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Teacher materials

Urbanisation: Managing high-income country (HIC) cities

Scenario description

Players take on the role of decision-makers responding to key challenges in high-income country (HIC) cities. They must analyse data, make decisions and allocate resources to manage issues such as congestion, pollution and dereliction. Players must think critically about which types of transport to invest in and how to improve the health and wellbeing of people in the city.

Approximate location: Northern Europe

Learning objectives

- To identify some of the key challenges in high-income country (HIC) cities.
- To make decisions about how to manage challenges in HIC cities.
- To evaluate the social, economic and environmental impacts of decisions made in cities in HICs.

Key geographical terminology	Key decisions	Think, work and apply like a geographer
• **Congestion:** Traffic jams. These are often experienced in cities where there are lots of cars on the road. • **Congestion charges:** Payments required for cars to enter certain areas. • **Cycle lanes:** Special routes that can only be used by people on bikes. • **Derelict:** Places that are abandoned and in a poor condition. • **Green spaces:** Areas that contain grass and other plants. • **Public transport:** A way of moving people without the need for private cars – eg trams, buses and trains.	• Should we invest in public transport, cycle lanes or improving roads? • Which types of public transport should we develop? • How can we reduce air pollution in cities? • What should we do with derelict factories? • How can we provide enough homes for everyone? • How can we incorporate more green spaces into our cities?	Encourage students to explore the links between gameplay and real-world job roles, such as: • urban planner • transport engineer • environmental consultant • civil engineer • housing policy advisor

Urbanisation: Managing high-income country (HIC) cities

Questions to explore	• How can we tackle congestion in cities? • How can we encourage people to use public transport? • How are public transport projects funded? • Should we encourage personal transport, such as cycling or e-bikes? • How can we make personal transport safer for people? • Why are there derelict factories in HIC cities? • What can be done with derelict sites in HIC cities? • What are the benefits of green spaces? • How can we incorporate more green spaces into our cities?
Emotional and ethical considerations	• **Ethical decision-making**: How can we design transport systems that are safe for all? How can we ensure safety for those who cycle in cities? How do we ensure that green spaces are safe and accessible for all? Who benefits most from redevelopment?
Links to other BBC resources* **Some video content may only be available in the UK.*	• BBC Bitesize – Urban patterns in HICs: https://www.bbc.co.uk/bitesize/topics/z96vr82/articles/zggm7yc • BBC Bitesize – Urban processes in HICs: https://www.bbc.co.uk/bitesize/topics/z96vr82/articles/z3dm2v4 • BBC Bitesize for Teachers – How should we seek to control traffic pollution?: https://www.bbc.co.uk/teach/class-clips-video/articles/zdkrjhv • BBC Bitesize for Teachers – Change of land use – developing the greenbelt: https://www.bbc.co.uk/teach/class-clips-video/articles/zn3f47h • BBC Bitesize Careers – How to become a landscape assistant: Florence's story: https://www.bbc.co.uk/bitesize/articles/zr3x92p • BBC Bitesize – Urban change in the UK: https://www.bbc.co.uk/bitesize/topics/zgsywsq/watch/zhvb7v4
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.