

## The Urban Game

The year is 1700 and the nation is England. The scene is a rural village.

*Draw a river across your paper connecting east to west, the river should be about 1 inch wide, draw a wooden bridge across the river, draw 4 roads originating from each direction. Mark off a portion of the land in your village as the commons (land that can be used by all in the village). Draw 10 houses; draw 1 church, 1 cemetery, 1 store, 1 pub, 1 coal mine, and lots of trees.*

Life here in village England is similar to other villages across Europe in the 18<sup>th</sup> century. Change traditionally comes very slowly. People generally moved at a much slower pace and had access to very little information about the world outside of their village. London, England's largest city and one of the two real cities in Europe, had a population of about 750,000 in 1750. Three out of every four Englishmen were rural and lived in small villages like this one. The average village was inhabited by about 200 to 400 people. The tallest structure in the village was the church. The religion of England was Anglican (Church of England). Home life and work life were closely integrated as most work was done in nearby fields or in the home or perhaps adjoining workshop. The family was an economic unit as well as a social unit. Every member of the family worked very hard from sun-up to sun-down. Even small children had chores. The homes of villagers were small with earthen floors and inadequate light and ventilation. All members of the family slept in the same room and sometimes shared living quarters with livestock. Sons worked with the father farming and tending livestock. Daughters worked with the mother cooking, cleaning, sewing, and doing other domestic chores. Life expectancy was slightly over 40 years of age. Most people married in their teens and had babies before they were 20. It was common for women to die in childbirth so the average marriage lasted about 15 years. Step-mothers and step-fathers were common. One baby out of three died before their first birthday, only one child in two saw their 21<sup>st</sup> birthday.

Unlike France, the English were not rigidly divided into social/legal Estates. However, there was a distinct social class system. Most English were poor farmers. A few were middle class like the bourgeoisie of France. They lived, for the most part in London. Still a small few were aristocrats and usually owned large tracts of land in the English countryside. For both peasant and aristocrat, the soil was the key to the economy. Land was the source of livelihood and well-being. Having enough land to produce adequate food, or to produce enough to sell, or even to rent was the key to economic survival. These traditions concerning land guided daily living. These traditions were designed to ensure the stability and welfare of the greatest community. Hence marriages and inheritance were geared to maintaining family property in tact. Marriages were always arranged by parent to maintain or better the economic status of their sons or daughters. Not all could get married however. A man had to generally own land on which to support a family before he dared marry. It was not uncommon for men to wait until their 30's when they inherited land from their parents which enable them to marry. If a woman did not bring land into a marriage, she had to have some kind of dowry. Daughters who inherited property from their parents had to pass it on to their husbands. All land was given to the eldest son (primogeniture) while younger sons might receive cash payments or wait for their older brother to die.

The main occupation of England was farming. Private and public lands were not separated by fences as they are today. Every village had a public area called the commons. This was land that was available to anyone for pasturing, hunting, the gathering of firewood, growing of crops, etc. So poor farmers who did not own their own land nor rented could eke out a marginal living by depending on the commons. Unlike France, most English peasants or farmers did own their own land, however small.

Villages were connected by a system of dirt roads that became almost impassable during the wet season. As a result, transportation was often slow and trade beyond your village was not easy. Most English farmers never visited any place further than 25 miles from their birthplace, ever! People made their own food, clothes, furniture, tools, and homes. A few items which could not be produced could be obtained from wandering peddlers who also brought with them news.

Finally, for fuel, there were two sources: Firewood and coal. Nearly every English village had a coal mining operation. These mines employed a small number of village dwellers, especially in the winter. Coal pits from which coal was extracted belonged to the owner of the property where the coal mine was situated.

Over the next 100 years, a revolution as significant as the Neolithic Revolution (when early man turned from hunting and gathering to agriculture) will completely change life in your village. Some historians believe this revolution is the most fundamental change in human history.

