**Urbanization in England Simulation**

**In the beginning draw:**

a. 1 river – East to West, 1 inch wide

b. 1 bridge crossing the river

c. 2 roads (one east-west, 1 north-south crossing river at bridge)

d. 10 houses

e. 1 church

f. 1 cemetary

g. 1 store

h. 1 pub

i. 1 coalmine

j. at least 50 trees

**Round 1:**

a. 1 canal, parallel to the river

b. 1 nice home

**Round 2:**

a. 5 houses

**Round 3:**

a. 3”x3” commons

b. 5 houses

**Round 4:**

a. 1 factory, next to river, no smoke

b. 5 houses

**Round 5:**

a. 15 houses

b. 1 church

c. 1 pub

d. 1 store

e. additional roads

f. 1 bridge

**Round 6:**

a. 5 new factories, on river

b. 5 houses

**Round 7:**

a. 5 tenements

**Round 8:**

a. 1 store

b. 1 pub

c. 1 church

d. 1 school

**Round 9:**

a. 5 pubs

b. Destroy 4 houses

c. add 4 tenement

**Round 10:**

a. 2 special homes

b. 1 factory

c. 15 houses

d. (remove trees if necessary)

**Round 11:**

a. 10 factories with smoke

b. add smoke to all factories

c. 1 nice house

d. 5 houses

e. 1 tenement

**Round 12:**

a. 1 new coal mine

b. 1 iron bridge to replace wood one

c. 5 houses

**Round 13:**

a. 1 coal mine

b. 1 cemetery

**Round 14:**

a. 1 roalroad line connecting all factories to coal mines, must be 1 continuous track

b. 5 houses

**Round 15:**

a. 1 jail

b. 2 pubs

c. 2 tenements

**Round 16:**

a. 2 hospitals

b. 1 cemetery

**Round 17:**

a. 1 railroad passing east-west through town

b. 5 houses

c. 1 tenement

**Round 18:**

a. 1 theater

b. 1 museum

c. 2 private schools – marked with letter “P”

d. 1 nice house

**Round 19:**

a. 1 cemetery

b. 1 jail

c. 1 hospital

**Round 20:**

a. 20 houses

b. 5 tenements

c. 2 stores

d. 1 church

e. 5 factories

f. 1 pub

g. 2 nice houses

h. 1 special house