

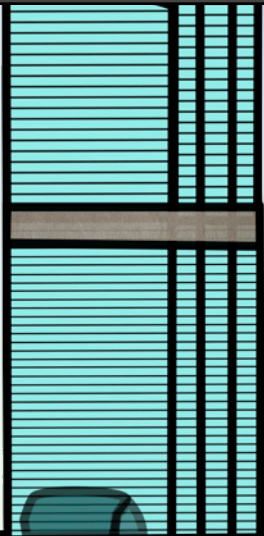
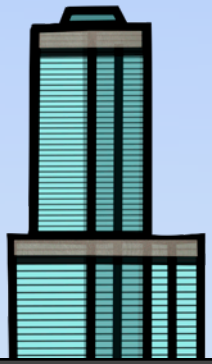
DIGITAL:
Divide &
Conquer

Imagine, Design, and Build a City
with this 2D & 3D Adventure!

GEOMETROCITY

BUILDING A CITY WITH MATH

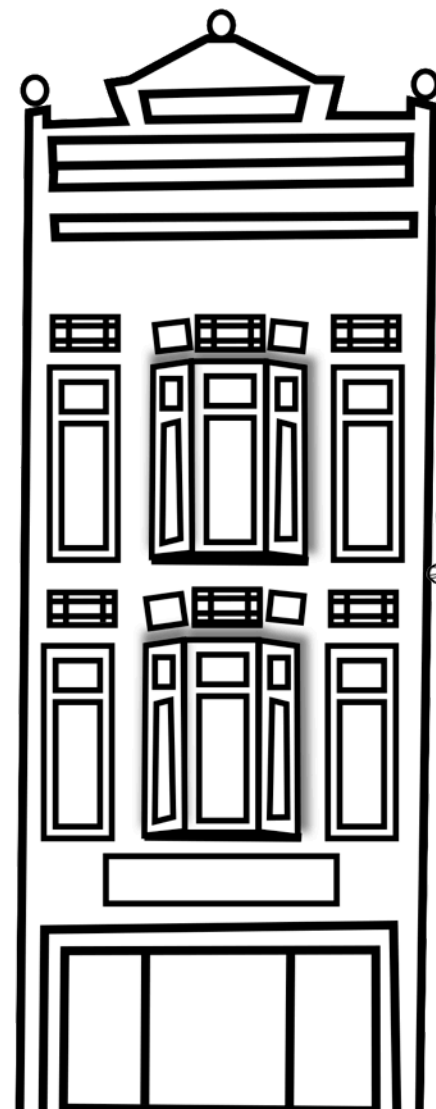
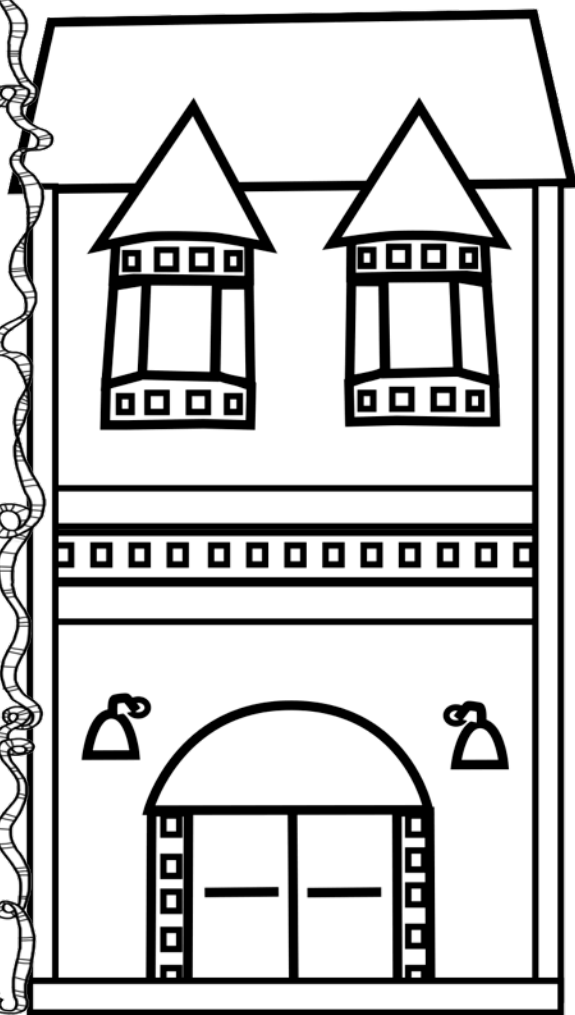
- Project Based Learning
- Real World Application
- Geometry, Maps, & More
- Extension Activities
- Differentiate Levels



GEOMETROCITY: A City Made of Math

TABLE OF CONTENTS

p7 About this product/project
p8-12 Images for you or the students.
p13-17 Mapping skills
p18-21 Objectives and introduction
p22-27 Phase One: Permits
p28-41 Phase Two: Design and Build
p42-46 Phase Three: Construction
p47-58 Phase Four: Building Up and Nets
p59-61 Phase Five: Assessment Rubrics
p62-64 Phase Six: Tourism
p65-67 Phase Seven: Challenge
p68-78 Differentiated Phase Two:
Design and Build sections
79-80 Credits



About this Project

Geometrocity is a project based learning activity where students will take their geometry skills and design their own city. This multi-tiered activity allows for immediate differentiation because of its size, and students may complete parts or the entire project based on your choosing. This project doesn't just focus on math skills, as there are components of social studies (mapping skills), writing, problem solving and comprehension skills too.

Students will be creating a city that uses 2D and 3D, practicing both plane and solid geometry. Students will utilize many types of geometric skills such as building nets to create buildings and structures along with designing parts of a city with shapes, lines, angles, and more.

Geometrocity is broken into SEVEN phases.
Those phases are:

Phase One: Permits

-Reviewing and previewing geometric terms and visuals. Creating a mini-map.

Phase Two: Design & Build

-Up to nine city sections can be built. Each page has 10-14 requirements that must be completed.

Phase Three: Construction

-Putting our city together for the world to see.

Phase Four: Building Up

-Using nets and 3D to make the city rise above the paper.

Phase Five: Assessment

-Three types of self-assessments for students. Self, Individual, and group work.

Phase Six: Tourism

-Create a postcard to persuade visitors to come.

Phase Seven: Challenge

-5 extra higher level challenges for students that want to create more.

This project aims to focus on geometry, but there are so many other elements of learning present which include problem-solving, making inferences, collaboration, communication, independent learning, and more.

Tips & Ideas:

- This project can be done individually or within a group. It is up to teacher discretion. Teachers can assign this for individuals or as a group project with each participant taking sections and they work together to build a city.
- In my classroom, I will project files like this on our whiteboards so that students and teachers can discuss the instructions and objectives.
- Included at the beginning of this file are some pages filled with different types of maps. Use these as an opportunity to show the differences.
- I've included a set of images giving examples of different phases of the project.
- As student begin to construct their city they may want to add cardboard underneath their paper for increased stability.

MATH Common Core Standards

CCSS.MATH.CONTENT.3.G.A.1
CCSS.MATH.CONTENT.3.G.A.2
CCSS.MATH.CONTENT.4.G.A.1
CCSS.MATH.CONTENT.4.G.A.2
CCSS.MATH.CONTENT.4.G.A.3
CCSS.MATH.CONTENT.5.G.B.3
CCSS.MATH.CONTENT.5.G.B.4
CCSS.MATH.CONTENT.6.G.A.4

GEOMETROCITY: A City Made of Math

During the design phase, students will create the city on sections that look like this.

As long as users follow the checklist on the right side of the page they, may design it however they would like.

INDUSTRIAL PARK

Include these elements in your design of the downtown.

<input type="checkbox"/>	ACUTE ANGLE
<input checked="" type="checkbox"/>	THREE PARALLEL LINES
<input type="checkbox"/>	CIRCLE
<input checked="" type="checkbox"/>	2 PENTAGONS REFLECTED
<input checked="" type="checkbox"/>	SCALENE TRIANGLE
<input checked="" type="checkbox"/>	POLYGON CUT WITH SYMMETRY
<input type="checkbox"/>	DECAGON
<input checked="" type="checkbox"/>	PARALLELOGRAM
<input checked="" type="checkbox"/>	WAREHOUSE
<input checked="" type="checkbox"/>	GATED EMPTY LOT
<input checked="" type="checkbox"/>	RECYCLING DEPOT
<input checked="" type="checkbox"/>	MANUFACTURING PLANT
<input checked="" type="checkbox"/>	SUBWAY ENTRANCE

©Digital: Divide & Conquer 2014

CITY

Include these elements in your design of the downtown.

