

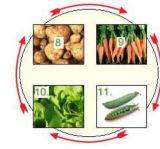
Urbanization Game

1. Put your name and period on the back of the sheet of paper
2. Put the name of your village on the Front of the paper
3. Draw in the following and number them:
 - 1 river
 - 2 main roads
 - 8 houses
 - 1 Church
 - 1 Pub
 - 1 Store


1750

Due to new agriculture techniques: seed drill, crop rotation, new crops, etc, there has been a population explosion in your village. Your village needs to grow:

- ADD:
- 6 Houses (14)
 - 1 Church (2)
 - 1 Pub (2)
 - 1 School
 - 1 River bridge



As your village grows, you need to meet the basic needs of your villagers: jobs, houses, food. As these needs grow people start to take over more and more farm land, which leaves little bits here and there. So England's Parliament passes the Enclosure Laws to join all the land together. This is bought up by the wealthy people in your village.

To show this draw a  the size of your fist and label it "For Agricultural Use Only". NOTHING can go in this area.

1769

Richard Arkwright created the *Water Frame*. It spins cotton into thread and then weaves it into cloth 100x faster than hand.

They need a large building for this "machine" near a river.

Draw 1 Factory (Smokeless)

The factory owner needs a better house.

Draw a Capitalist Estate

With your new factory you need workers. You are in luck many people are desperate for jobs since the machines have replaced them and their homes have been taken away by the Enclosure Laws.

- Add:
- 6 Houses (20)
 - 5 Tenements
 - 1 Church (3)
 - 1 Pub (2)
 - 1 Store (2)
 - 1 School (2)
 - 1 Bridge (2)
- Any roads that are necessary



\$\$\$\$ Massive profits from the factory lead to more investors investing capital in machines like the water frame = MORE FACTORIES

- Add:
- 3 Factories (no smoke) (4)
 - 2 Capitalist Estates (3)



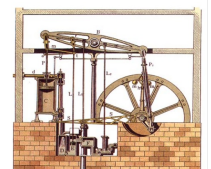
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Back in 1733 James Watts invented the rotary steam engine. It has finally replaced the water frame allowing factories to be built away from rivers. YEAH! More and more capitalists (investors) buy these steam engines for their textile factories.

- Add:
- 2 Canals- connect coal mines to factories
 - 3 Factories (With smoke)
 - 2 Coal mines - edge of paper, dirty, evil away from people

Relocate houses or tenements in needed



MORE WORKERS=

- Add:
 3 tenements (8)
 4 Houses (24)
 1 Store (3)
 1 Church (4)



1810

Miners are mining coal to heat the water for your steam engines but your canals and roads are not able to transport all the coal and water you need for the factories.

SOLUTION: Railroads



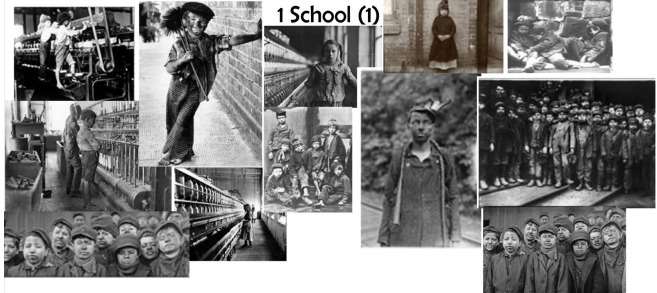
- Add:
 3 Railroad lines connecting mines to factories
 Any IRON bridges needed for the railroads to cross rivers or canals

MORE WORKERS!

- 30 Seconds add:
 6 houses (30)
 4 tenements (12)

Thousands of people now reside in your "town." Now you have a surplus of workers. Capitalists want to maximize their profits so hire children and women before men since they do the same amount/type of work but you can pay them 1/2 to 1/4 of the wage of a man. EXCELLENT! Children are now too busy working in factories and mines so your town doesn't need silly things like schools.

- ERASE:
 1 School (1)



As a result of so many men unemployed, the crime rate begins to soar. Family life is disrupted. Alcoholism reaches epidemic proportions.

- Add:
 3 pubs (6)
 2 Jails



Driven by profits and then need for more and more product (cloth, coal) and such a large labor force available, working conditions in the factories and mines become horrid. Many workers contract the deadly factory fever or white lung disease. Other injure or mutilate their bodies in factory/mining accidents. Children, weakened from lack of sleep and proper diet, succumb more quickly.

Add:
 2 Cemeteries
 2 Hospitals

1930

* COUGH, COUGH* There are no pollution controls so the air in your city is black. At 12:00 noon the sun doesn't cast a shadow in your city. The water is completely unfit for drinking and bathing. Many citizens, even those who do not work in factories, develop lung cancer and other fatal diseases associated with intense stress. Most of the people are lucky if they reach 40 years of age. Your city is overcrowded and shrouded in factory smoke. The loss of privacy and clean air troubles many. Suicide rates begin to double. The stress of urban work and life becomes unbearable for many.

- Add:
 1 Hospital (3)
 2 Cemeteries (4)
 1 Jail (3)

