You're the Builder!!!	Name:	Date:
be arranged. Make notes abou	ut your discussion belo	different parts of a town could bw before "building" your city. Pay lo not wish to include in your city.
1) Will there be many small <b>p</b> o	<u>arks</u> or one large one?	Explain why!
2) Should the <u>industrial plant</u> <i>Explain</i> why!	<u>t</u> be near the edge of t	town or near the center of town?
3) Should the <u>power plant</u> be else? <i>Explain</i> why!	near houses, near the	industrial plant, or somewhere
4) Should the <u>park(s)</u> be in th have some of both? <i>Explain</i> w		r the edge of town, or will you
5) Should the <u>school</u> be near	the offices or near the	e houses? <i>Explain</i> why!

Explain why!

6) What will you put the <u>landfill</u> next to? What should not go next to the landfill?

7) Will you have one large <a href="Lake">Iake</a> or several small ones? <a href="Explain">Explain</a> why!

## City Planning 101

<u>OBJECTIVE</u>: Your goal is to design a plan in which <u>120 units</u> 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).
- 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 <b>not</b> be broken up
Industrial plant	7 hectares - must <b>not</b> be broken up
Coal-burning power plant	7 hectares - must <b>not</b> be broken up
Landfill for garbage	4 hectares - must <b>not</b> be broken up
Schools	2 hectares - <b>must be</b> broken up
Houses and apartments	45 hectares - can be broken up
Stores and businesses	20 hectares - can be broken up
Park(s)	20 hectares - <b>can be</b> 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?

4)	With your partner, plan out your town. Assign a particular <u>color</u> to each type of				
	land use. Check over your plan to make sure that all town parts are being				
	used from the table. Use markers or colored pencils to color in each grid				
	square as you decide what it will be used for. Be sure to include a legend/key				
	(explanation of the colors used on your map) so that it will be understandable.				

## 5) ANSWER THE FOLLOWING QUESTIONS BELOW:

a.	Where did you place	the office	buildings and	the industrial	plant?	Why were
	they placed there?	(Your answe	er should be a	t least 3 sente	ences lo	ng.)

b. Where did you place the houses, schools, and businesses? Explain why you placed each one as you did. (Your answer should be at least 3 sentences long.)

c. Did you make one park or many parks? What are the advantages (positive or good points) of your parks plan? (Think of at least three.)

Write t	he name of	f your city	and state	: above! It	cannot h	ave the s	ame name	as an exi	sting city.
Land	Use	<u>Color</u>	La	and Use	<u>Co</u>	<u>lor</u>	Land L	<u>Jse</u>	<u>Color</u>
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