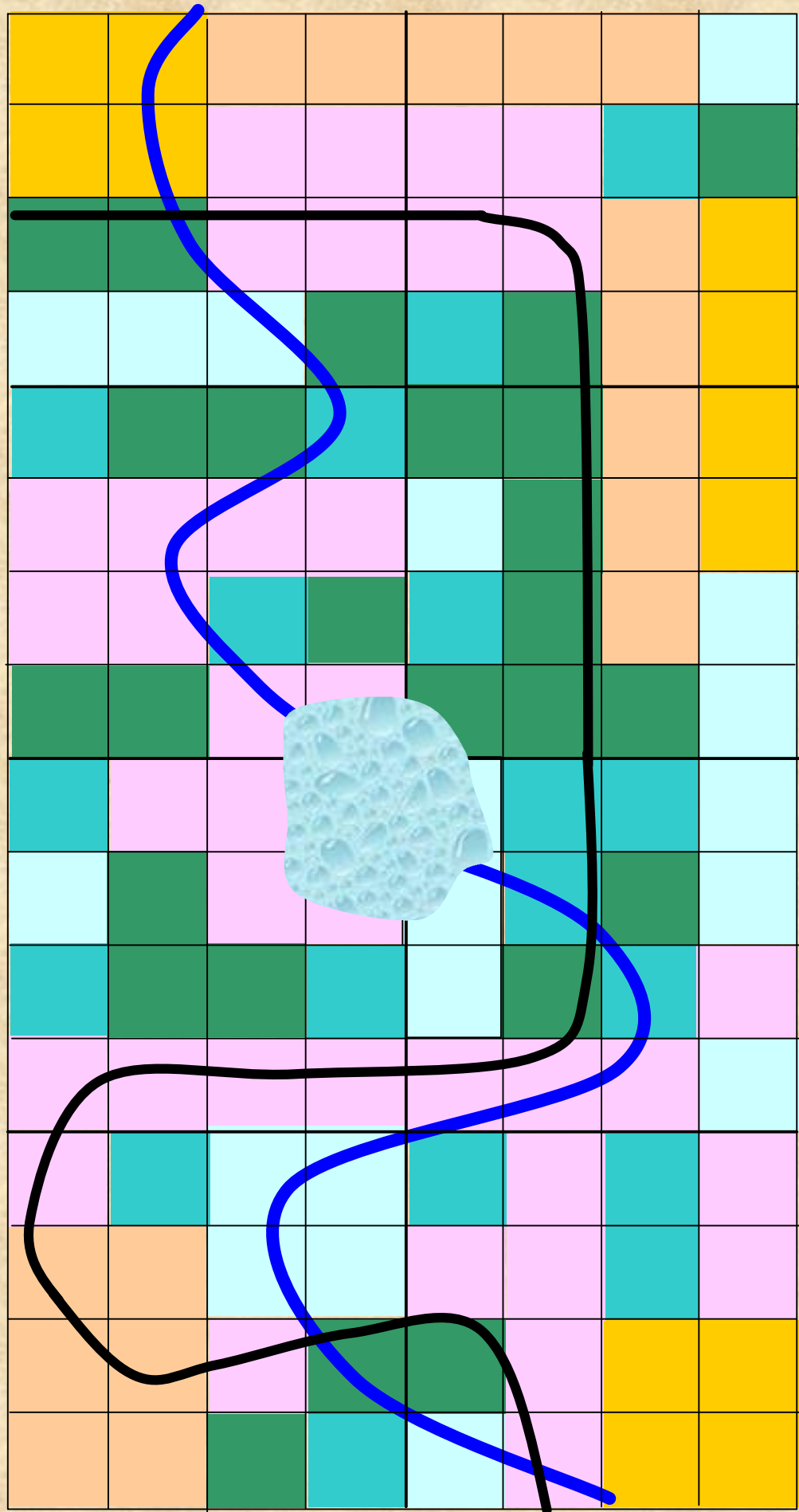


Our Town

A Classroom Simulation

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Lesson 4 Building a Model of Our Town



Objective: Students will select a map of “Our Town.” They will build a model of the town based on the map.

