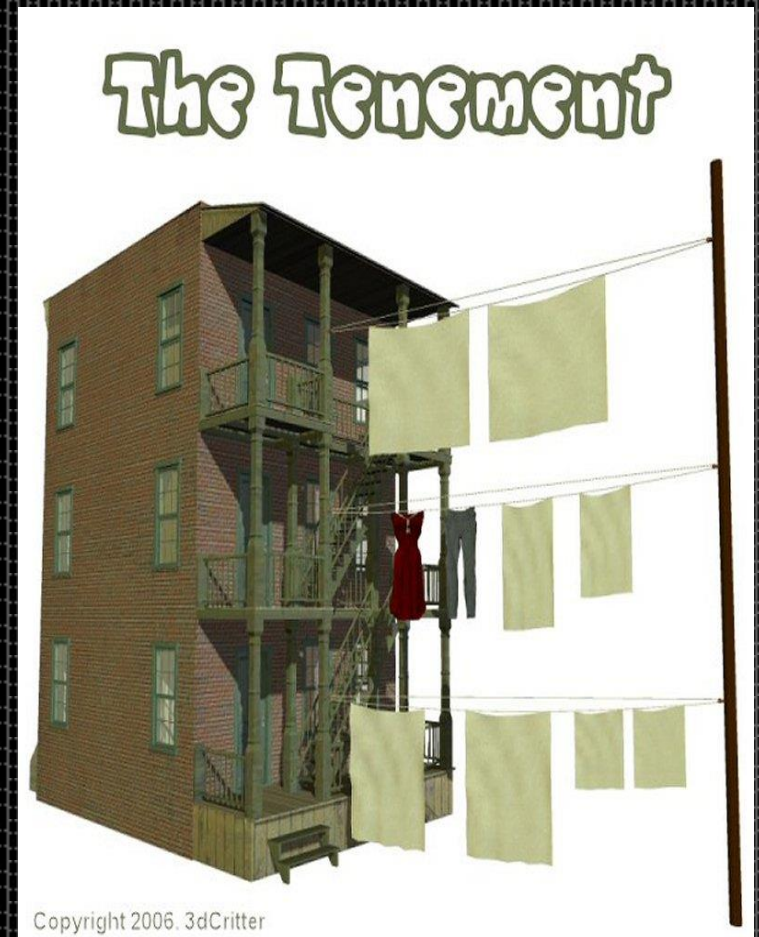


Round 6

1780 - UNEMPLOYMENT

- ✘ Unemployed workers need cheap housing
- ✘ Add 5 Tenement buildings

Round 7



1781 – SOCIAL SUPPORT SERVICES

× Add 1 store

× Add 1 pub

Round 8

× Add 1 church

+ Be sure your churches is convenient for tired feet!

× Add 1 school

1782 - RELAXATION

- ✘ Add 5 pubs
- ✘ Destroy 5 houses
- ✘ Add 4 tenements



Round 9

1783 – THE NOUVEAU RICHE

- ✘ Add 2 special homes
- ✘ Add 1 factory
- ✘ Add 15 houses
 - + *You may remove trees from now on if you need more space*