<input checked="" type="checkbox"/>	SQUARE INSIDE A CIRCLE
<input checked="" type="checkbox"/>	LINE SEGMENT
<input checked="" type="checkbox"/>	ARC
<input checked="" type="checkbox"/>	OCTAGON
<input checked="" type="checkbox"/>	ISOSCELES TRIANGLE
<input checked="" type="checkbox"/>	3 RECTANGLES TOUCHING EACH OTHER
<input checked="" type="checkbox"/>	INTERSECTING LINES
<input checked="" type="checkbox"/>	VERTEX
<input checked="" type="checkbox"/>	COURT HOUSE
<input checked="" type="checkbox"/>	ATTORNEY'S OFFICE
<input checked="" type="checkbox"/>	PARKING LOT
<input checked="" type="checkbox"/>	SUBWAY ENTRANCE
<input checked="" type="checkbox"/>	LIBRARY

©Digital: Divide & Conquer 2014

Labeling, coloring, and details are extremely important. The more you have the better your city will look.

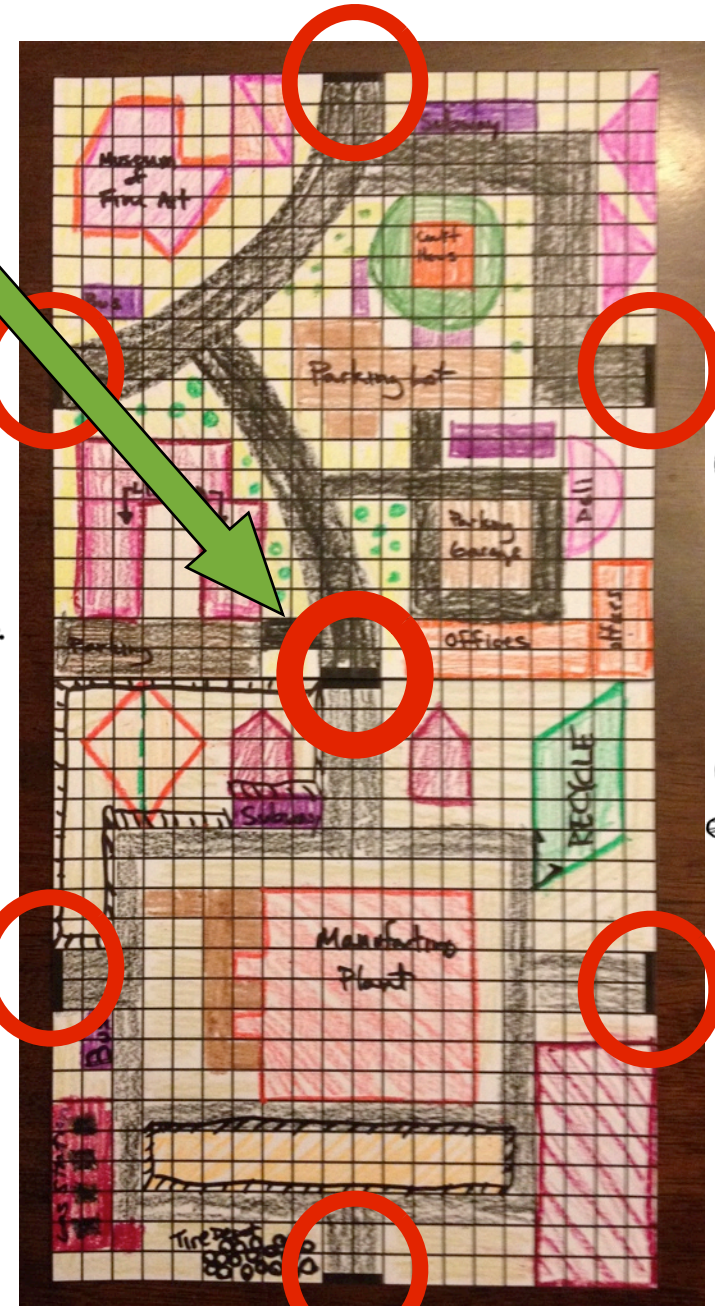
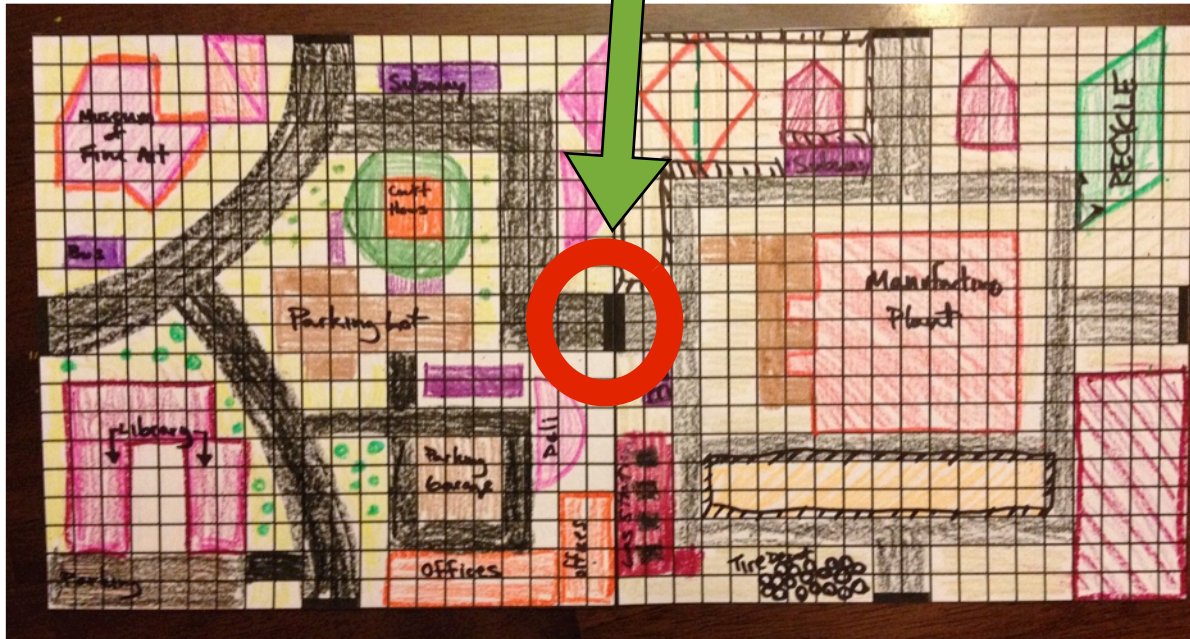
Try and use as many geometry elements as you build each section.



GEOMETROCITY: A City Made of Math

These finished sections of PHASE TWO have been cut out. Notice how they can match up anyway because the roads match up.

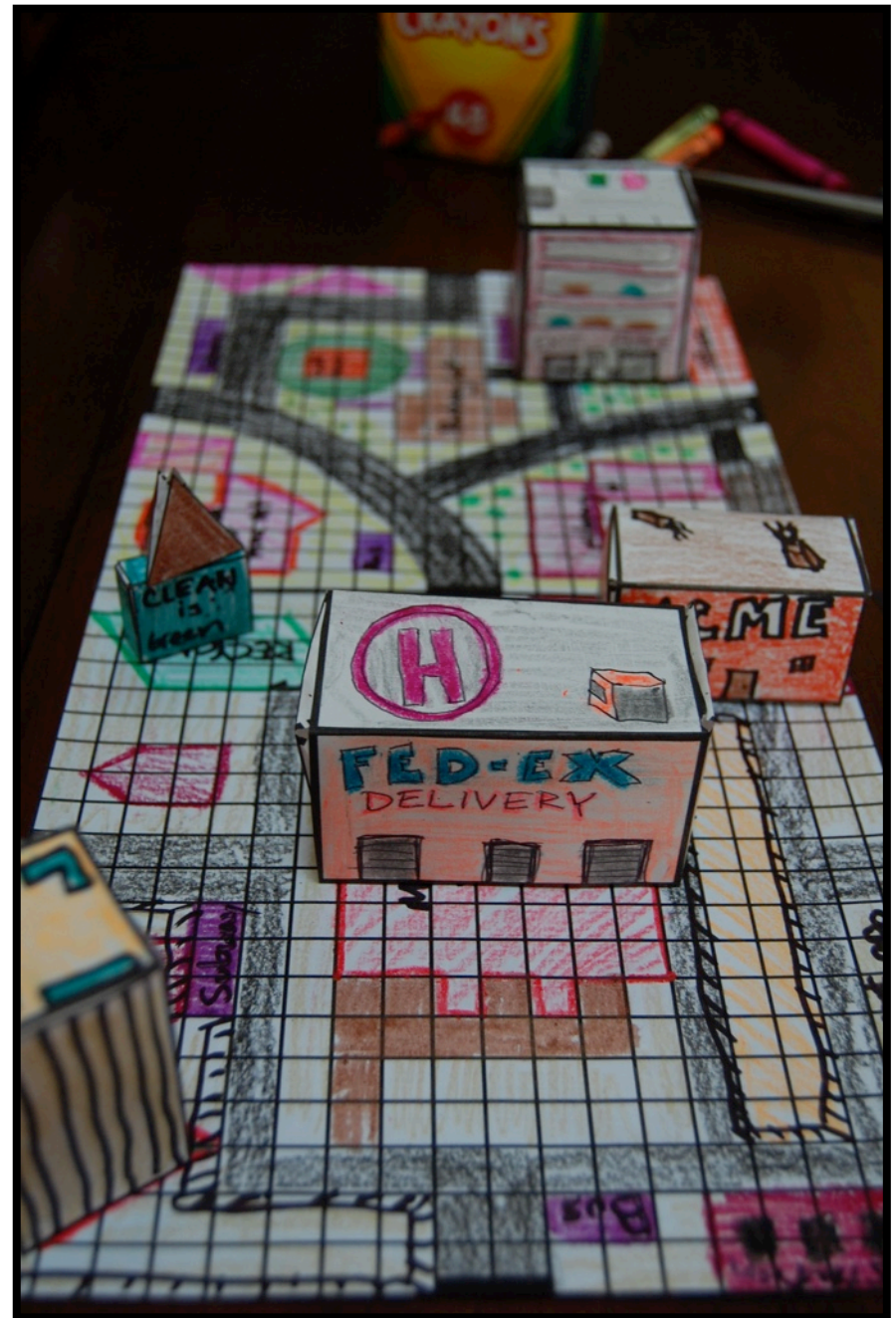
It is important to always have roads at each point. That way you can move your city around or you can match it up with a classmate.