Skills Used:

- 1) Proportion and scale models

Materials Needed:

- 1) One copy of the map that will be used to make the city for each team. After students have chosen which map to make a model of the map should be divided into eight sections for eight teams. Each section will consist of 16 squares, 4x4. It is easiest to cut the map into eight sections and tape the section onto a sheet of construction paper. It also works best to have each class build a separate model. When several classes work on one model, students tend to tear apart the previous classes’ work. If you choose to have the students create two maps – a zoning map and the building and roadmap, you can glue the same section together on a sheet of construction paper. Each team should have the same section.
- 2) One sheet of tag board for each team. Make sure the tag board is square. It might be a good idea to draw the 16 square grid onto the tag board.
- 3) Materials for building the town: markers, glue, scissors, construction paper, cardboard, etc... Encourage students to use their imagination.

Opening Activity

Share with the students the map that was chosen. Discuss the various building and roads on the map.

Teaching Activity:

- 1) Pass out the section maps to each team. Share with them the materials available to construct the city.
- 2) If the grid has not been drawn, have the students draw in the grid. Have them follow the directions on the student page.
- 3) Draw in the river and lakes. It is a good idea to place all of the sections together to ensure that the river and lake match up in each section,
- 4) Have the students color in the zones using a light crayon or colored pencil.
- 5) Once the zones are colored, draw in the roads. It is a good idea to lay out all of the grids in order and draw the roads on the model. This ensures continuity.

6) Build the buildings for the city. Make sure not to build them too tall. Discuss that each square is actually $\frac{1}{2}$ mile by $\frac{1}{2}$ mile. Decide on a height for a one-story building. (i.e. 1 store is $\frac{1}{2}$ " tall.) Understand that the proportion might not be exact because you want to be able to see the buildings.

7) It is suggested that at the end of each class period, the students place the sections together to check the progress of the town and see if it will connect together.

Closing Activity

Have the students share their towns with the school. They can create a videotape about their town or make a display in the library.

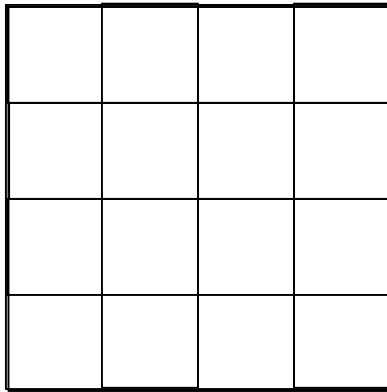


Worksheet Lesson 4 Building a Model of Our Town

Directions:

1) You will be given a section of the town that was chosen to be built. This is called a blueprint. Your teacher cut the actual blueprint into eight sections and placed each section on a piece of construction paper. You will be asked to turn in your blueprint at the end of each class period so it is not lost.

2) You will also be given a sheet of tag board. Please divide the tag board into a grid with four rows and four columns. To do this:



a) Place your yardstick at the top of the tag board so that the zero is on the edge of the tag board. Measure the distance of the tag board. Place a small line in the middle of the tag board and then halfway into each half so that you have four sections that are the same distance apart.

b) Place your yardstick at the bottom of the tag board and do the same thing.

c) Draw a straight line between the marks so that you have a tag board divided into four sections:

d) Turn your tag board 90 degrees and repeat this process. When you are finished, your tag board should look like the one above. You should have sixteen total squares on the tag board.

4) Color in your zones using a colored pencil or crayon. Be sure to copy the blueprint exactly.

5) Draw in the street to make sure that you match your connecting teams.

6) Draw in the spot where the buildings should go.

7) You may now build your houses, shops and buildings. Please make sure that each story is in proportion with the town size. It will not be to scale, but will represent the areas. Because the city model is so small, you can make only one or two houses per square to show that it is a housing neighborhood.

8) Make sure that you are matching the connecting teams. You will have to connect your model periodically to check your progress.