### Round 1

It is now 1745, England's geography is unique in that no section of the country is more than 90 miles from the sea and there are many navigable rivers that crisscross the countryside. An enterprising young capitalist (you!) decides to invest money in the construction of a canal. This is not a public venture but rather a private one. The profits from your canal are astonishing! For example, one canal built in 1745, the Oxford Canal, yielded a 100% annual return for its investors for more than 30 years. This new revolution in transportation reduced the prices of raw materials and reduced the costs of transportation drastically. Coal could now be transported from the mines to the towns for half the price of horse-wagon transportation. *Since you invested your money, thereby making a tidy profit, build yourself 1 nice home anywhere on the map you would like it to be. Don't forget to construct the canal. It must run parallel to the river.*

### Round 2

It is now 1750. For a variety of different reasons (soap, diet, sanitation, etc.) there is a population explosion in England, and your village. The cursed Bubonic Plague which for centuries wiped out your village has been virtually eliminated due to the disposal of sewage in the canals and then ultimately the ocean. *Add 5 houses.*

### Round 3

It is 1760. The people of your village need a bit more food and goods to meet the needs of the new inhabitants. Coincidentally, a number of other noteworthy events occurred around 1760. First, a number of new mechanical inventions for farms are developed. One is called the seed drill and another is the horse-drawn cultivator. Also, farmers begin to experiment with new, more productive farming practices like crop rotation, new fertilizers, and new livestock breeding techniques. Consequently farm production is significantly increased. But there is one problem. Most farmers own small tracts of land. Why should they, or how could they, invest in expensive machines when their land is so small? What's more, it's almost impossible to buy more land from anyone! At the same time, pressure is placed on Parliament by large and small landowning farmers to make more land available. Where is that land to come from? The Commons of course!! A series of laws called the Enclosure Acts is passed by Parliament. This means that landowners can buy pieces of common land from the government. *Take away half of your commons and add 1 more nice house.*

### Round 4

It is now 1773. A man named Richard Arkwright invents a new machine that can spin and weave cloth a hundred times faster than could be done by hand in a farm cottage (the most common way of producing cotton cloth up to this time, the cottage industry (putting-out system)). He calls his new machine the Water Frame because its principal source of power was water. Let's imagine that the first water frame was built in your village (because of the river). Since the water frame was large, a special place was needed and the first factory for producing cotton cloth was built. *Add 1 factory. Remember, the cotton factory must be placed on the river bank. Canal water is not swift enough to generate the power to move the parts of the water frame. Don't add any smoke to this factory!!!*

### Round 5

It is now 1774. Workers are needed to work in this new factory. Since many people (women) cannot compete with the spinning and weaving of cloth made in the factory and there are large numbers of poor families who have lost their livelihood due to the Enclosure Acts, you do have an available supply of workers. People move to your village to find work. *Add 5 houses, 1 church, 1 pub, and 1 store. You may draw additional roads and 1 additional bridge.*

### Round 6

The profits from the first textile factory are enormous. It should be no surprise that Richard Arkwright is referred to with two titles: the first millionaire and the father of the factory. New factories are built in your community: *Add 5 new factories.* The early owners of these factories called themselves capitalists because they had the capital or money to purchase the raw material, the building, the water frame, and pay their workers a fixed wage and make a profit!

### Round 7

It is 1780. Unemployed workers from surrounding areas flood into your community looking for work. Although wages are very low, they look attractive to starving families. Housing is in great demand and for the first time a new kind of housing is constructed called Tenements. Here dozens of families reside under one roof. *Add 5 Tenements.*

### Round 8

It is now 1781. More workers need to live, eat, shop, drink, worship. They need the social support services to go along with this demand. *Add 1 store, 1 pub, 1 church, and 1 school for those families wealthy enough to send their children (boys only) to school. Since workers in the factories work 6 days a week, the only day of rest is Sunday. People flock to your churches so make them convenient for their tired feet.*

### Round 9

It is now 1782. Workers work long, hard hours in the factories. The average work day begins at 6:00 am and ends at 9:00 pm. There is only a 30 minute break for lunch. After work, exhausted, "stressed out" workers stop at their favorite pub for some relaxation. Alcohol begins to be consumed throughout England in record amounts. *Add 2 more pubs.*

### Round 10

It is now 1783. Workers barely eke out a marginal existence. There is never enough money to save and some workers go into debt. Few, if any, could afford to send their children to school. Still, there are a few families whose lifestyle is quite comfortable, even luxurious. Who are they? They are the large landowning farmers and factory owners. *Add 2 special homes.* Handsome manor houses are built and some are lavishly furnished with art. These new rich (nouveau riche) are not part of the aristocratic rich: food, servants, furniture, education, fine clothing, carriages, etc.

