**Town Planning**

Now that you have studied the basics of urban land use, let’s put you knowledge to use. You are going to design a new community on the map provided. Your town plan needs to communicate the type of city it is, show the locations of various types of land use discussed in class, and come as close as possible to the percentages for each land use.

**Brainstorming**

1. Think about ways in which you will determine what type of community you want to construct with the town plan. Will it be a Service Centre? Transportation Centre? Resource Centre? A combination of two?
2. Establish **principles of town design**. Therefore how will your city:
	1. Meet the needs of all citizens (age, gender, physical abilities, etc.)
	2. Avoid conflict between land uses
	3. Establish the percentage of the town’s area that will be covered by each type of land use. Use the percentages learned in our Urban Spaces ppt.
	4. Make the best use of the physical landscape
3. Your town must be planned to the following specifications:
	1. A population size of 20,000 and 30,000 residents
	2. A number of different residential areas of each density as well as a variety of locations with different land values
	3. A CBD and industrial areas
	4. A transportation pattern
	5. Shopping facilities
	6. Schools and public buildings
	7. Recreational facilities (both natural and human made)
	8. Different types of businesses
4. Trace (or photocopy) your base map several times. You could also transfer it to a computer and use a draw program. Experiment with a variety of land-use designs until you reach one that best meets your goals as city planner.

**Specific Requirements**

1. Your town must include examples of each of the following land uses:
	1. **Transportation network**: the pattern of arterial roads and local roads will, to a large extent, define the structure of your community. A highway and rail line also **need to be included**. You will probably want to get these down first.
	2. **Residential land**: **low** density, **medium** density, **high** density areas need to be included and labeled properly
	3. **Commercial land** (retail and business): your plan needs to have one or more examples of **each type** of commercial centre
	4. **Industrial land**: determine the **type** of industry you would like to attract to your town, **where** they will be located, and the **types** of services they would require. Make sure that you separate conflicting land uses. The type of town you will have decided to plan will link to this land use
	5. **Institutional and Public Buildings**: consider what you know about your community and other towns. **How many** elementary and secondary schools does a town of this size require? You will need to locate such things as:
		1. A city hall
		2. A hospital
		3. Religious buildings
		4. Fire halls
		5. Police stations
		6. Sewage treatment plant
		7. Landfill site and/or recycling plant
	6. **Open space and recreational facilities**: Consider how many of each you should include, and where you will locate them. You need to have:
		1. Parks of various sizes and types
		2. Community/recreational centres
		3. Cemeteries
	7. **Sensitive wildlife area**: you will notice that a river flows through your town and it is on the coast of an ocean or lake. There are also hills surrounding the town. You need to make room for at least one population of animals that need to be protected and explain how your town will not encroach on this sensitive area.

**Counting Squares**

Land use conventions need to be adhered to! Use the grid to calculate how many squares are needed for each land use. There are a total of ~495 squares on your map (not including the water) so:

Industrial = 10% = 49.5 squares

Residential = 40% = 198 squares

Commercial = 5% = 25 squares

Transportation = 25% = 123 squares

Institutional = 10% = 49.5 squares

Recreational = 10% = 50 squares

You will have to take some land away from one of these uses to provide a space for your sensitive wildlife area. 12 squares (or approximately 3% of your land) is to be used for the wildlife area.

**The Final Product**

1. Once you have a design that meets all your criteria, use the base map and draw your town plan. Create names for your major streets, neighbourhoods, shopping centres and physical features. Properly label all important items. **You will need a title, direction arrow, and a legend**. If you are using a computer, print out a copy of your town plan.
2. Finally, you will write a report explaining:
	1. Why you located the land uses where you did
		1. You need to **give two reasons** why you put the different land uses where you did. For example: I put my fish processing plant on the water front because geographically, it was close to the resource and I could secretively dump all the sludge and garbage back into the water at night when nobody was watching!
	2. How the physical features of the area affected your decision making process
	3. Remember to use proper terminology that you have learned from the power point notes and the text work done in class.