**Build your own City Game!**

**Purpose**: To investigate the complexities behind building a city. This includes being environmentally friendly, supplying enough electricity for your townspeople, making enough money to build as well as keeping your townspeople happy.

**Procedure/City-Building**:

1. Go to [www.electrocity.co.nz](http://www.electrocity.co.nz) (or serach “electocity” on Google). You will be taken to the main page of the website.
2. Before playing, click “How to Play” to read the instructions. ACTUALLY READ THEM. The keys to having the best possible city will be found in these pages.
3. After reading to rules, return to the home page and click “Start a New Game,” where you will be asked to name your town.

**Name of your Town: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. You will be given a starting population of 10,000 people and a budget of $400. Just underneath your money, you will see something that reads “LOCAL BODY RATES – 25%”. Local Body Rates are the New Zealand term for taxes. Leave those alone for now.
2. You will also be given a 5x5 square area of land to develop on. Your town is in the center square, and the surrounding terrain also appears. Below, describe what your terrain looks like.

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| --- | --- | --- | --- | --- |
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|  |  |  |  |  |
|  |  | SLEEPY TOWN(pop: 10,000) |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

1. With your money, choose your first building project.

**First Building Project: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Cost: $\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Reason for Building: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. Continue to build, or you also have the option of clicking “next turn” in the bottom right corner.

What do you notice changes when you click “next turn?”: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. One of your squares is unable to be built on. You can discover this by clicking each individual square (although, if you’ve been paying attention in class, you should have a good idea which square it is).
Once you’ve found it, explain why you cannot develop there: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Now that you’ve gotten the hang of things. Below, list five major building projects you conducted during your 150 turns. Additionally, list the turn they occurred, the cost, and the major consequences that happened.

(You can find these consequences by clicking on the square where you built something, and click on the STATS tab. You may also want to indicate if you UPGRADE this project.)

|  |  |  |  |
| --- | --- | --- | --- |
| **Turn #** | **Building Project** | **Cost** | **Consequences** |
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1. When you reach 150 turns, your game will end. Below, record how your terrain looks.

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| --- | --- | --- | --- | --- |
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|  |  |  |  |  |
|  |  |  (pop:\_\_\_\_\_\_\_) |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

1. You will also be given ratings based on a variety of factors. They are as follows:

**Population: \_\_\_\_\_\_\_\_\_\_\_\_ Money: \_\_\_\_\_\_\_\_\_\_\_\_\_ Coal: \_\_\_\_\_\_\_\_\_\_ Gas: \_\_\_\_\_\_\_\_\_**

**Energy Management: \_\_\_\_\_\_\_\_ Explanation: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Your Popularity: \_\_\_\_\_\_\_\_ Explanation: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Your Pouplation: \_\_\_\_\_\_\_\_ Explanation: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Your Environment: \_\_\_\_\_\_\_\_ Explanation: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Overall Score: \_\_\_\_\_\_/\_\_\_\_\_\_\_\_**

**Post-Activity Questions**:

1. What was your initial strategy in order to build the best city? Explain your reasoning of this strategy.
2. What unforeseen consequences occurred during the duration of this activity? How did you combat these problems (if at all)?
3. If you could do this city-building experience again, what would you do differently, and why?
4. What was the hardest part of this city-building experience? The easiest?
5. Compare your results to one of your peers. Identify one thing you did more effective than your peer, and one thing your peer did more effectively than you.