

URBANIZATION GAME NARRATIVES

Rural life before industrialization 1700 to 1760. Most people living in this village in the English countryside work on farms. Draw 10 houses, small cottages scattered around your paper. Add a river flowing through your village. Place three farms near the river. Life revolves around people's work and the local church. Add one church, one village market, and one dirt road. Early industrial growth, 1760 to 1800s. A wealthy businessman builds a water-powered textile mill near the river. Draw one factory near the river. New workers move in. Add five new houses near the factory. A coal mine is discovered nearby. Draw one coal mine and one dirt road leading to it. More workers arrive. Add five more houses. A bridge is built over the river to connect both sides of town. Draw a bridge over the river. Rapid industrial expansion. 1800 to 1850s. Steam engines replace waterpower and factories expand. Add two more factories. Add 10 more houses for workers. The first railroad is built. Draw a train track with a train station. Connect it to the factories and coal mine. New inventions allow goods to be produced faster and cheaper. Add two shops, stores to sell goods. Urban challenges 1850 to 1900s. The town is overcrowded and pollution from coal factories fills the air. Add black smoke over factories. Add tenement housing, small, crowded homes near factories. A disease outbreak spreads due to poor sanitation. At a hospital and one cemetery, workers demand better conditions and reforms are made. Add a school and a public park.