GEOMETROCITY: A City Made of Math

Here's a look at some of the finished nets that have turned the city into a 3D city from PHASE THREE: Building Up.

There are multiple net sizes to choose from that are small to large. Don't forget that they can be added to another one too.

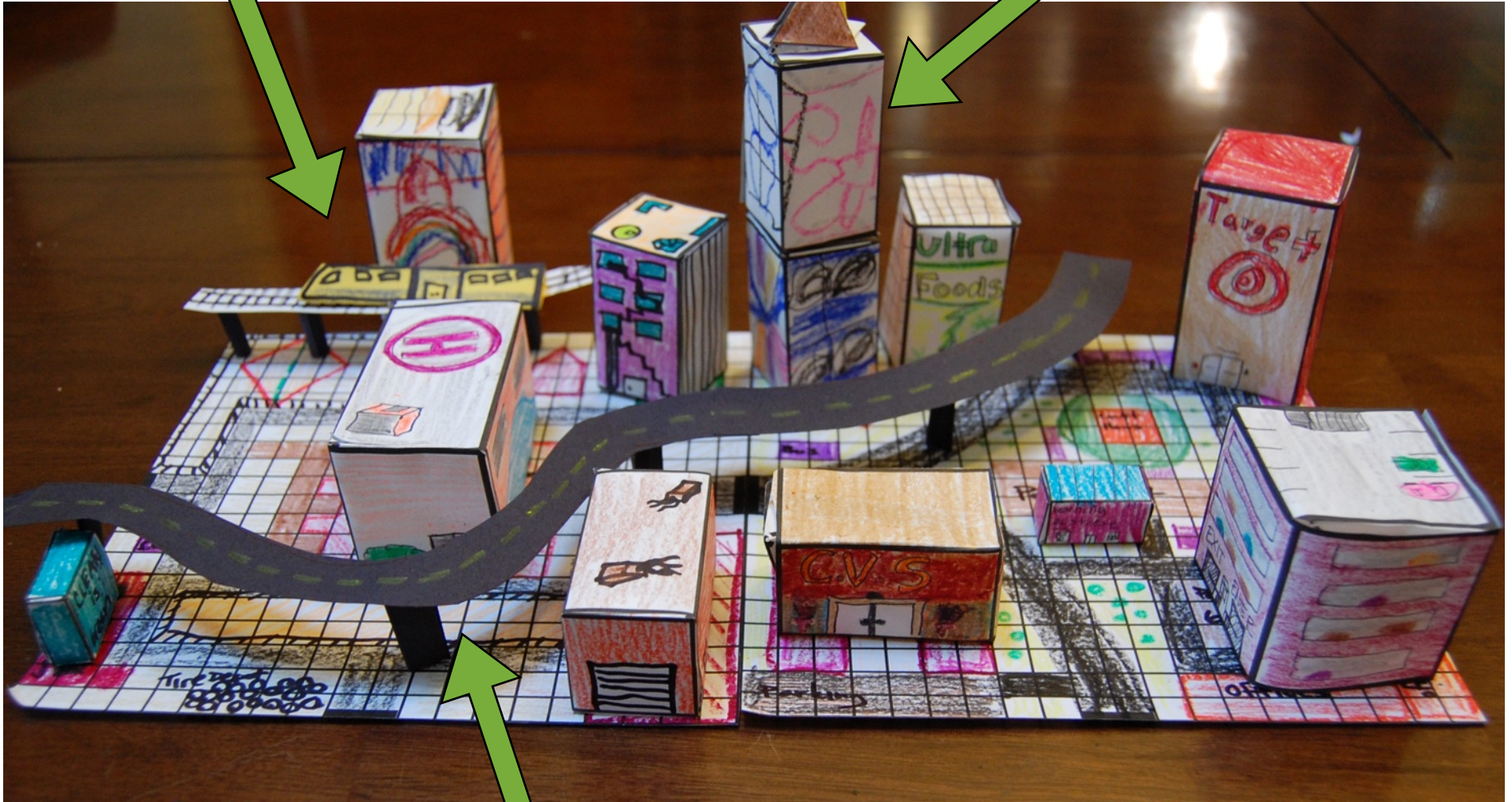


GEOMETROCITY: A City Made of Math

PHASE SEVEN: CHALLENGE

Raised Railway

Skyscraper



Highway

Mapping Skills

Over the next four pages, you will see different types of maps.

One was created a long time ago, while the others were made more recently. Look closely and discuss with your classmates and teacher some of the differences and similarities between them.

Use these questions to drive the discussion:

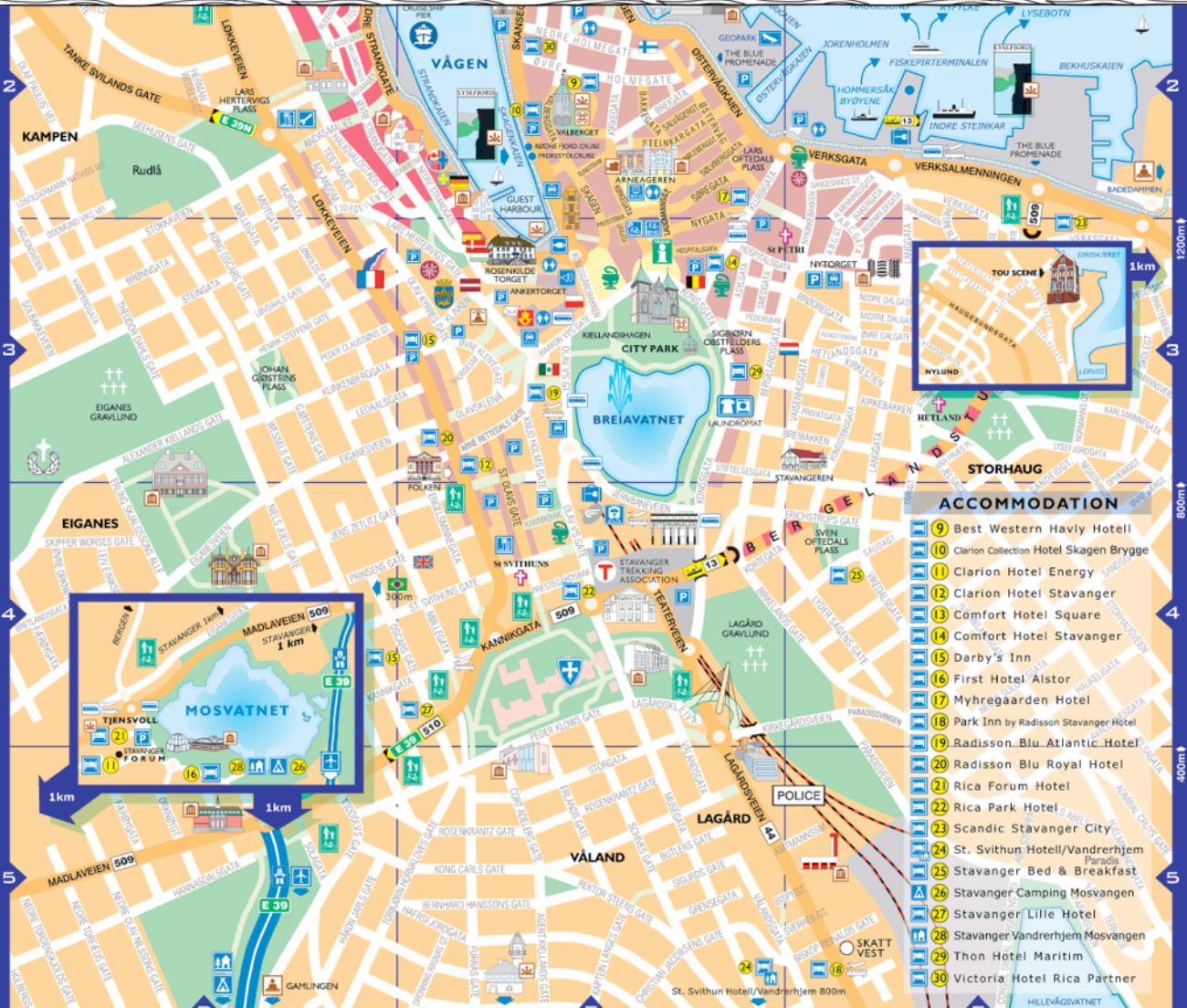
- How is each map different from the others?
- How is each map the same as all the others?
- What is each map focusing on? How do you know?
- Which is more appealing to you? Why?
- What kinds of patterns do you see?

