



Land Use

In this activity you will create a map of a community to investigate how land is used. You will need to pay attention to open spaces, residential areas and infrastructure in order to provide the people with a good standard of living.

Introduction

In the past, many towns were developed without a formal planning process. Today, many communities have planning boards or zoning commissions that will decide how land is used to have orderly development of the community. Planning boards work to regulate land use in a way that balances the interests and needs of business, industry and citizens. For example, a zoning board may set aside some land for industrial development to provide jobs for people. However, these industrial zones usually are situated away from residential areas to protect residents from noise, traffic, and pollution. Similarly, planning boards determine the location of parks and open spaces to improve the quality of life for residents.

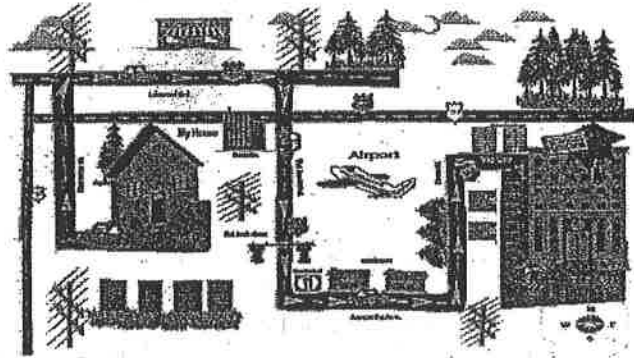
Properly planning a community is not easy. City planners have to account for population growth without compromising the overall quality of life in the community. Each decision a planning board makes has to be well thought out because each change impacts the infrastructure, ecosystems, and residents. For example, a poorly located housing development may cause severe traffic problems and accelerate the wear and tear on existing roads.

Objectives:

- Identify areas that are needed for a community-residential, industrial, commercial, recreational
- Create a simulated land-use model
- Evaluate the land-use of other communities.

Materials:

- Paper
- Writing utensils



GO TO: <http://tinyurl.com/husr6rg>

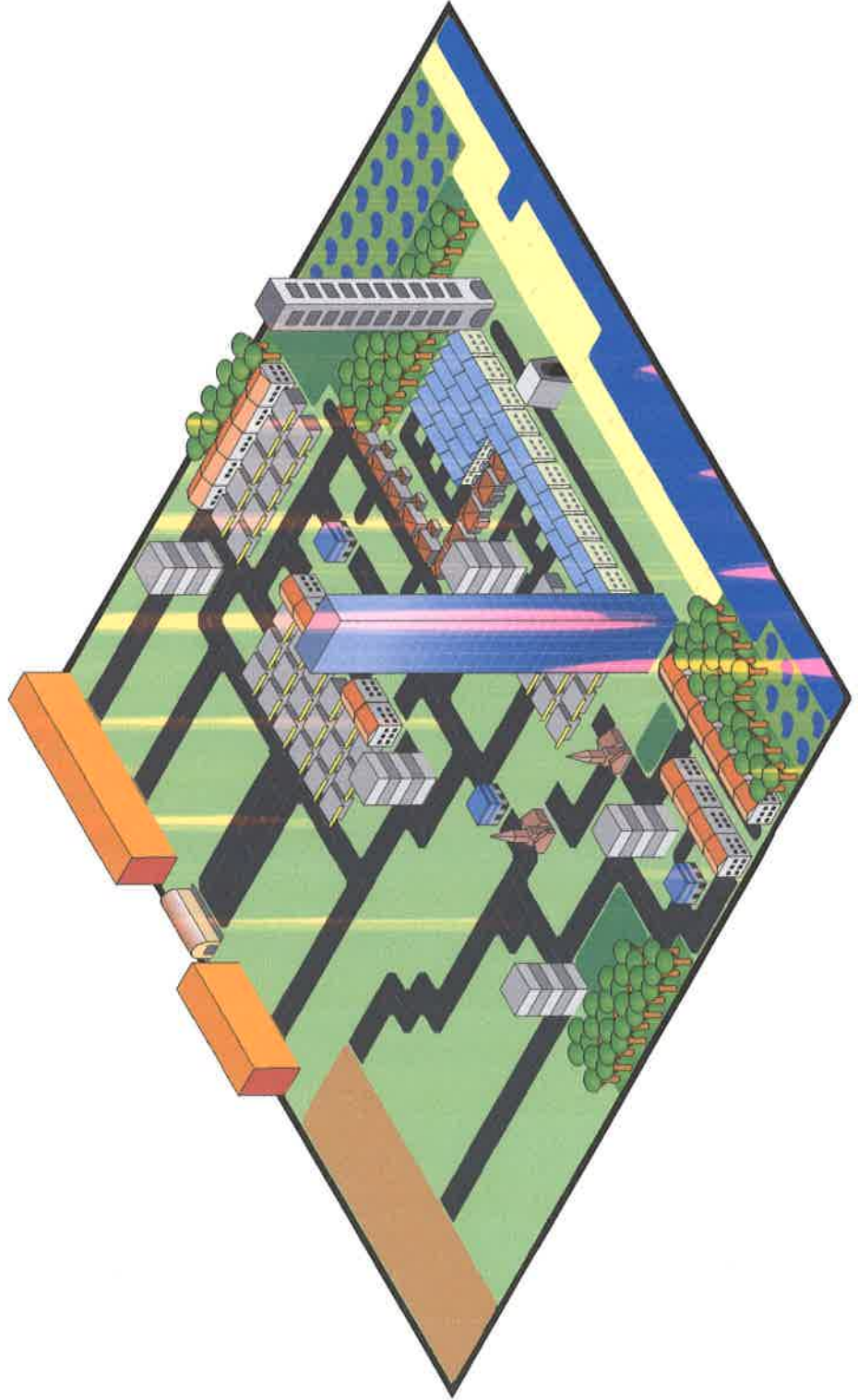
(http://www.urbangrowth.nsw.gov.au/mini-sites/my_neighbourhood/planner/site.htm)

Print your city at the end of the period.

Land use Type	Zoning Rules	Acres (minimum)
Landfill/soil	20 Acres away from water	30
Utilities (hospital, factories, library, town hall, school etc.)	All building should have access to transportation If you have unused acres you may build additional town fatalities of your choice	At least one acre for each building 20 Acres total
Parks and wildlife areas	May be near water Away from factories and landfill	40
Shopping	Access to transportation	40
Roads and Bridges	Connecting areas of the community	40-60
Wetlands	Near water	30
Residential area	Access to transportation	40
YOUR CHOICE	You can choose to build anything!	20

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