Round 10

1785 – THE STEAM ENGINE

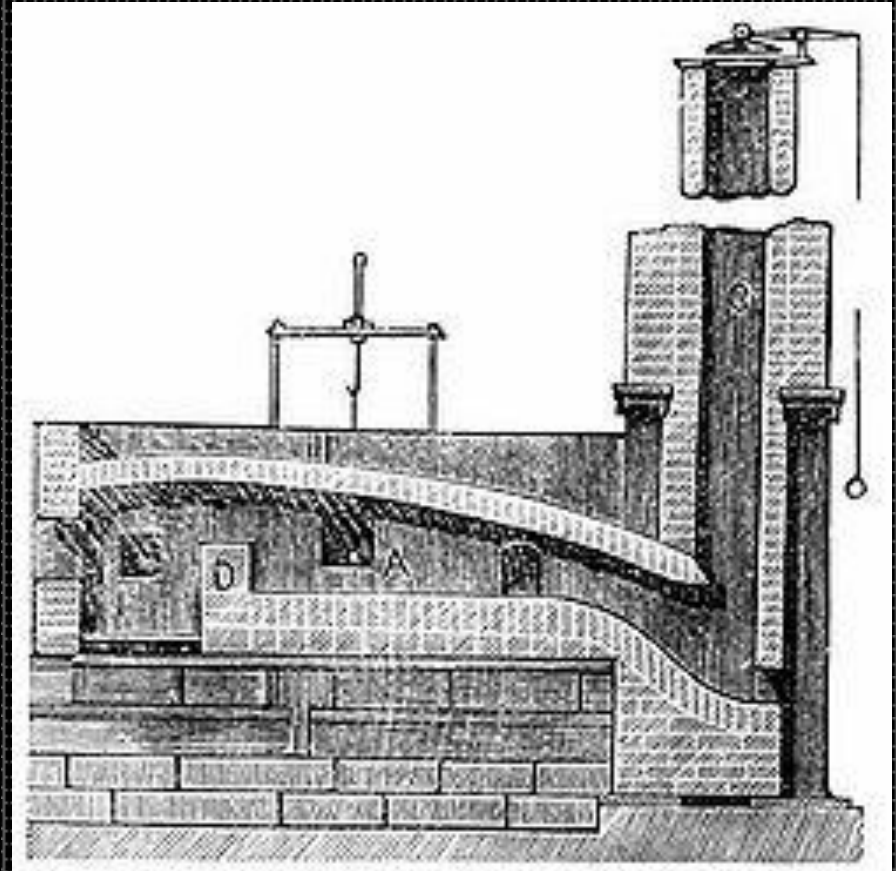
Round 11



- ✘ Add 10 factories (WITH SMOKE)
- ✘ Add smoke to all pre-existing factories
- ✘ Add 1 nice home
- ✘ Add 5 regular homes
- ✘ Add 1 tenement

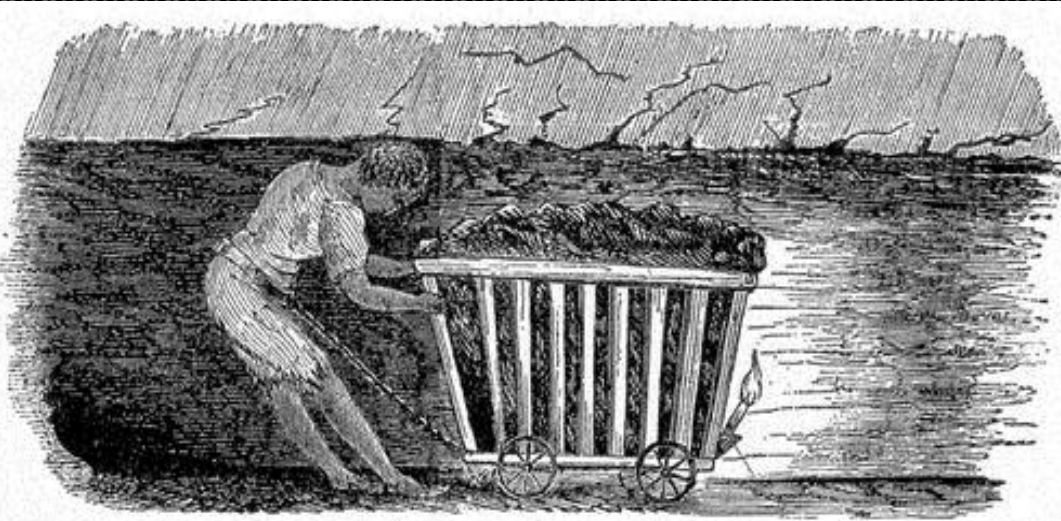
1800 – THE AGE OF HEAVY INDUSTRY

- ✘ Add 1 new coal mine
- ✘ Replace old wooden bridge with an iron bridge
- ✘ Add 5 houses