There are also a handful of websites for students to use to improve mapping skills:

- Social studies maps: <http://classroom.jc-schools.net/basic/ssmaps.html>
- National Geographic: <http://education.nationalgeographic.com/education/mapping/kd/?ar>a=5>
- World maps: <http://www.yourchildlearns.com/map->



GEOMETROCITY: Mapping Skills



- ### ACCOMMODATION
- 9 Best Western Havly Hotell
 - 10 Clarion Collection Hotel Skagen Brygge
 - 11 Clarion Hotel Energy
 - 12 Clarion Hotel Stavanger
 - 13 Comfort Hotel Square
 - 14 Comfort Hotel Stavanger
 - 15 Darby's Inn
 - 16 First Hotel Alstor
 - 17 Myhregaarden Hotel
 - 18 Park Inn by Radisson Stavanger Hotel
 - 19 Radisson Blu Atlantic Hotel
 - 20 Radisson Blu Royal Hotel
 - 21 Rica Forum Hotel
 - 22 Rica Park Hotel
 - 23 Scandic Stavanger City
 - 24 St. Svithun Hotell/Vandrerhjem Paradis
 - 25 Stavanger Bed & Breakfast
 - 26 Stavanger Camping Mosvangen
 - 27 Stavanger Lille Hotel
 - 28 Stavanger Vandrerhjem Mosvangen
 - 29 Thon Hotel Maritim
 - 30 Victoria Hotel Rica Partner

Map, design & layout: Kevin Paul Scarratt
 www.stavangerguide.no
 Sola Sandnes Krissiansand 600m 1200m 1800m
 Hilllevåg Mariero Sandnes

CAR PARK	MUSEUM/GALLERY	STAVANGER CITY COUNCIL	MOTORWAY	TOURIST INFORMATION OFFICE (OPEN ALL YEAR)	WHARF/WAREHOUSES	SOLVÆRGET STAVANGER KULTURHUS, STAVANGER BIBLIOTEK, KINO 1	BYTERMINALEN	NORSK OLJEMUSEUM
CYCLE PARKING	SIGHTS OF INTEREST	CHEMIST/DRUGSTORE	MAIN ROADS	NORSK GRAFISK MUSEUM	STAVANGER MARITIME MUSEUM	DOMKIRKEN	ARKEOLOGISK MUSEUM I STAVANGER	LEDAAL
CYCLE RENTAL	SCENIC VIEW	CHURCH	OTHER ROADS	ROSENKILDEHUSET STAVANGER CHAMBER OF COMMERCE	STAVANGER OLD TOWN	STAVANGER KONSERTHUS	BREIDABLUKK	NORSK HERMETIKKMUSEUM
GUEST HARBOUR FACILITIES	SWIMMING HALL	CONSULATE	ROAD TUNNEL	VÅLANDSTÅRNET	STAVANGER MUSEUM NORSK BØRNEMUSEUM	STAVANGER KUNSTNERHUS	NORSK HERMETIKKMUSEUM	BRANNMUSEET
BAGGAGE LOCKERS	BATHING AREA	POST OFFICE	PEDESTRIAN STREETS	ROGALAND TEATER	STAVANGER KUNSTHALL	ROGALAND KUNSTNERHUS	POLICE HEADQUARTERS	
ACCOMMODATION	RAILWAY STATION	LIQUOR STORE	PATH, STEP OR CYCLE ACCESS	TOLLBODEN	STAVANGER KONSERTHUS	ROGALAND KUNSTNERHUS		
STAVANGER AIRPORT (12km)	AIRPORT EXPRESS	THE NORWEGIAN EMIGRATION CENTRE	THE BLUE PROMENADE	VÅLANDSTÅRNET	STAVANGER KONSERTHUS	ROGALAND KUNSTNERHUS		
EXPRESS BOATS	FERRIES, DOMESTIC	CATHEDRAL SQUARE	RAILWAY	VÅLANDSTÅRNET	STAVANGER KONSERTHUS	ROGALAND KUNSTNERHUS		
FISH MARKET	FOOT & CYCLE ACCESS	CITY PLAZA & MARKET PLACE	SHOPPING AREAS	VÅLANDSTÅRNET	STAVANGER KONSERTHUS	ROGALAND KUNSTNERHUS		
PETROL STATION	ROGALAND COUNTY COUNCIL	HARBOUR AREA	AREA OF NATURAL BEAUTY	VÅLANDSTÅRNET	STAVANGER KONSERTHUS	ROGALAND KUNSTNERHUS		



GEOMETROCITY: A City Made of Math

The objective of this project is to create a city from scratch by using learned geometry skills and concepts such as:

- Plane Geometry
- Solid Geometry
- Polygon
- Angles
- Symbols
- Coordinates
- Area & Perimeter
- 2D Shapes
- 3D Shapes
- Transformations
- And More

**This project can be completed independently or as a group (your teacher will make that decision).

You are encouraged to be CREATIVE and use your IMAGINATION with this city. Use your classmates, the Internet, and other resources to make sound decisions. Look at maps, pictures, videos, and collaborate with others to build your ideal city.

As you move through this project there will be certain requirements that must be met, too, but they will be stated clearly for you to see.

Many of the math concepts are used daily in real-world situations such as architecture and design. It is important you recognize the real-world applications of lessons learned in school.

You'll be demonstrating your skills within geometry to create a city made of math, Geometrocity.



GEOMETROCITY

To: (your name here)

From: City Council of Geometrocity

Congratulations! You have been chosen to design a new city for us. There were thousands of applicants, but we chose you! We think that your knowledge and skills are just what is needed to create this new city.

Your job is to create a city filled with math concepts: geometry, to be more specific. Many people don't know this but all cities, towns, and buildings are created with math skills as a foundation. This city will be no different and it will be important for you to showcase your geometrical skills to make this a successful place.

You are the architect. You will determine whether this city succeeds or becomes bogged down in city politics and never develops. As lead architect, you will be tasked with creating city infrastructure such as buildings, roads, parks, and more. Along the way, you will have specific design elements that must be incorporated with each portion of the city.

This entire project can be completed individually or you may work with a team. The city council feels comfortable that you'll make the correct decision.

We look forward to seeing your work.

Sincerely,
City Council



Building Schedule



This project will be broken up into **THREE** phases.
PERMITS, DESIGN, & CONSTRUCTION

You will need to work through the phases in the order they appear so that you may finish the project correctly. Failure to do so will result in the termination of your contract to build Geometrocity.

PHASE ONE: PERMITS

Mr. Mayor and the City Commissioner have a set of tasks for you to complete to prove you understand geometry enough to build their city. If you pass you'll get the permits to begin building. Let's hope you know your geometry.

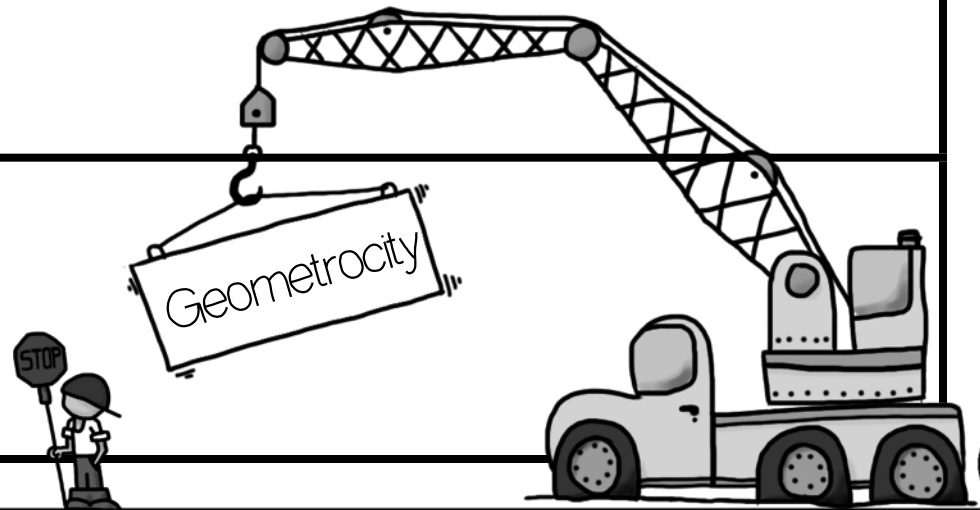
PHASE TWO: DESIGN & BUILD

You and your team begin to build the city. There are nine different sections of the city. In each section there are rules and requirements you must follow. Before you begin working on Phase Two you will read a tutorial to assist you.



