

# The Urban Game

A wide-angle landscape photograph showing a valley with rolling hills. The foreground is filled with green grass and scattered trees. The middle ground shows a valley floor with a mix of green fields and clusters of trees. In the background, there are more hills and mountains under a cloudy sky. The overall scene is a natural, rural landscape.

The Urban Game has been circulated among AP and Prep World Teachers for years. Original source may be Tim Dye.



December 4, 2023



Music: P1, P2, P4



### Learning Intention



### Success Criteria

- I am learning about the progression of the Industrial Revolution and urbanization in England, particularly the town of Manchester.

- I can create a city/town plan conveying change over time and shift in land-use priority.



### You will need

- Newsprint paper
- Urban Game legend
- pencil

### Agenda

- Urban Game



### Homework



# Before we begin...

- Listening is **EXTREMELY** important for this game.
- Use the Map Legend Template provided in class to trace the items you are drawing. ***If you try and draw items bigger or smaller than they are on the map key you will not successfully complete this game.***





The year is 1700 and the nation is England.

The scene is a rural village.

- Draw a river across your paper connecting east to west; the river should be about 1 inch wide.
- Draw a simple wooden bridge crossing the river.
- Draw 2 roads one running north to south and crossing the river at the bridge and one running from east to west. Neither road need be a straight line.
- **Draw 10 houses; 1 church; 1 cemetery; 1 store; 1 pub; 1 coalmine; & at least 50 trees!!**



It is now 1745.

- Build yourself a nice home anywhere on the map you would like it to be.
- Construct the canal. It must run parallel to the river.

**It is now  
1750.**

**Add 5  
houses.**



It is 1760.

Fence off an area  
3x3 inches to be  
reserved as a  
commons. Add 5  
houses and 1  
more nice house.





# It is now 1773

Add 1 factory (no smoke—it is powered by water).

Remember, the cotton factory must be placed on the river bank. Canal water is not swift enough to generate the power to the working parts of the water frame. Don't add any smoke to this factory!! Add 5 houses for workers



It is now 1774

Add 15 houses; 1 church, 1 pub, & 1 store. You may draw additional roads and 1 additional bridge.



Totals: 45 Houses, 6 Factories, 2 Stores, 2 Churches, 2 Pubs



Add 5 new factories (must be on the river bank as they need water power). The early owners of these factories called themselves capitalists because they had the capital or money to purchase the raw material, the building, the water frame, and to pay their workers a fixed wage and make a profit. Add 5 houses

# It is 1780

Housing is in great demand and for the first time a new kind of housing is constructed called Tenements.

Here dozens of families reside under one roof. Add 5 Tenements.



Totals: 45 Houses, 6 Factories, 5 Tenements, 2 Stores, 2 Churches, 2 Pubs

# It is 1781

Add 1 store, 1 pub, 1 church, & 1 school for those families wealthy enough to send their children (boys) to school.



Totals: 45 Houses, 6 Factories, 5 Tenements, 3 Stores, 3 Churches, 3 Pubs, 1 School

It is 1782

Add 5 more pubs.

Destroy 5 houses, add  
4 tenements.



Totals: 40 Houses, 6 Factories, 9 Tenements, 3 Stores, 3 Churches, 8 Pubs, 1 School



# It is 1783

Add 2 special homes. Add 1 factory,  
add 15 houses for management  
personages (Note: from this point on  
trees may be removed if you need  
space).

