BBC BITESIZE — PLANET PLANNERS

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Teacher materials

Urbanisation: Environmental consequences

Scenario description

Players take on the role of decision makers responding to the growing impacts of rapid urbanisation, particularly its impact on air quality and waste. They must investigate sources of pollution, make decisions about future infrastructure projects and allocate resources to improve public health and the urban environment. Players must think critically about cost, fairness and inequalities, long-term outcomes and competing priorities in a fast-growing city.

Approximate location: Central Africa

Learning objectives

- To identify the causes and effects of urbanisation in low-income countries (LICs).
- To identify social, economic and environmental challenges in LIC cities.
- To make decisions about how to manage the growth of cities and how to improve conditions for those living in informal settlements in LICs.

Key geographical terminology	Key decisions	Think, work and apply like a geographer
- **Urbanisation:** When somewhere becomes more urban. This means a greater percentage of people live in cities rather than the countryside. - **Informal settlements:** Unplanned housing constructed on the edge of cities in LICs. - **Recycling centres:** Places where people can take rubbish to be recycled. - **Sanitation:** Access to clean water and sewage disposal.	- How can we reduce domestic air pollution? - What are the best ways to manage sanitation in informal settlements? - How can we prevent waste build-up and promote recycling? - Should we take on imported waste for profit? - How should we prepare for and respond to a disease outbreak? - Should we address car pollution by punishing the worst offenders or offering greener alternatives?	Encourage students to explore the links between gameplay and real-world job roles, such as: - urban planner - public health official - environmental engineer - epidemiologist - waste management officer

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Questions to explore	• How does poor air quality affect human health and the urban environment? • What are the advantages and disadvantages of short-term fixes vs long-term infrastructure solutions? • How do we decide what's fair when resources are limited? • How are disease outbreaks linked to sanitation, pollution and urban crowding? • What responsibilities do governments have to protect vulnerable populations from environmental hazards?
Emotional and ethical considerations	• **Ethical decision-making**: How do we ensure that decisions made about clean air, sanitation and healthcare are fair? Can short-term decisions unintentionally worsen long-term problems? Who bears the burden of pollution and who benefits from decisions made about it?
Links to other BBC resources* *Some video content may only be available in the UK.*	• BBC Bitesize for Teachers – Rapid urbanisation: https://www.bbc.co.uk/teach/class-clips-video/articles/z4ybgwx • BBC Bitesize for Teachers – Johannesburg and urbanisation: https://www.bbc.co.uk/teach/class-clips-video/articles/zwgv7v4h • BBC Bitesize for Teachers – Urbanisation in India: https://www.bbc.co.uk/teach/class-clips-video/articles/zj9ygwx • BBC Bitesize for Teachers – Where are the largest cities?: https://www.bbc.co.uk/teach/articles/zj7wbdm • BBC Bitesize – Urban patterns in LICs and MICs: https://www.bbc.co.uk/bitesize/topics/z96vr82/articles/zqj6xbk • BBC Bitesize – Urban processes in LICs and MICs: https://www.bbc.co.uk/bitesize/topics/z96vr82/articles/zc7htrd • BBC Bitesize – UN Sustainable Development Goal 11: Sustainable cities and communities: https://www.bbc.co.uk/bitesize/guides/z7hntrd/revision/1
Play *Planet Planners on Roblox*	The URL for the game is: https://www.roblox.com/games/80099528313812. This link will take you to the Roblox platform.