PHASE THREE: CONSTRUCTION

It's time to put your city together.
Cutting, gluing, and assembling is your job.
*All the sections from PHASE TWO will begin and merge together and a city will rise.



PHASE ONE: PERMITS



Mr. Mayor is all about the politics, so you're not done yet. Now he wants you to define the geometry terms listed below and draw a picture of each one.

square

definition

vertex

definition

line

definition

hexagon

definition

draw

draw

draw

draw

polygon

definition

quadrilateral

definition

area

definition

perimeter

definition

draw

draw

draw

draw



PHASE ONE: PERMITS



Mr. Mayor is all about the politics, so you're not done yet. Now he wants you to define the geometry terms listed below and draw a picture of each one.

line segment

definition

ray

definition

pentagon

definition

angle

definition

draw

draw

draw

draw

acute

definition

obtuse

definition

parallel

definition

rectangle

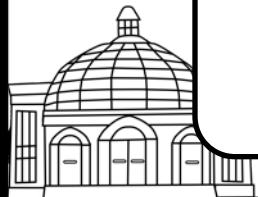
definition

draw

draw

draw

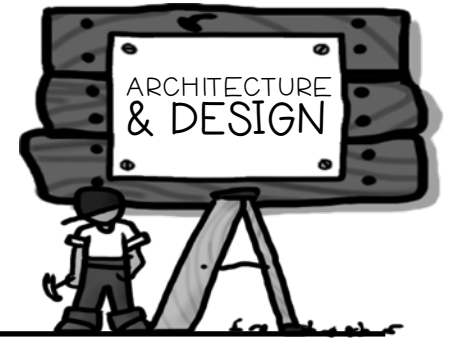
draw



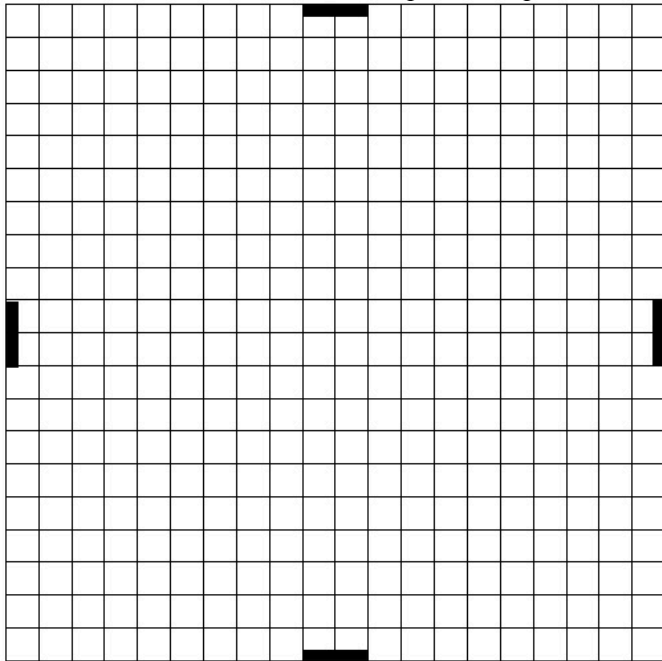
PHASE TWO: DESIGN & BUILD

On the next few pages you'll build your city using these sections:

- Downtown
- Suburbs
- City Hall
- Industrial Park
- Public Works
- Business District
- City Living
- Entertainment
- Park District



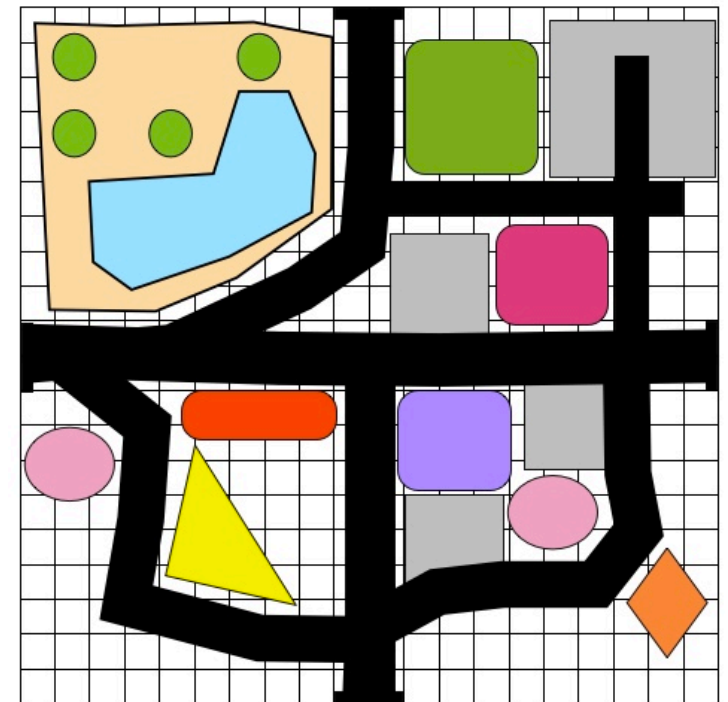
Each section looks like this at the beginning.



Your job is to fill this section using the listed requirements and your creativity to build Geometrocity.

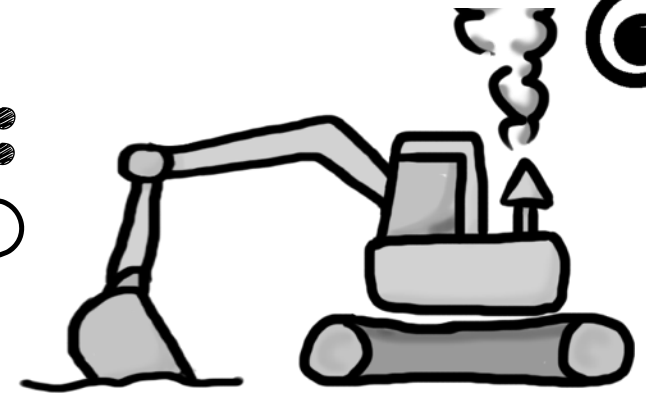


You get to make it look like this.





PHASE TWO: DESIGN & BUILD



CHECKLIST

Over the next few pages on the right side of the paper will be a checklist. You must include all of these elements into each of the sections.

You'll notice that the first 7-9 items are geometry and the last few are areas within a city. You may combine some of these elements together if you want.

Check off each one when you complete it to help you stay organized.

You are encouraged to add many more elements to each section to create a thriving city.

<input type="checkbox"/>	2 SQUARES
<input type="checkbox"/>	PENTAGON
<input type="checkbox"/>	4 POINTS
<input type="checkbox"/>	RECTANGLE
<input type="checkbox"/>	RIGHT TRIANGLE
<input checked="" type="checkbox"/>	ELLIPSE
<input type="checkbox"/>	OBTUSE ANGLE
<input type="checkbox"/>	PARALLEL LINES
<input checked="" type="checkbox"/>	ROTATION
<input checked="" type="checkbox"/>	PARKING GARAGE
<input type="checkbox"/>	SKYSCRAPER
<input type="checkbox"/>	HOTEL
<input type="checkbox"/>	RESTAURANT

LABELING

You should label your geometry answers as best as possible through highlighting with markers, colored pencils, pens, or crayons.

Try and make the geometry pop out, but also blend in at the same time. This can be a difficult skill, but with practice you'll accomplish it.

DO TRY and label buildings, roads, parks, and other aspects of the city.

You will have to write neat and small. TAKE YOUR TIME! Make it take just as long as real road construction.

