Name # Class Period Date

**Urbanization Post-Game Reflection**

1. Describe the village when it first started. How did it change? (Population, buildings, environment, etc)
2. What were the greatest issues that you encountered when urbanization (development of cities) occurred?
3. If you had known what was going to happen, what would you have done differently?
4. How did people’s lives change as a result of the changes?
5. How did the new technologies of the industrial revolution change the village/city?
6. What factors are similar to today? What is different?
7. What would be the inevitable consequences of urbanization in your city?
8. What else would you want in your city that wasn’t included in the game?

**Design a Village, c. 1850**

Using what you have learned about the evolution of a town, from a site along a fast flowing river to a bustling economic center, design a town “from scratch”. On the back of your map from in class, draw a basic diagram of how you would have planned your city if you would have known the needs and requirements. You must include:

* 1 river
* 3 bridges
* 80 modest houses
* 1 city hall
* 15 wealthy houses
* 1 museum
* 10 stores
* 2 secondary school (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 line, 2 stations
* 1 library
* 8 streets with one intersection
* 1 feed mill (where farmers buy grain)
* 3 coal mines