### Round 11

The year is 1785. A man named James Watt invents a new machine called the steam engine. The steam engine replaces the water frame. First, it is far more efficient. Second, it allows factories to be built away from the river. This source of power is more mobile. Capitalists quickly replace their water frames with steam-powered weaving and spinning machines. The main business in England is still textile manufacturing. *Add 10 factories with smoke. Add smoke to all other pre-existing factories. Also, add one more nice house since people continue to get rich.*

### Round 12

The year is 1800. A man named Henry Cort has just invented the puddling process. This process makes it possible for coal, which is, fortunately, in abundant supply in England, to be used as the primary fuel in the new iron industry. Consequently, your town is thrust into the "New Age of Heavy Industry." Larger factory districts appear which manufacture iron at low prices and that can easily be transported by your canal. *Add 1 new coal mine and a new iron bridge to replace the old wooden bridge.*

### Round 13

The year is 1815. Coal miners are busy mining coal. There is a great demand for coal now: home-heating, fuel for steam engines, for the production of iron. Although in the 1700s coal miners were adults who worked in the winter to supplement their wages, in the 1800's they are typically children between the ages of 8 and 14. The work is dangerous and unhealthy. Children become victims of black lung, explosions, and accidents. Their growth is stunted as they spend most of their 14 hours day stooped over. They are malnourished and unable to exercise or eat properly. Casualty rates go up. *Draw 1 cemetery.*

### Round 14

It is 1820. The existing canals and dirt roads cannot accommodate the heavy industrial traffic. New experiments with transportation using the power of a steam engine are tried. The most successful appears to be a steam-engine that pulls a series of wagons or cars on an iron track. The first railroad is tested and proves to be quite effective. *Add 1 major railroad line connecting your factory districts to your coal mining regions.*

### Round 15

It is 1827. This new "revolution" in transportation draws thousands of people to your community. Soon there becomes a surplus of workers. Capitalists who wish to ensure their profits decide to hire women and children over men because they can perform the same factory labor at one-half to one-quarter the price. More and more children leave their homes to work in factories. Unemployed men are unable to find work. Depressed, ashamed and angry about their wives and children toiling in factories, many men turn to crime and the social life of the pub. For the first time in England's history,

alcoholism appears in epidemic proportions. Family life that existed for hundreds of years in England is disrupted. Family members seldom eat together or see each other. *Add 1 jail and 2 pubs.*

#### Round 16

It is 1835. Using steam engines and iron and soon steel, British manufacturers introduced power-driven machinery in many industries. The production of shoes, clothing, ammunition, and furniture became mechanized, as did printing and papermaking. People used machines to cut and finish lumber, to process foods, and to make other machines. Some new inventions and innovative processes had important by-products. These by-products often developed into separate industries. For example, iron smelters used coke, a by-product of coal, to improve the smelting process. Then someone discovered that the gases that coal released during the coke-making process could be burned to give light. During the 1830's London and other large towns became the first communities to pipe in gas to burn in street lights. Soon all around England hundreds of towns used gas to light streets and homes. *Add 20 street lamps.*

#### Round 17

It is 1838. Let's look at the working conditions in the factories. The two predominant factories are textile and iron (steel). Working conditions in either of these two were appalling. Many workers contracted the deadly factory fever or white lung disease. It was probably a variety of lung ailments: cancer, tuberculosis, emphysema, etc. Other workers were injured on the job in factory accidents. There were no protective railings around huge moving mechanical parts of machinery. Children, weakened from lack of proper sleep or diet, stumbled into machinery and were mutilated. Women's long hair came undone and caught in moving machinery. Regardless, if you were unable to work, you were fired. There was no health insurance. There was always a daily line of unemployed workers waiting to fill vacant jobs. *Add 2 hospitals, and 1 more cemetery.*

#### Round 18

It is 1840. The need for quicker and cheaper transportation quickens. Coal, iron, finished products, raw materials must all be transported from one area of England to another. In Ireland in the late 1830's a devastating potato famine drove hundreds of thousands of Irish to England. Here was the cheapest of labor possible to build more railroads. *Add 1 more railroad line.*

#### Round 19

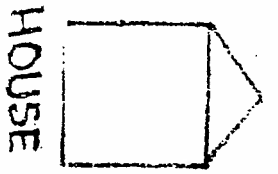
It is 1842. By this year, several million acres of good English land has been enclosed and sold to private parties of large estates. Despite the misery this creates for England's' landless poor, the economic benefits for the rich are obvious. These farmers purchase the newest power-driven machinery and can easily feed the working class of England (including the Irish). The small landowning farmer is crushed by the enclosed commons. They cannot afford the machinery and therefore cannot compete and grow food profitably. Thousands of these folk leave their villages (where their ancestors had lived for hundreds of years) and move to towns and cities looking for work to feed their families. Some refused to leave but took jobs working for the large landowning farmers. By the thousands, they move to the bleak, uninviting towns of the north in the new cotton mills. *Add 20 houses, 5 tenements, 2 stores, 1 church, 5 factories, 1 pub, and 1 more nice house.*