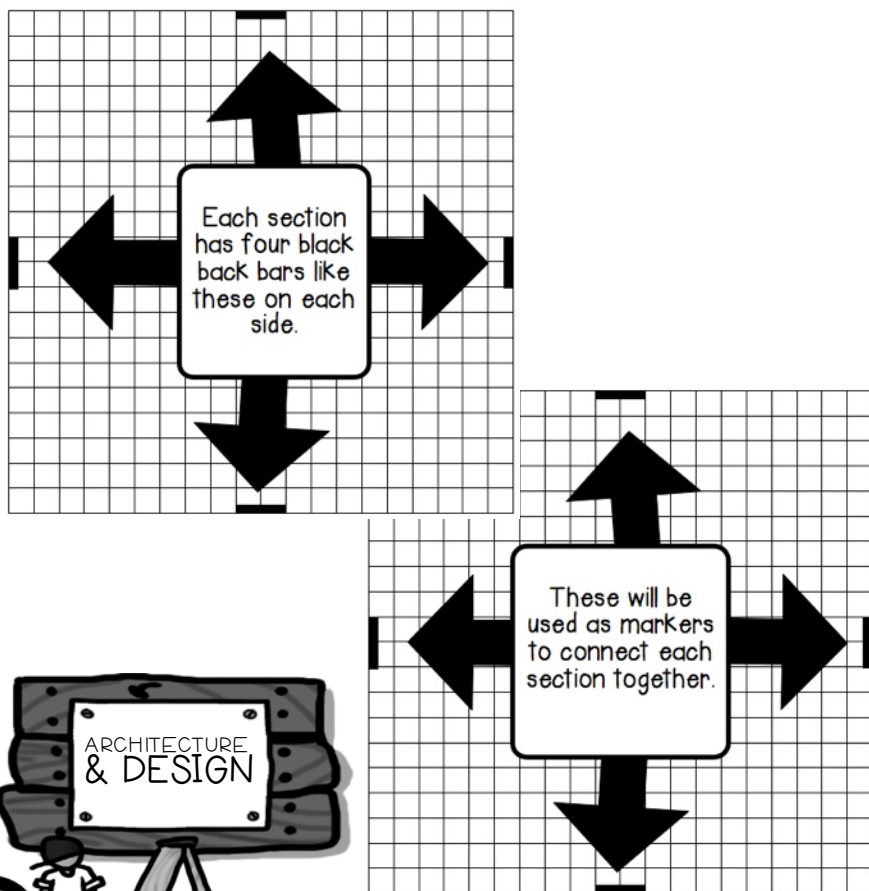
GOOD LUCK!



PHASE TWO: DESIGN & BUILD

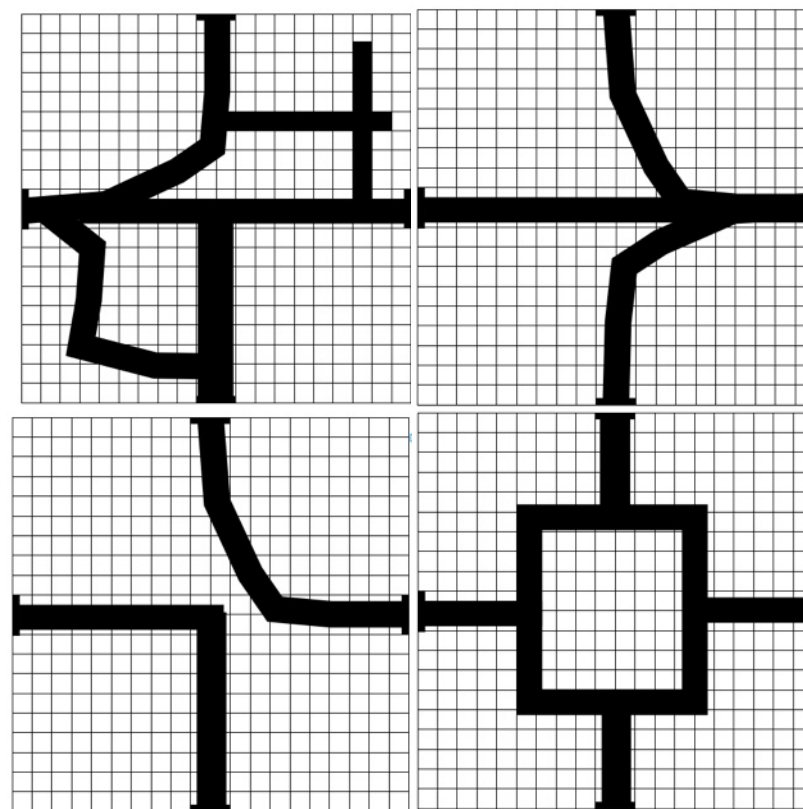
Each section has four black bars on each side. Look at the images below for reference.

****You MUST** have roads coming in and out at each black bar per section. You may add more roads in each inside each section.



The roads must begin and exit on those spots so you may piece it together when you are all finished.

See how all the roads can connect below.



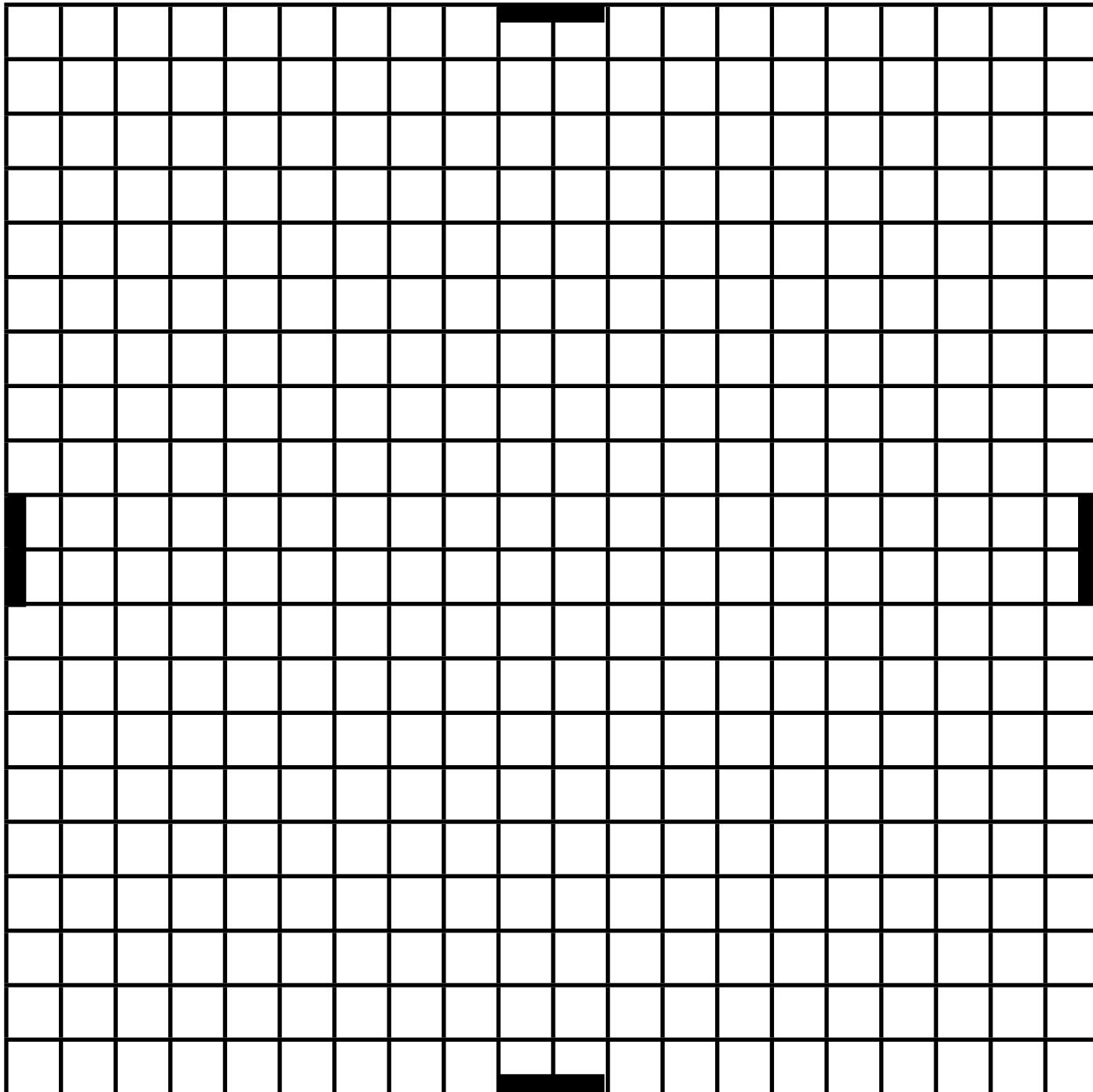
PHASE TWO: DESIGN & BUILD

Use this list of places to assist you in building your city.

apartment	house	condo	street
block	road	highway	intersection
duplex	bungalow	terrace	garage
cathedral	church	temple	office
store	pharmacy	restaurant	fast food
diner	station	police station	first station
skyscraper	tower	building	town hall
library	museum	theater	bakery
coffee shop	mall	shopping center	drive-in
dry cleaners	laundromat	department store	county building
courthouse	nursing home	hospital	jail
prison	park	gas station	bowling alley
school	daycare	airport	bank
barber shop	book store	beach	snack shop
gym	arena	stadium	concert venue
college	salon	toy store	arcade



