

# Classroom City

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A Simulation of local government and economics  
in a classroom mini-city

By Rod Stark



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## Welcome to *Classroom City!*

Students design, run, and sustain a classroom mini-city while striving to accumulate money and assets in this simulation dealing with local government and economics. "Residents" plan the city's geographical and political structure, elect officials, appoint individuals to city positions—such as bank president, police chief, and postmaster—and learn to manage money while buying and selling property in order to replicate the governmental workings of a modern city. Fate cards introduce unexpected, yet commonplace, events, questions, and activities that can be rewarding monetarily or disappointing—with a loss of money due to bad planning or just plain bad luck—just like real life!



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## Purpose

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A person once reflected that youth as adolescents spend much of their waking time role playing, continually trying different ways of thinking and behaving. From this behavior, children quickly learn which actions work in the real world as they understand it, gaining real-world experience through this role-playing. When they play a role, they can try new ideas without actually committing to them. This allows adolescents to mimic adult behavior without actually changing themselves, to play a temporary role only if it is not real. However, the longer the role is played, the more it is absorbed as it is integrated into the child's own behavior. *Classroom City* is an immersion into the day-to-day economy of a small city. Here the preadolescent or emerging adolescent resident can experience success and heartache based upon decisions he or she makes during the course of the day.

This simulation is designed to help students learn and experience the following:

### **Knowledge**

- cash economy, optionally dealing with checks, credit cards, or paying with a mobile phone app
- Robert's Rules of Order
- city government operation
- bank operation (loans and interest)
- insurance operation (medical, car, and personal property)
- monetary obligations
- profit and loss
- optional computer spreadsheet experience with Excel banking ledger

### **Attitudes**

- enjoyment of and empathy for people of different social status
- appreciation of the dynamics of group involvement and group decision making in the government

## Purpose

### *Skills*

- use of a checking account
- use of a credit card or mobile phone app
- operation of a business or profession
- handling of emergencies, both major and minor
- effecting change in a nonviolent manner
- use of the English language correctly, both orally and in written form
- becoming productive and cooperative members of a group
- development of imagination in the creation of the project
- enjoyment of the process of learning
- reinforcement of Common Core subjects of math, science, history, economics, and language

