**Urban Drawing Activity Instructions**

1. **Round # 1** 
   1. **draw a river across your paper connecting east to west**
      1. **the river should be about 1 inch wide**
   2. **draw a simple wooden bridge crossing the river**
   3. **draw 2 roads one running north to south and crossing the river at the bridge and one running from east to west**
      1. **neither road need be a straight line**
   4. **draw 10 houses**
   5. **draw 1 church**
   6. **draw 1 cemetery**
   7. **draw 1 store**
   8. **draw 1 pub**
   9. **draw 1 coal mine**
      1. **all the above should be close to the houses**
   10. **draw at least 50 trees**
       1. **trees should be ½ the size of a house**
2. **Round # 2**
   1. **build yourself 1 nice home anywhere on the map you would like it to be.  Don’t forget to construct the canal.  It must run parallel to the river.**
3. **Round 3** 
   1. **Add 5 houses (total 16).**
4. **Round 4** 
   1. **Fence off an area 3x3 inches to be reserved as a commons (sort of close to the houses). Add 5 houses (total 21) and 1 more nice house.**
5. **Round 5** 
   1. **Add 1 factory (no smoke—it is powered by water).  Remember, the cotton factory must be placed on the river bank.  Canal water is not swift enough to generate the power to the working parts of the water frame.  Don’t add any smoke to this factory!!  Add 5 houses for workers (total 27)**
6. **Round 6**
   1. **Add  15  houses (near the factory) (total 42); 1  church , 1  pub, &  1  store.  You may draw additional roads and 1 additional bridge.**
7. **Round 7** 
   1. **Add 5 new factories (must be on the river bank as they** **need water power).**
   2. **Add 5 houses near the factory(total 47**)
8. **Round 8**
   1. **Add 5 Tenements** (apartment buildngs) **(near the factory).**
9. **Round 9** 
   1. **Add 1 store, 1 pub, 1 church,(near the factory) & 1 school for those** **families wealthy enough to send their children (boys) to school.**
10. Round 10
    1. **Add 5 more pubs.(near factory)  Destroy 5 houses (total 42), add 4 tenements.**
11. **Round 11** 
    1. **Add 2 mansions**
    2. **Add 1 factory, add 15 houses for management personages (total 59) (Note: from this point on trees may be removed if you need space).**
12. **Round 12** 
    1. **Add 10 factories with smoke.  Add smoke to all other pre-existing factories.  Also, add one nicer house since people continue to get rich.  Add 5 houses (total 65) and 1 tenement (near factories).**
13. **Round 13**
    1. **Add 1 new coal mine and a new iron bridge to replace the old wooden one.   Add 5 houses (total 70).**
14. **Round 14** 
    1. **Add another coal** **mine**
    2. **Draw 1 cemetery**.
15. **Round 15** 
    1. **Add 1 major railroad line connecting all your factories to your coal mines.  This is one continuous track which must connect all factories and mines (you may build additional railroad bridges only as needed).  Add 5 houses (total 75) for railroad builders (near the railroad). (you have 3 coalmines and 17 factories to connect)**
16. **Round 16** 
    1. **Add 1 jail & 2 pubs and 2 tenements.**
17. **Round 17** 
    1. **Add 20 street lamps.  (these are streetlamps and must be located along streets)(these are not on the template- make them the size of the trees).**
18. **Round 18** 
    1. **Add 2 hospitals and 1 more cemetery.**
19. **Round 19** 
    1. **Add 1 more railroad line passing east to west through your town.   Add 5 houses (total 80) and 1 tenement for the new railroad workers (near the railroad).**
20. **Round 20** 
    1. **Add 1 theater and 1 museum.  Add 2 private schools for upper class students (mark these schools with the letter “P”.   Add 1 nice house (81).**
21. **Round 21**
    1. **Add 1 cemetery, 1 jail, 1 hospital to accommodate the victims of urban life.**
22. **Round 22**
    1. **Add 20 houses,5 tenements, 2 stores, 1 church, 5 factories, and 1 pub, and 2 more nice houses and one special house (104 total houses- 95 “regular”, 9 nice/ very nice).**

**Totals**

125 houses                                                                 20 Tenements

50 factories                                                                10 wealthy homes

5 schools (2 private)                                                   5 jails

9 cemeteries                                                               10 pubs

10 stores                                                                      4 hospitals

1 city hall                                                                     2 Theaters

1 museum                                                                     2 Railroad stations

1 Canal                                                                          5 bridges

2 railroads                                                                     roads as appropriate

1 3x3 Green Area (common)