GEOMETROCITY

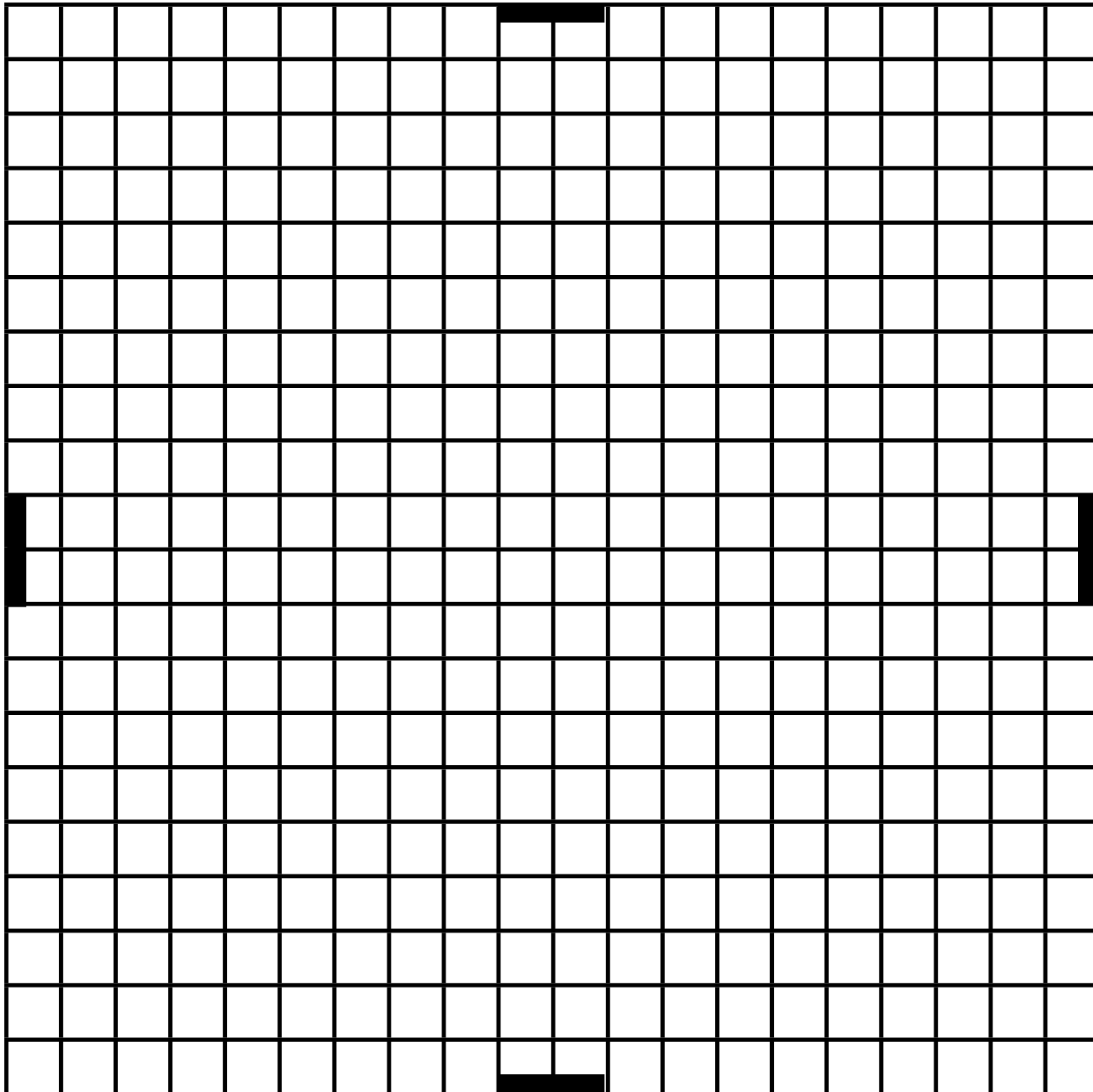


DOWNTOWN

Include these elements in your design of downtown.

	2 SQUARES
	PENTAGON
	4 POINTS
	RECTANGLE
	RIGHT TRIANGLE
	ELLIPSE
	OBTUSE ANGLE
	PARALLEL LINES
	ROTATION
	PARKING GARAGE
	SKYSCRAPER
	HOTEL
	RESTAURANT

GEOMETROCITY

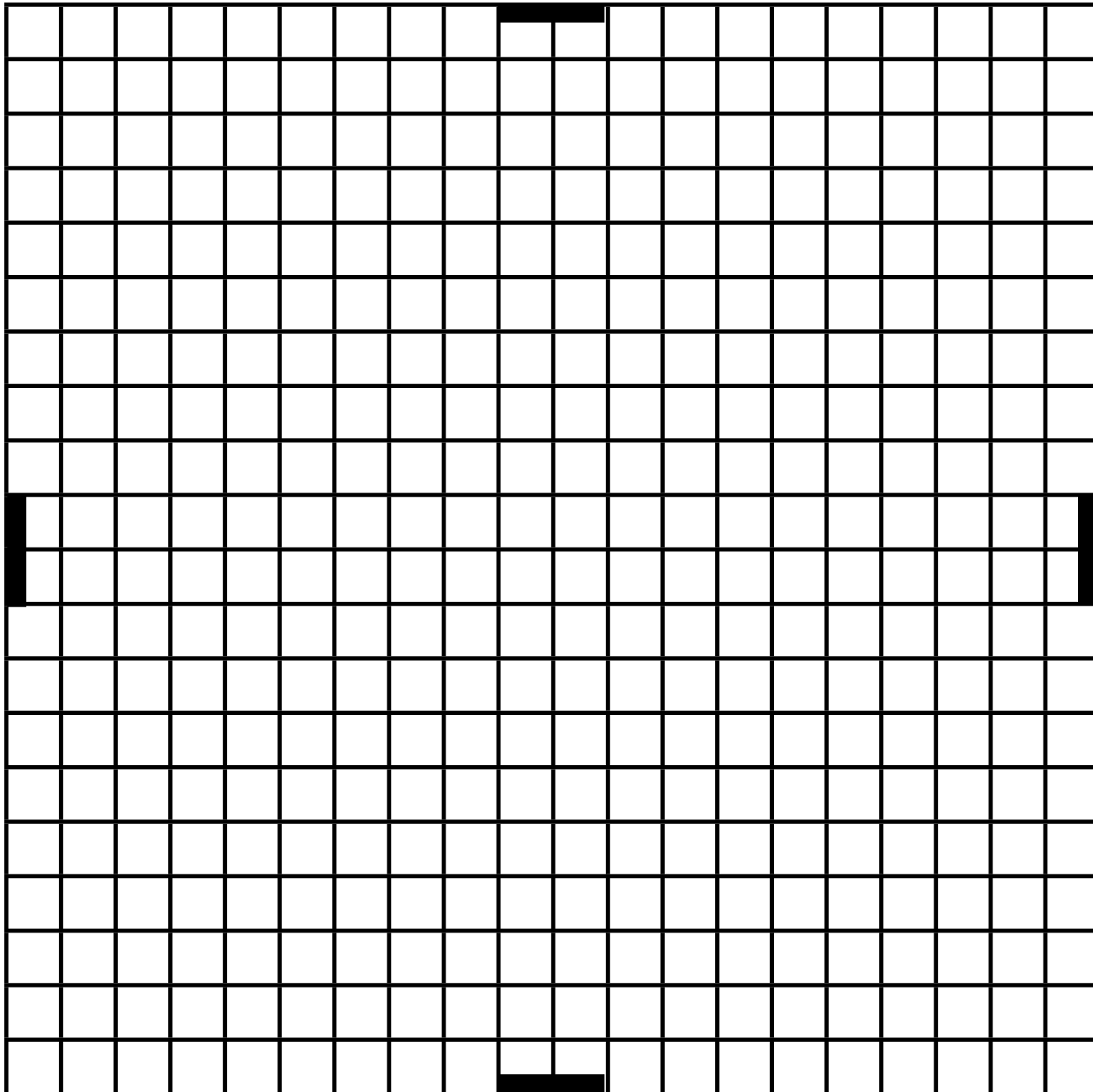


SUBURBS

Include these elements in your design of the suburbs.

