

"Urban Planning and Company Towns"

Goals:

- Analyze the concept of a company town, using Pullman as a primary case study.
- Evaluate the benefits and drawbacks of company towns on workers and their families.
- Understand the social, economic, and urban planning aspects of company towns.
- Develop skills in research, critical thinking, urban design, and collaborative problem-solving.
- Enhance literacy through reading, writing, and discussion.

Scenario:

Get ready to step into a unique historical adventure where we'll be exploring the world of company towns, with a special focus on Pullman Town. This is our chance to travel back in time and see what life was like in these fascinating communities.

What's the Plan?

We're going to become historians, urban planners, and workers for a while. Our mission? To really get into the heart of what made company towns tick. Pullman Town is our main case study, and we'll be looking at it from all angles to understand the many layers of these communities.

What Will We Do?

- We'll dig into the history of Pullman Town and uncover the stories of the people who lived and worked there.
- As urban planners, we'll look at how these towns were designed and what made them different from other towns and cities.
- Stepping into the shoes of workers, we'll get a feel for the daily life and challenges in a company town.

Resources:

- Access to digital devices for research.
- Historical documents, photographs, and maps of Pullman Town.
- Urban planning software or graph paper for design activities.
- Books and articles on the history of company towns and urban planning.
- Video documentaries on the Pullman Town and other similar communities.

Call to Action:

Students will embark on a multifaceted project that involves historical research, urban planning, and a socio-economic analysis of the company town model. This project will combine creative design with critical analysis.

Activities or Engineering Design Challenges:

Historical Research:

- Divide students into groups, each focusing on different aspects: history of Pullman, life in company towns, economic models, and urban planning.
- Assign readings and online research tasks. Each group should compile a report and presentation.

Design a Company Town:

- Students will design their own model of a company town, incorporating lessons learned from Pullman.
- Provide urban planning software or graph paper. Emphasize thoughtful layout, facilities, and worker amenities.

Role-Play Simulation:

- Conduct a role-play activity where students enact scenarios faced by workers, management, and town planners in a company town setting.
- Discuss scenarios like wage negotiations, living conditions, and community events.

Comparative Analysis:

- Compare the Pullman Town with modern company towns or corporate campuses, examining similarities and differences.
- Students will prepare presentations or reports highlighting their findings.

Literacy Connection:

- Students will write an essay or create a journalistic article that explores the impacts of company towns on individual lives and communities.

Reflection:

- Group Discussions: Facilitate discussions after each activity, focusing on insights gained and the relevance of company towns in historical and modern contexts.
- Journaling: Encourage students to keep a journal throughout the project, documenting their findings, thoughts, and personal learning journey.
- Project Presentation: Groups will present their town designs and comparative analyses to the class.
- Reflective Essay or Article: A final written piece will allow students to consolidate their understanding and express their perspectives on the company town model.

Assessment:

- Evaluate the town designs for thoughtfulness in planning and historical accuracy.
- Assess presentations and reports for depth of research, understanding of the subject matter, and critical thinking.
- The final essay or article will be assessed for literacy skills, argument coherency, and connections to broader socio-economic themes.