

World History

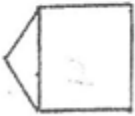
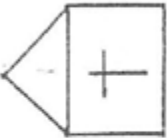





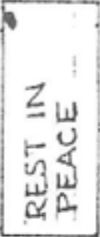
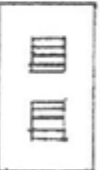
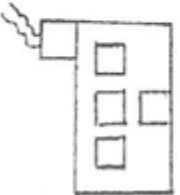
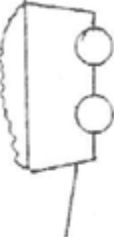





Design a Village, c. 1850

Using what you have learned about the evolution of a town, from a site along a fast flowing river to a bustling economic center, design a town “from scratch”.

Your town must include the following structures and spaces.

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 (various sizes)	2 parks
2 railroad lines, 2 stations	1 library
8 streets with one intersection	1 feed mill (where farmers buy grain)
3 coalmines	

Upon completion, you will be called upon to explain the rationale of your design.

NOTES:-		
 HOUSE	 CHURCH	 SCHOOL
 TENEMENT	 MUSEUM/THEATRE	 HOSPITAL
 STORE	 REST IN PEACE	 JAIL
 FACTORY	 COAL MINE	 PUB
 BRIDGE	 CANAL	 ROAD  RAILROAD
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