

# City Planner – planning the layout of the city



# Why should we city plan?



- City planners develop master plans, a map of the city.
- Includes streets, parks, city hall, houses, shopping, schools, churches, and factories.



- Master plans are implemented after being adopted by the city council.
- They are implemented with a document called a “zoning ordinance,” which gives development guidelines for all land in the city.



**ZONING HAS ITS BENEFITS**  
Great **downtowns** don't just happen.



# Wheel and Spoke Design

- In this design, a church, a monument, or a city hall is in the center of the community.
- Roads extend from the center like spokes of a wheel.
- People build homes, farms, and businesses along these roads. Many old European cities reflect this plan.



# Geography Design

- Early American settlers and miners built communities that followed the natural environment.
- Instead of following a plan, Buildings might be built on hillsides or along river banks, and roads might follow wandering animal trails.



# Grid Design

- This city plan is organized into square blocks.
- Cities using the grid plan are designed in detail before any structures are built.





# Random Design

- When each developer uses a different plan, the designs may not connect.
- Suburbs often develop randomly.





# City Center Design

- In this design, important buildings such as churches, businesses, and government buildings are grouped together in the center of the city.
- People live in the outlying areas and travel to the city center.



# Planned Community

- Some people do not want to drive long distances.
- New communities include parks, schools, churches, and stores all within walking distance of each other.



# Minecraft

You must build a city that meets the needs of your citizens.

- 1. How will you eat (2 sources)?

Crops & fenced-in animals **(10 points)**

- 2. How will you get water (2 sources)?

River, well, lake, etc **(10 points)**

- 3. Transportation (2 types)?

Roads, railroad tracks, horse trails, etc **(10 points)**

- 4. Survive?

Hospital is required, fence around **entire** town required **(10 points)**

- 5. Buildings?

General store **(5 points)**, bank **(5 points)**, school **(5 points)**,

Church **(5 points)**, saloon (entertainment) **(5 points)**, city hall **(5 points)**,  
post office **(5 points)**, housing **(5 points)**, jail **(5 points)**,

library **(5 points)**



# Minecraft

- Sign in to Minecraft EDU
- Single Player
- Game Mode - CREATIVE