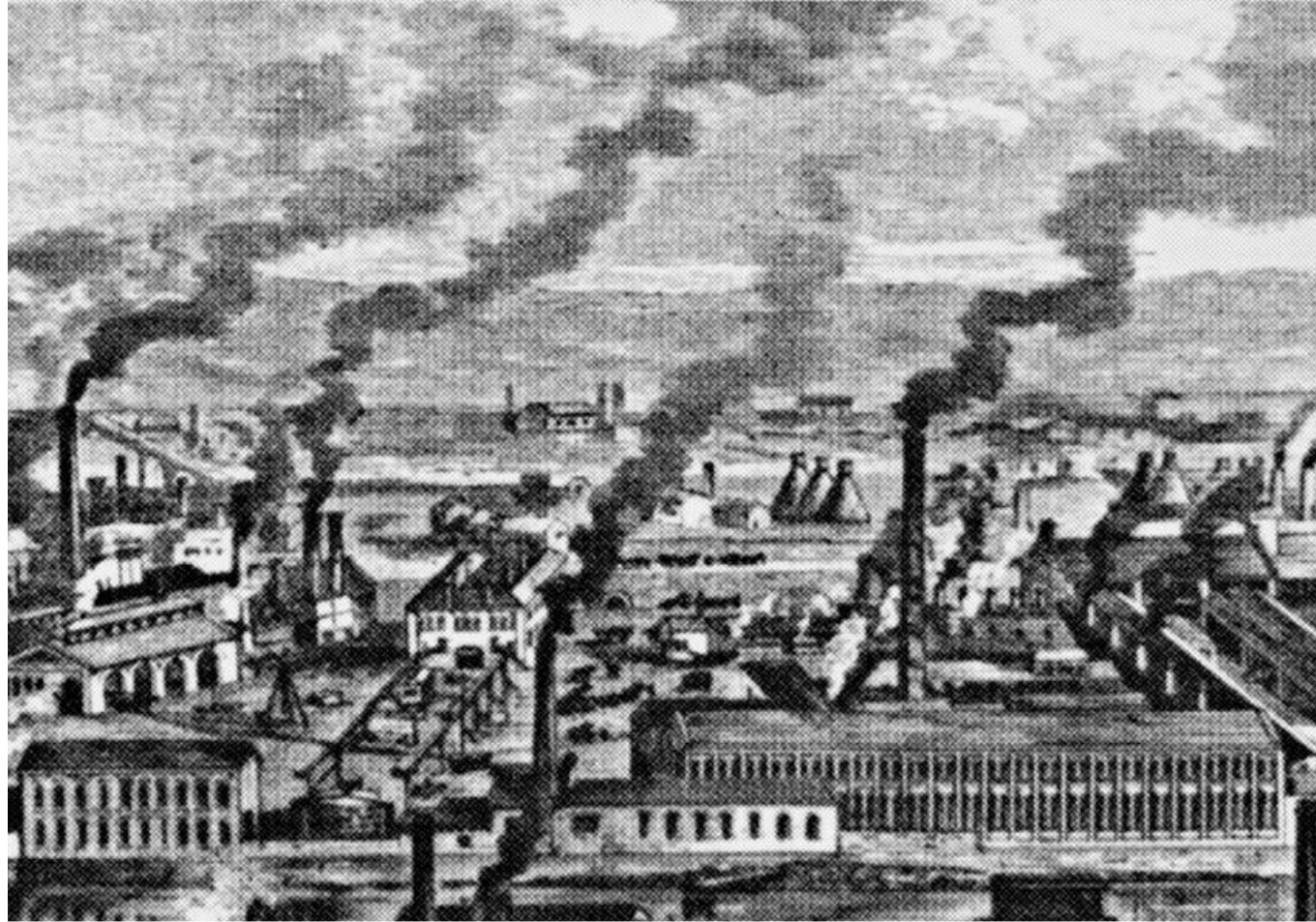


Totals: 55 Houses, 7 Factories, 9 Tenements, 3 Stores, 3 Churches, 8 Pubs, 1 School

FELLING A GUMTREE  
462. Kerry. Sydney.

# It is 1785.

Add 10 factories with smoke. Add smoke to all other pre-existing factories. Also, add one nicer house since people continue to get rich. Add 5 houses and 1 tenement.



Totals: 60 Houses, 17 Factories, 10 Tenements, 3 Stores, 3 Churches, 8 Pubs, 1 School

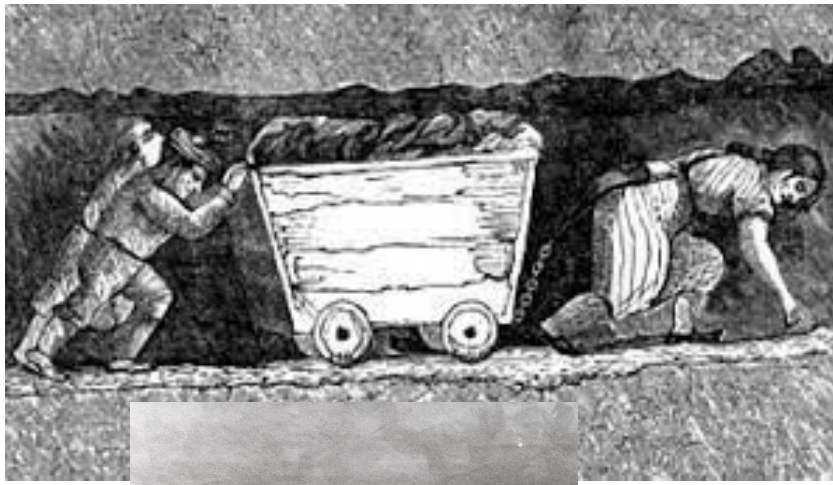


It is 1800.

