

You're the Builder!!!

Name: _____ Date: _____

INTRODUCTION: With a partner, brainstorm how different parts of a town could be arranged. Make notes about your discussion below before "building" your city. Pay particular attention to design ideas that you do or do not wish to include in your city.

- 1) Will there be many small parks or one large one? *Explain why!*

- 2) Should the industrial plant be near the edge of town or near the center of town? *Explain why!*

- 3) Should the power plant be near houses, near the industrial plant, or somewhere else? *Explain why!*

- 4) Should the park(s) be in the center of town, near the edge of town, or will you have some of both? *Explain why!*

- 5) Should the school be near the offices or near the houses? *Explain why!*

- 6) What will you put the landfill next to? What should not go next to the landfill? *Explain why!*

- 7) Will you have one large lake or several small ones? *Explain why!*

City Planning 101

OBJECTIVE: Your goal is to design a plan in which 120 units of land can be turned into a town. How should land resources be used? How will you meet the needs of your town's people? Keep in mind people need shelter, jobs, and stores in order to survive. Children need to attend schools and have parks to play in. It may be helpful to consider what you like and what you do not like about the town where you live.

- 1) Use the provided grid that is **10 blocks across and 12 blocks down**. The grid represents a 120-unit piece of land. Each side of a block represents **100m** in real life; therefore, each block represents 100m X 100m (or 10,000 m², which is also called one hectare).
- 2) The table below shows the different parts of a town that need to be included in your plan. The left side names a particular use of land, and the right side says how much land is required and whether all the land must be together or not. For example, the **office buildings and industrial plant** are places where the people of the town will work. They are each 7 blocks (or hectares) in size. These blocks must be located together on your map - **they cannot be divided**. The **schools** take **one(1) hectare** apiece and **may not be next to each other**.

Parts of your Town	Number of Hectares Needed
Office buildings	7 hectares - must not be broken up
Industrial plant	7 hectares - must not be broken up
Coal-burning power plant	7 hectares - must not be broken up
Landfill for garbage	4 hectares - must not be broken up
Schools	2 hectares - must be broken up
Houses and apartments	45 hectares - can be broken up
Stores and businesses	20 hectares - can be broken up
Park(s)	20 hectares - can be broken up
Lake(s) and/or river(s)	8 hectares - can be broken up

- 3) With your partner, discuss how the different parts of the town might be put together. Should the park be in the center of town or on the outskirts? Should the school be near the offices or near the houses? Where should the landfill go? Will you have one large lake or several small ones?