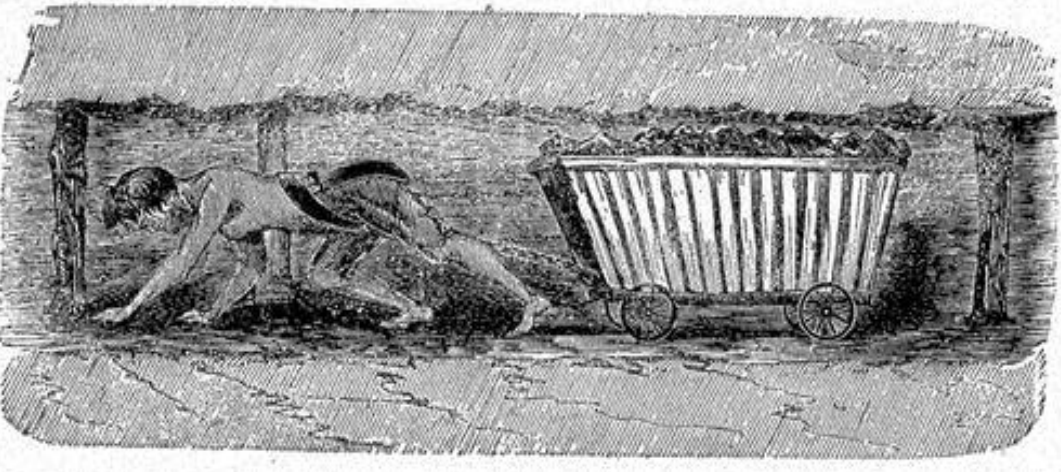
Round 12

1815 – COAL MINING



✘ Add 1 coal mine

✘ Add 1 cemetery



Round 13

1820 - RAILROADS



- ✘ Add 1 major railroad line connecting all your factories to your coal mines
 - + One CONTINUOUS track that MUST connect all factories and mines.
 - + Build additional railroad bridges ONLY as needed

- ✘ Add 5 houses for the railroad workers

Round 14

1827 – SOCIAL ILLS

- ✘ Add 1 jail
- ✘ Add 2 pubs
- ✘ Add 2 tenements



Round 15

1835 – LET THERE BE LIGHT

- ✦ Add 20 Street lamps along your city's streets

1838 – DANGEROUS WORKING CONDITIONS



✘ Add 2 hospitals

✘ Add 1 cemetery

Round 16

1840 – QUICK TRANSPORTATION & FAMINE

- ✘ Add 1 railroad running east to west
- ✘ Add 5 houses
- ✘ Add 1 tenement

Round 17



1842 – BENEFITS OF URBAN LIVING

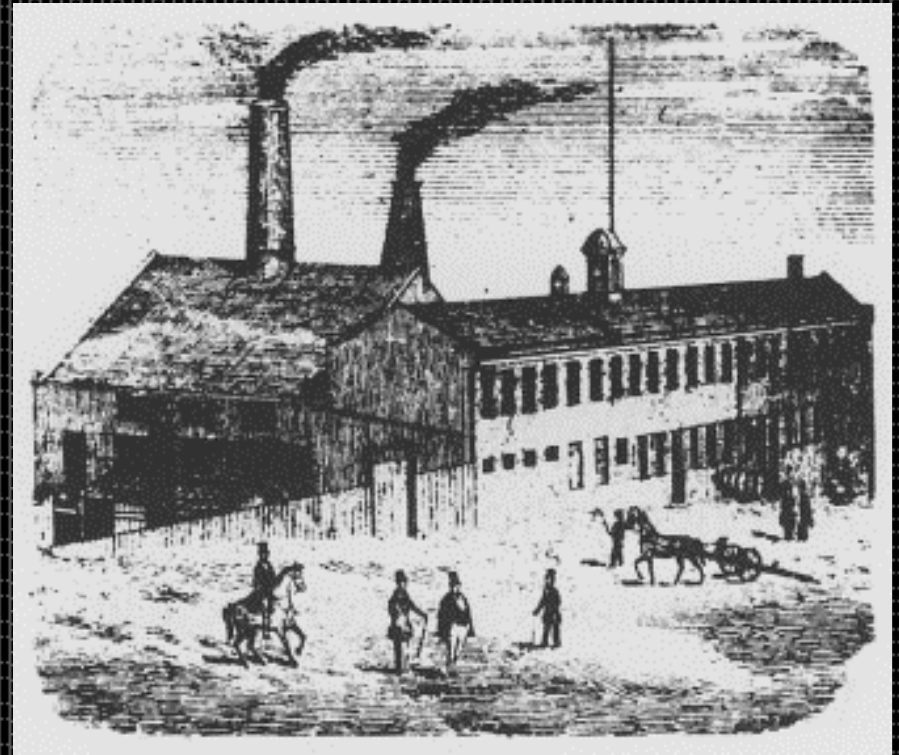


- × Add 1 theater
- × Add 1 museum
- × Add 2 private schools
+ Mark these with a “P”
- × Add 1 nice house

