**Industrial Revolution Activity**

**Due at the beginning of class on:**

**“A” Day- 3/26/19 & “B” Day- 3/27/19**

**PAP 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 line, 2 stations                         1 library

8 streets with one intersection                  1 feed mill (where farmers buy grain)

3 coalmines                                        \* You will need to add a color coordinated key that corresponds with your town.\*

* You will need a town name