

# City Planning- Building Fun in Social Studies

1.

This module covers the educational concepts of design, problem solving, critical thinking and group decision making. Students are given a pre-built scenario within the software program SimCity\* and asked to try to improve the situation by various techniques.



All activities begin with students looking at a city that contains poor zoning and transportation problems that are included on the SimCity CD. It becomes their task to attempt to improve the city by using only transportation solutions, zoning solutions or a combination of both.

	Estimated Classroom Time	Module Contents
Activity 1	10 minutes prep, 20 minutes class time	Manual SimCity CD
Activity 2	10 minutes prep, 40 minutes class time	Five (5) license copies of SimCity 4
Activity 3	10 minutes prep, 50 minutes class time	

The module is broken into three activities. Each activity could be used independently or could occur at the same time within a given classroom setting depending on available equipment and materials. The activities could likewise be done in small groups or pairs of students, again depending on equipment as well as the teacher's goals and time permitted.

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**\*NOTE: Class visits by NDDOT TRAC volunteers are available for this module. These visits include class participation on city planning and engineering.**