Add 1 new coal mine and a new iron bridge to replace the old wooden one. Add 5 houses.



Totals: 65 Houses, 17 Factories, 10 Tenements, 3 Stores, 3 Churches, 8 Pubs, 2 Coal Mines, 1 School



It is 1815.

Draw 1  
cemetery.



Totals: 65 Houses, 17 Factories, 10 Tenements, 3 Stores, 3 Churches, 2 Cemeteries, 8 Pubs, 2 Coal Mines, 1 School

# It is 1820

Add 1 major railroad line connecting all your factories to your coal mines. This is one continuous track which must connect all factories and mines (you may build additional railroad bridges only as needed). Add 5 houses for railroad builders.



Totals: 70 Houses, 17 Factories, 10 Tenements, 3 Stores, 3 Churches, 2 Cemeteries, 8 Pubs, 2 Coal Mines

It's 1827  
Add 1 jail & 2  
pubs and 2  
tenements.



Totals: 70 Houses, 17 Factories, 12 Tenements, 3 Stores, 3 Churches, 2 Cemeteries, 10 Pubs, 1 Jail, 3 Coal Mines, 1 School

It's 1838

Add 2 hospitals and  
1 more cemetery.



Totals: 70 Houses, 17 Factories, 12 Tenements, 3 Stores, 3 Churches, 3 Cemeteries, 10 Pubs, 1 Jail, 2 Hospitals

# It's 1840

Add 5 houses and 1 tenement for the new railroad workers.



Totals: 75 Houses, 17 Factories, 13 Tenements, 3 Stores, 3 Churches, 3 Cemeteries, 10 Pubs, 1 Jail, 2 Hospitals

# It's 1842

Add 1 theater and 1 museum. Add 2 private schools for upper class students (mark these schools with the letter "P"). Add 1 nice house.



Totals: 75 Houses, 17 Factories, 13 Tenements, 3 Stores, 3 Churches, 3 Cemeteries, 10 Pubs, 1 Jail, 2 Hospitals



# It's 1845

Add 1 cemetery, 1 jail, 1 hospital to accommodate the victims of urban life.



Totals: 75 Houses, 17 Factories, 13 Tenements, 3 Stores, 3 Churches, 4 Cemeteries, 10 Pubs, 2 Jails, 3 Hospitals

# It's 1850

Add 20 houses, 5 tenements, 2 stores, 1 church, 5 factories, and 1 pub, and 2 more nice houses and one special house.



Totals: 95 Houses, 22 Factories, 18 Tenements, 5 Stores, 4 Churches, 4 Cemeteries, 11 Pubs, 2 Jails, 3 Hospitals

11343. - NEWTON ABBOT. THE TOWER.

A.B.C. GUIDE  
DE  
**LONDRES**  
DEUXIÈME PARTIE.  
PLAN  
D'ORIENTATION DE  
**LONDRES**

OF DISTRICTS

1	St. Martin's
2	St. James's
3	St. George's
4	St. Andrew's
5	St. Paul's
6	St. Dunstons
7	St. Giles
8	St. Martin's
9	St. James's
10	St. George's
11	St. Andrew's
12	St. Paul's
13	St. Dunstons
14	St. Giles
15	St. Martin's
16	St. James's
17	St. George's
18	St. Andrew's
19	St. Paul's
20	St. Dunstons
21	St. Giles
22	St. Martin's
23	St. James's
24	St. George's
25	St. Andrew's
26	St. Paul's
27	St. Dunstons
28	St. Giles
29	St. Martin's
30	St. James's
31	St. George's
32	St. Andrew's
33	St. Paul's
34	St. Dunstons
35	St. Giles
36	St. Martin's
37	St. James's
38	St. George's
39	St. Andrew's
40	St. Paul's
41	St. Dunstons
42	St. Giles
43	St. Martin's
44	St. James's
45	St. George's
46	St. Andrew's
47	St. Paul's
48	St. Dunstons
49	St. Giles
50	St. Martin's

GEOGRAPHIA  
**Pictorial**  
PLAN OF  
**LONDON**  
BY  
ALEXANDER GROSS  
PUBLISHED BY  
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15 & 17, MONTMARTRE STREET, LONDON.



**CLUBLAND**

**GREEN PARK**

**THEATRELAND**

**THEATRELAND**

