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”.

Your town must include the following structures and spaces.  Use the other side of the paper on which you created the Urban Game town.

Name your town.

1 river                                                       3 bridges

80 regular houses                                     1 city hall

15 double size houses                              1 museum

10 stores                                                   2 secondary school

3 elementary 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