**“SIM CITY” CULMINATING TASK**

YOUR UNCLE MORGAN HAS RECENTLY DIED ☹

YOU HAVE INHERITED A BEAUTIFUL CHUNK OF LAND THAT HE OWNED BEFORE HIS DEATH. THIS LAND IS UNSETTLED AND YOU MAY DESIGN IT HOWERVER YOU DESIRE.

BUT THERE’S A CATCH…

YOUR UNCLE MORGAN WROTE IN HIS WILL THAT THE LAND HE HAS LEFT FOR YOU MUST BE PATTERNED AFTER THE PHYSICAL AND CULTURAL ASPECTS OF HIS FAVOURITE VACATION SPOT:

THE ARCTIC

<https://www.drooker.ca/communities.html>

<http://theacespace.weebly.com/research--inquiry.html>

**PLANNING CHECKLIST**

**☐** Plan out where you will put your utilities. Hydroelectric Plants need water. Power Plants and utilities need to be far away from residential and commercial areas due to possible issues and their appearance

**☐** Decide where your residential, industrial, agricultural and commercial areas will be. Lightly record a large R, I, A, and C respectively in pencil. You will erase these letters later as you are loosely zoning land at this stage. Tips: Make sure your commercial areas are nearby residential areas as citizens will need goods and services. Make sure your agricultural areas are not too close to residential areas as farm machinery can be loud and slow down traffic. There are also unpleasant smells like manure which can annoy residents. Industrial areas should be close enough to residential areas so people will not have to drive far to get to work but they tend to create a lot of pollution and can be eye sores. Be mindful of that!

**☐** Now place water towers nearby residential areas. They’re tall, ugly, and can be dangerous so don’t place them right in the center of your residential areas. Water filtration plants need to be a bit further away as they can smell and pollute. But be aware that underground water pipes connecting the water towers to the filtration plants are expensive so you cannot afford to have the filtration plant too far away.

**☐** Prisons are long term facilities that house dangerous inmates. They should be double wrapped with forests. They are eyesores and because they can worry people, place them far away from residential and commercial areas.

**☐** Now place your airports. Airports can be worrisome and loud so partially wrap them with forests.

**☐** Fill in the rest of your municipal properties on your map. Consider how many of each you should have on your map to reflect the land region population you have studied.

**☐** Place cottages in a picturesque spot by water or mountains or by a border where there might be an ocean or large lake that is unseen. Surround them with forests.

**☐** Time for recreational land. Make sure your recreational spots reflect the region or global community that you have studied. Have 7 types of recreational land placed

**☐** Make sure transportation needs are addressed such as bus stations, subways stations, train stations, highways, etc. They should join residential, agricultural, and industrial areas. Remember: Do you have highways going in between the different zones but not through residential areas?

**☐** Once placed, start filling up your map with residential specifics

**☐** Now add agricultural and industrial specifics.

**☐** Finally, add commercial specifics followed by environmental specifics.

Is every square of your map zoned? Can you justify the placement of everything on your map?

**RESIDENTIAL**

**ZONING KEY**

**(SHADE BROWN)**

**Where people live**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | House |
|  | Apartment |
|  | Condominium |
|  | Mansion |
|  | Trailer Park  |
|  | Cottages |
|  | Townhouse/Rowhouse |
|  | Semi-detached House |
|  | Farm House |

**INDUSTRIAL**

**ZONING KEY**

**(SHADE GREY)**

**Where things are made and/or assembled**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Plastics Factory |
|  | Glass Factory |
|  | Metal (Smelting) Factory |
|  | Brick Factory |
|  | Sawmill |
|  | Clothing Factory |
|  | Computer Factory |
|  | Furniture Factory |
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**AGRICULTURAL**

**ZONING KEY**

**(SHADE PURPLE)**

**Where things are grown and living things are raised for consumption**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Mixed Use Farm |
|  | Corn Farm |
|  | Dairy Farm |
|  | Fruit Farm |
|  | Slaughterhouse (Abattoir)  |
|  | Chicken Coops |
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**COMMERCIAL**

**ZONING KEY**

**(SHADE RED)**

**Where goods and services are offered in exchange for money**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Department Store |
|  | Grocery Store |
|  | Mall  |
|  | Pharmacy |
|  | Gas Station |
|  | Mechanic |
|  | Hotel |
|  | Motel/Inn/Bed & Breakfast |
|  | Home Building Store |
|  | Restaurant |
|  | Toy Store |
|  | Video Game Store |
|  | Electronics Store |
|  | Car Dealership |
|  | Doctor  |