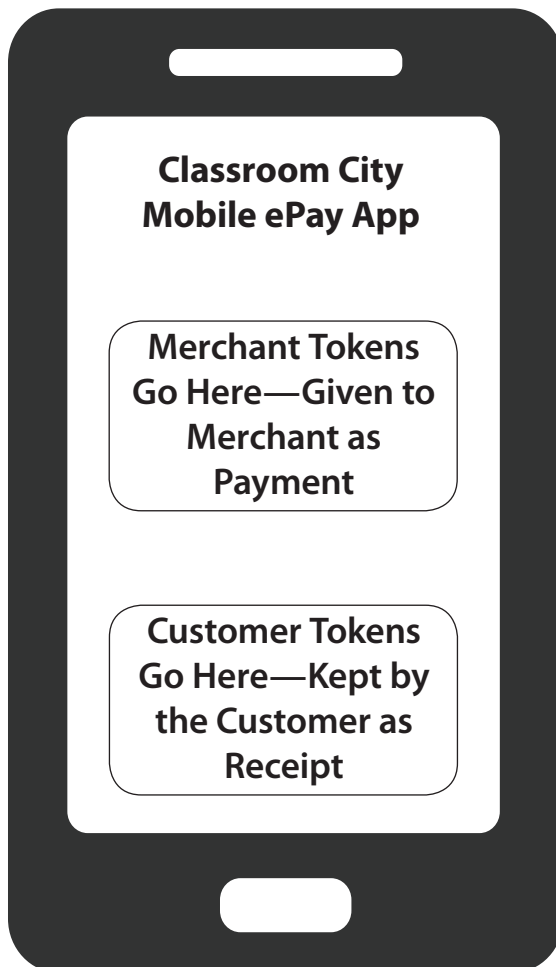
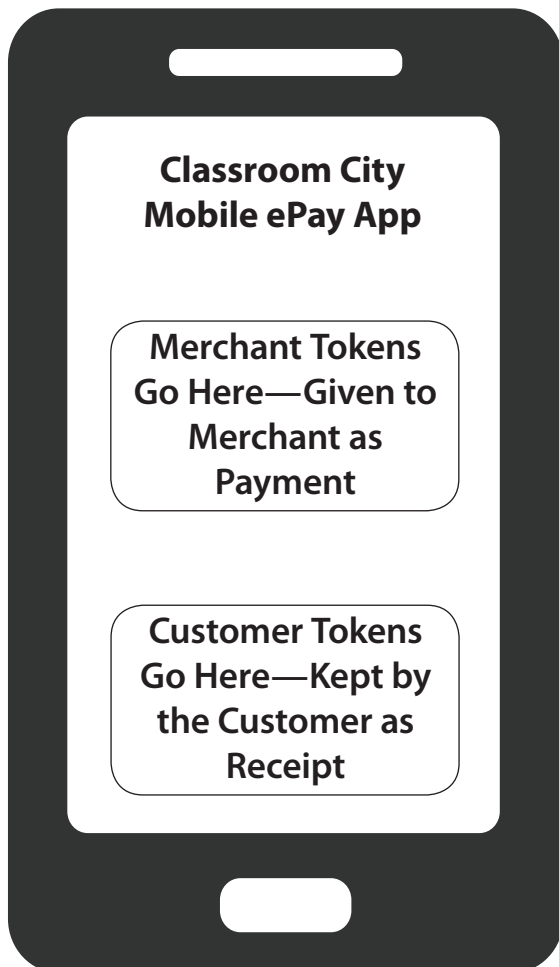
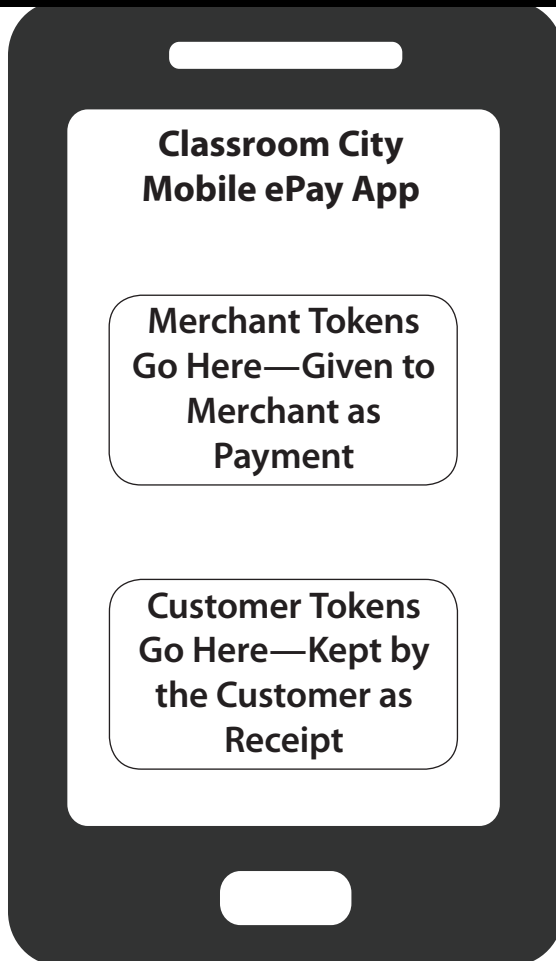
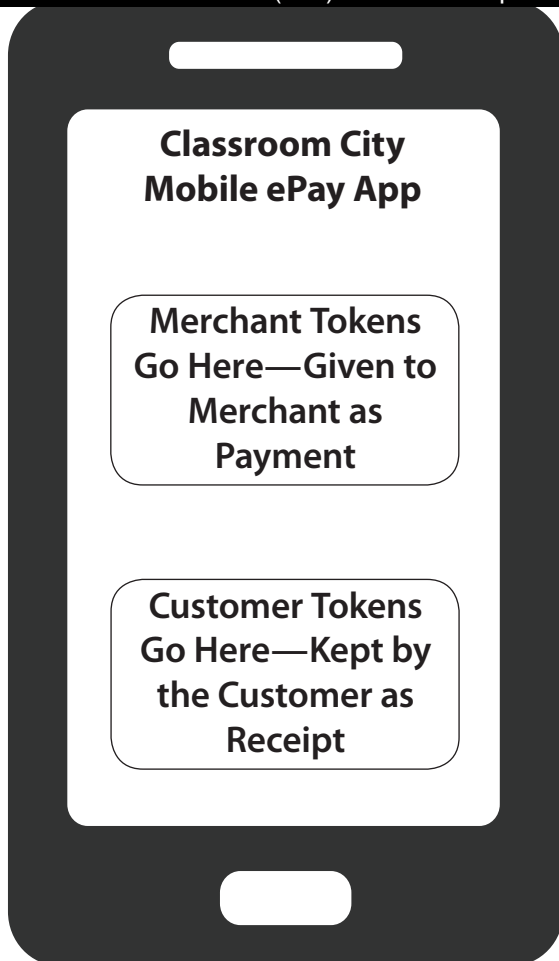




Handout

# Mobile ePay Phone App

*Print on heavy cardstock*



# City Code

1. **Speeding:** Running in the city at any time is forbidden.
2. **Vandalism:** Taking of other residents' property without permission is forbidden.
3. **Trespassing:** Entering other residents' houses or businesses without permission is forbidden.
4. **Disrespect for others:** By their actions, words, and deeds, residents should, at all times, show respect for other residents in the city.
5. **Littering:** Residents' homes and businesses shall remain free of litter and trash at all times.
6. **Excessive noise:** Noise loud enough to disturb others and the peace of the community shall not be tolerated.
7. **Sanitation violation:** No more than one day's amount of trash may be stored in a resident's home or business.
8. **Health hazard:** Any article that is or could be a health hazard to residents of the city is not allowed.
9. **Fire hazard:** Any article that is or could be a fire hazard to residents of the city is not allowed.
10. **Electrical hazard:** Any article that is not correctly connected to or authorized by the electrical power company or any article that is or could be an electrical hazard to the residents of the city is not allowed.
11. **Safety hazard:** Any article that is or could be deemed a safety hazard to the residents of the city is not allowed.
12. **Fire drill violation:** Any residents not exiting the city in a timely manner as determined by the fire marshal shall be issued a ticket for fire-drill violation.

**Note:** Other codes of conduct may be established by the city council as needed. When this happens, the changes will be added to this code. A copy of this City Code is to be placed in every resident's home along with the City Council Guide to Fines.