#### Round 20

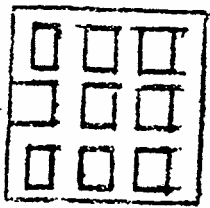
It is 1845. There are some advantages for many of the urban dwellers. City life is quite different from country life. For the small but growing middle classes, a whole new cultural life is available. Museums, theaters, opera, restaurants, plays, concerts are made available. Whereas before only the aristocrats could afford the arts, now the middle class enjoys the fine life of culture and good living. *Add 2 theaters and 2 private schools.*

#### Round 21

It is 1850. There are no pollution controls so the air in your community looks dark. Windows, walls, even trees are covered with layers of soot and coke. The river that once flowed through your quiet village for hundreds of years is now unfit for drinking, bathing, or laundry. A new disease begins to take the lives of people. Malignant tumors grow in people's bodies and the term cancer is first used in the medical profession. The average life expectancy for the poor classes is now 30 years of age. Your city is overcrowded and shrouded in factory smoke. The noise, the loss of privacy, the loss of the family unity, shatters the peace of the old ways. Suicide rates double, than triple. *Add 1 cemetery, 1 jail, and 1 hospital to accommodate the victims of urban life.*



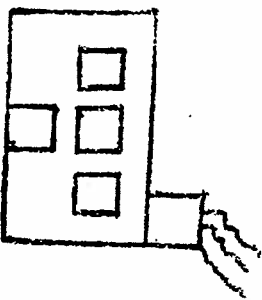
HOUSE



TENEMENT



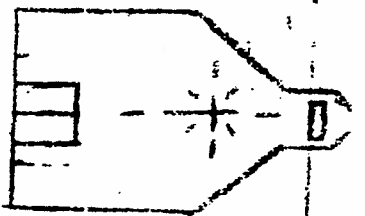
STORE



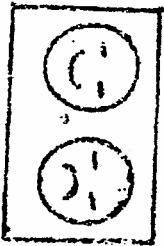
FACTORY



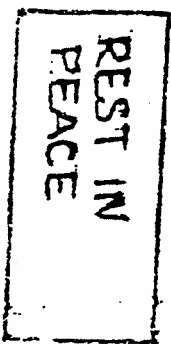
BRIDGE



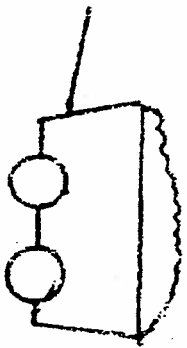
CHURCH



MUSEUM/THEATRE



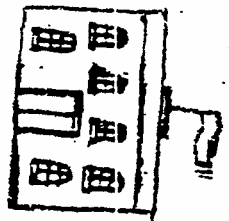
REST IN PEACE



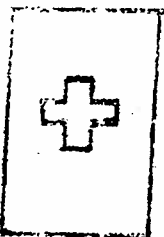
COAL MINE



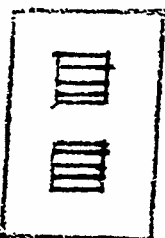
CANAL



School



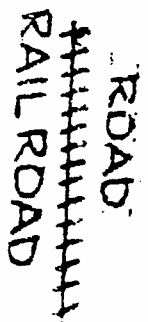
HOSPITAL



JAIL



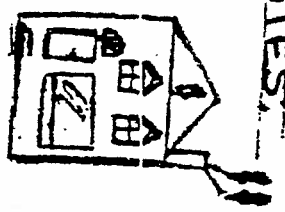
PUB



ROAD

RAILROAD

NOTES:



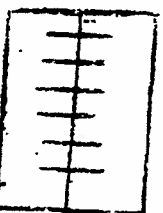
Special phone



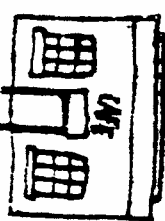
Street Lamp



or



Railway Station



Bus stop

WORLD HISTORY

INDUSTRIAL AND

URBAN GAMES

SYMBOLS



## Urbanization Game- Post Game Questions

1. Describe the village when it first started.
2. What factors lead to an increase in population in the village?
3. How did the village change over time (from village to city)? Cite specific examples from your map!
4. How did the new technology of the Industrial Revolution change the village/ city? Use specific examples.
5. Name the different socio-economic groups that emerged in your city. Where did they work? How did they live? How did they feel about their life?