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Dentist |
|  | Indoor Playground |
|  | Bakery |
|  | Shoe Store |
|  | Clothing Store |
|  | Sporting Store |
|  | University |
|  | College |
|  | Baseball Stadium |
|  | Soccer Stadium |
|  | Hockey Arena |
|  | Basketball Arena |
|  | Fitness Club |
|  | Parking Lot |
|  | Movie Theatre |
|  | Theatre |
|  | Hair Salon |
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**TRANSPORTATION ZONING KEY**

**(SHADE BLUE)**

**Places related to travel**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Airport |
|  | Roads |
|  | Highways |
|  | Bridges |
|  | Drawbridges |
|  | Subway Station |
|  | Subway Station |
|  | Subway Station |
|  | Subway Station |
|  | Bus Station  |
|  | Bus Stops |
|  | Train Station |
|  | Train Station |
|  | Train Station |
|  | Train Station |

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Train Tracks |
|  | Helicopter Landing Pads |
|  | Ferry Station |
|  | Marina/Docking Area |
|  | Road Maintenance Yard |
|  |  Salt Dome |
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**UTILITIES**

 **ZONING KEY**

**(SHADE BLACK)**

**Places where electricity is made and water is stored/cleaned**

**You might want to surround these places with green space/forests to so they are not eyesores. Green space/forests can also remove pollution!**

Nuclear Power Plant: Needs to be nearby a body of water as water cools the reactors. Due to the (small) chance that radiation can be emitted, put it far away from residential, agricultural, commercial areas.

Windmills: Free energy…provided your nation has lots of wind! Can be large and an eyesore.

Solar: Free energy…provided your nation has a warm/sunny climate! If your place has variable weather, energy output can be uneven.

Hydroelectric plants: Needs to be next to water! They can be a bit of an eyesore!

Coal Plant: Produces significant pollution. You likely want to put it far away from lakes, rivers, mountains, residential, commercial, agricultural areas as it can be a health hazard and eyesore!

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| --- | --- |
| SYMBOL | MEANING |
|  | Wind Turbines |
|  | Nuclear Power Plant |
|  | Hydro Electric Plant |
|  | Solar Power Plant |
|  | Coal Plant |
|  | Water Filtration Plant |
|  | Water Tower |

**MUNICIPAL**

**ZONING KEY**

**(SHADE YELLOW)**

**Places controlled by the government…taxes pay to run these services**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Court |
|  | Jails/Prisons |
|  | Police Station |
|  | Fire Station |
|  | City Hall |
|  | Hospital |
|  | School |
|  | High School |
|  | Paramedic Station |
|  | Community Center (Fitness Club, Swimming Pools, Basketball Courts, Meeting Rooms) |
|  | Library |
|  | Post Office |
|  |  |

**ENVIRONMENTAL ZONING KEY**

**(SHADE GREEN)**

**Protected green space maintained by the government**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Park |
|  | Parkette |
|  | Pond |
|  | Trail |
|  | Forest |
|  | Beach |
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**RECREATIONAL**

**ZONING KEY**

**(SHADE ORANGE)**

**Land controlled by the government that promotes fun and activity**

|  |  |
| --- | --- |
| SYMBOL | MEANING |
|  | Playground |
|  | Tennis Court |
|  | Basketball Court |
|  | Splash Pad |
|  | Swimming Hole/Mini Beach |
|  | Swimming Pool |
|  | Campground |
|  | Baseball Diamond |
|  | Soccer/Football Field |
|  | Volleyball Court |
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| LAND FEATURES |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

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| JOB/WORK OPPORTUNITIES |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

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| --- |
| RECREATIONAL/ENTERTAINMENT OPPORTUNITIES  |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

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| CLOTHING |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

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| FOOD |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

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| --- |
| TRANSPORTATION |
| 1) |
| 2) |
| 3) |
| 4) |
| 5) |

**SUMMARIZING NOTES**

1) WHAT SORTS OF FOODS ARE POPULAR IN YOUR AREA?

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2)I SHOULD HAVE:

MANY RESTAURANTS ⃝

FEW RESTAURANTS. ⃝

3) WHAT SORTS OF RECREATIONAL ACTIVITIES, SPORTS, AND PASTTIMES ARE POPULAR IN YOUR AREA?

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4)DO A LOT OF PEOPLE VISIT YOUR AREA AS TOURISTS?

YES ⃝ NO ⃝

5)WHAT SORTS OF TOURIST ACTIVITIES MIGHT PEOPLE ENJOY IN YOUR AREA?

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6) WHAT SEASONAL CLOTHING IS NEEDED IN YOUR AREA TO BE FULLY PREPARED FOR FUN/DANGER?

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7)WHAT RELIGIONS ARE WELL FOLLOWED IN YOUR AREA?

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8) WHAT JOBS ARE UNIQUE TO YOUR AREA?

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|  |

9) Is there a lot of wind in your area?

YES NO

10)Are there a lot of lakes in your area?

YES NO

11)Is there a lot of sun in your area?

YES NO