**The Urban Game**

Extra Credit Opportunity

Following the same basic guidelines that we used in class to design your city, you will design a new city from scratch. This is your ideal city, so create it however you want to. You can draw it on a sheet of blank white paper or graph paper, or you could find another, more creative way to build your city. You must include the following in your new city:

1 river                                                       3 bridges

80 modest houses                                     1 city hall

15 splendid 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 2 parks

2 railroad line, 2 stations                         1 library

8 streets 1 feed mill (where farmers buy grain)

3 coalmines

When you finish, read this article and answer the following questions:

<http://www.npr.org/2015/03/12/392332431/dirty-old-london-a-history-of-the-victorians-infamous-filth>

1. Which of the cities you designed would be more like the Victorian London described in the article? Why?
2. Why did people, like Karl Marx, see industrialization and capitalism as a problem? What did they propose to solve those problems?
3. How did the people of Victorian London attempt to solve these same problems? What do you think of their solutions?