Round 18

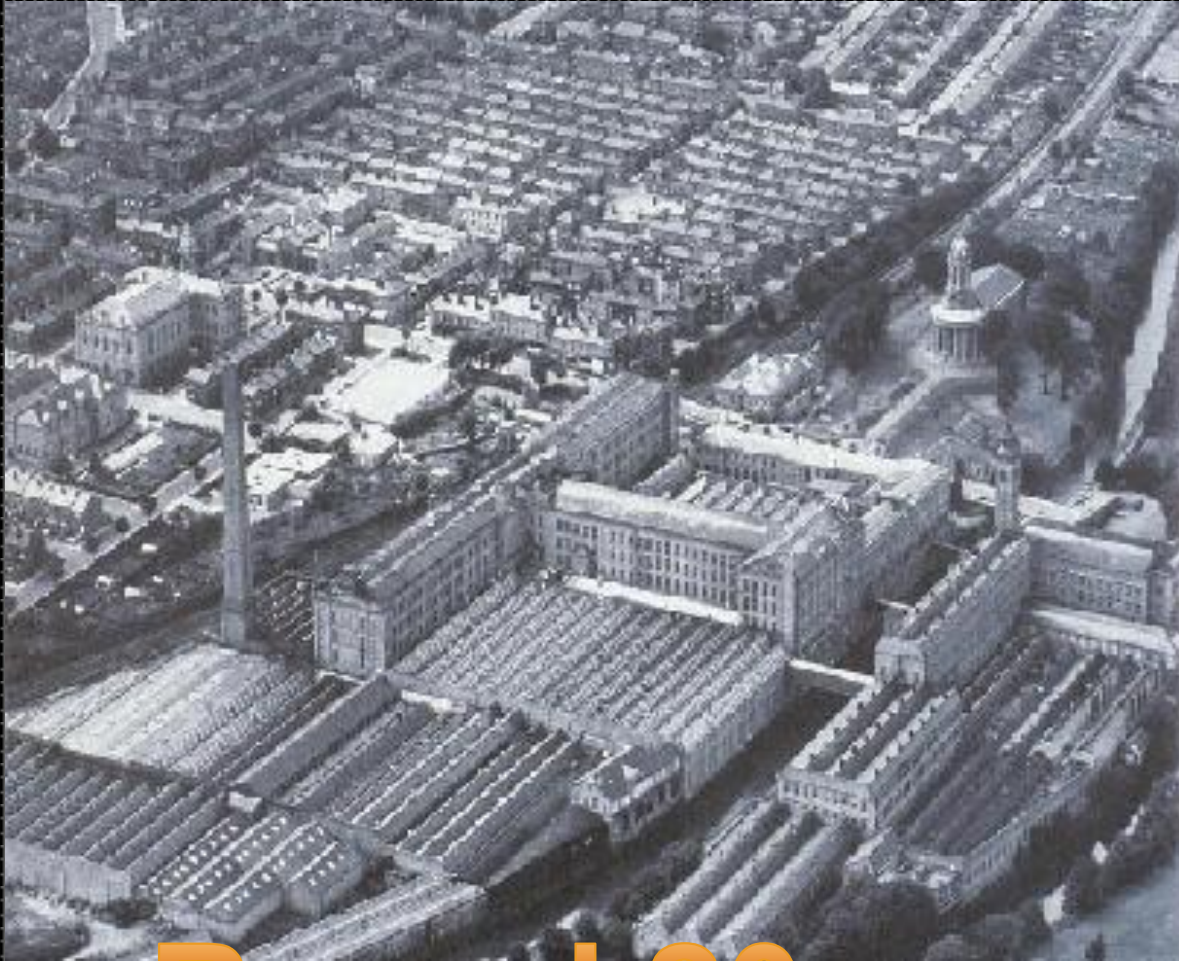
1845 – POLLUTION & DESPAIR

- ✘ Add 1 cemetery
- ✘ Add 1 jail
- ✘ Add 1 hospital



Round 19

1850 – RICH GET RICHER



- ✘ Add 20 houses
- ✘ Add 5 tenements
- ✘ Add 2 stores
- ✘ Add 1 church
- ✘ Add 5 factories
- ✘ Add 1 pub
- ✘ Add 2 nice houses
- ✘ Add 1 special house

Round 20

The End

QUESTIONS TO PONDER

1. What were the greatest issues that you encountered?
2. What were some things that you would/could have done differently?
3. What else would you want in your city that wasn't included in the game?
4. What consequences can you see from urbanization in your city?

NOW – USE URBAN PLANNING

✘ Design a village that includes:

- 1 River
- 3 bridges
- 80 modest houses
- 1 city hall
- 15 wealthy houses
- 1 museum
- 10 stores
- 2 secondary schools (public)
- 3 primary schools
- 20 tenements
- 1 bank
- 1 hospital
- 5 pubs
- 1 theater
- 5 restaurants
- 3 churches
- 1 courthouse/jail
- 2 cemeteries
- 10 factories (various sizes)
- 2 parks
- 2 railroad lines, 2 stations
- 1 library
- 8 streets with one intersections
- 1 feed mill (where farmers buy grain)
- 3 coalmines