	4 RECTANGLES
	5 SQUARES
	SCALENE TRIANGLE
	LINE SEGMENT
	RHOMBUS
	TRAPEZOID
	INTERSECTING LINES
	OBTUSE ANGLE
	CHURCH
	SCHOOL
	GAS STATION
	PHARMACY
	PARK

GEOMETROCITY

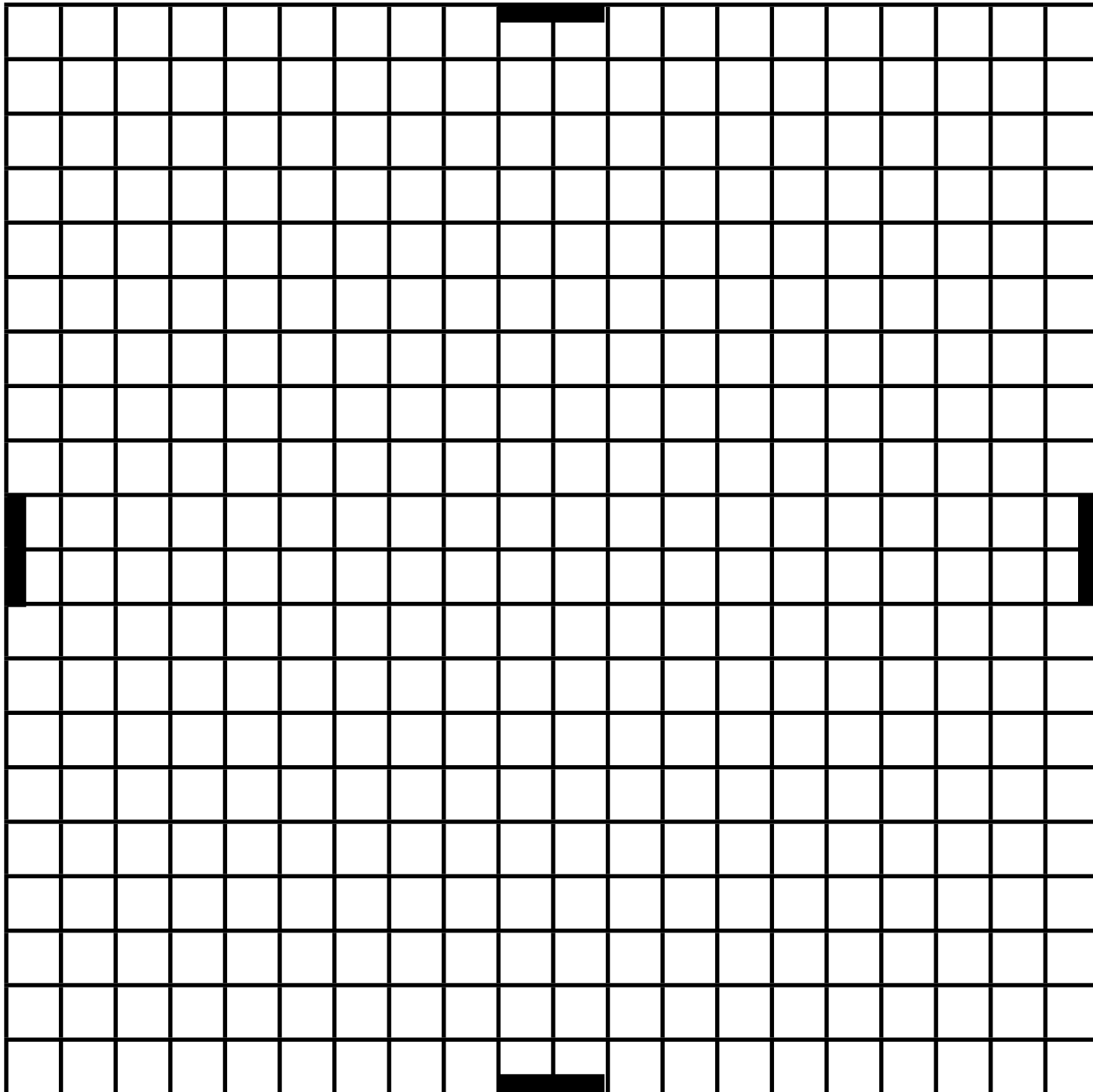


CITY HALL

Include these elements in your design of city hall.

	SQUARE INSIDE A CIRCLE
	LINE SEGMENT
	ARC
	OCTAGON
	ISOSCELES TRIANGLE
	3 RECTANGLES TOUCHING EACH OTHER
	INTERSECTING LINES
	VERTEX
	COURT HOUSE
	ATTORNEY'S OFFICE
	PARKING LOT
	SUBWAY ENTRANCE
	LIBRARY

GEOMETROCITY

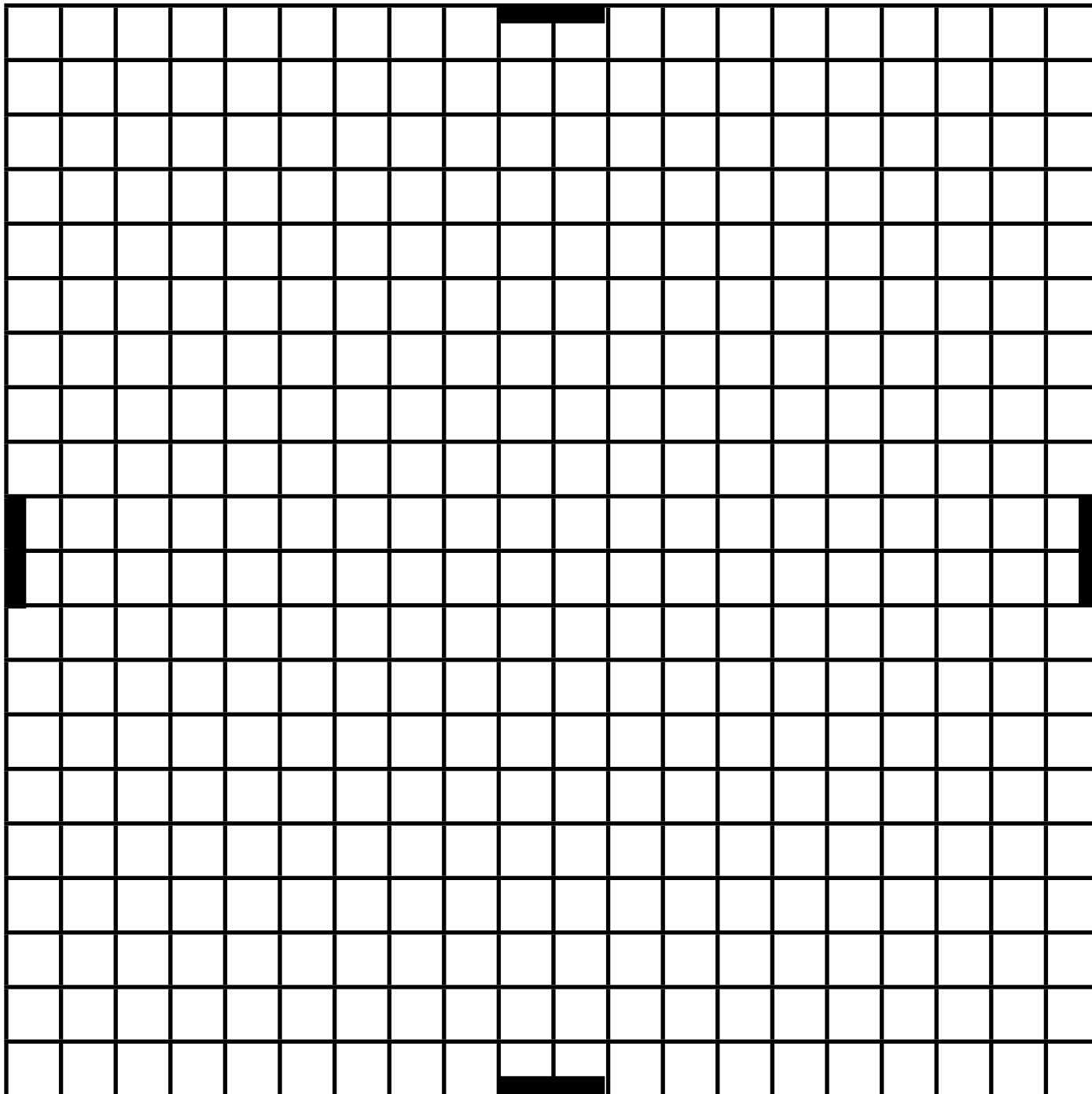


INDUSTRIAL PARK

Include these elements in your design of the industrial park.

<input type="checkbox"/>	ACUTE ANGLE
<input type="checkbox"/>	THREE PARALLEL LINES
<input type="checkbox"/>	CIRCLE
<input type="checkbox"/>	PENTAGON
<input type="checkbox"/>	SCALENE TRIANGLE
<input type="checkbox"/>	POLYGON CUT WITH SYMMETRY
<input type="checkbox"/>	DECAGON
<input type="checkbox"/>	PARALLELOGRAM
<input type="checkbox"/>	WAREHOUSE
<input type="checkbox"/>	GATED EMPTY LOT
<input type="checkbox"/>	RECYCLING DEPOT
<input type="checkbox"/>	MANUFACTURING PLANT
<input type="checkbox"/>	SUBWAY ENTRANCE

GEOMETROCITY

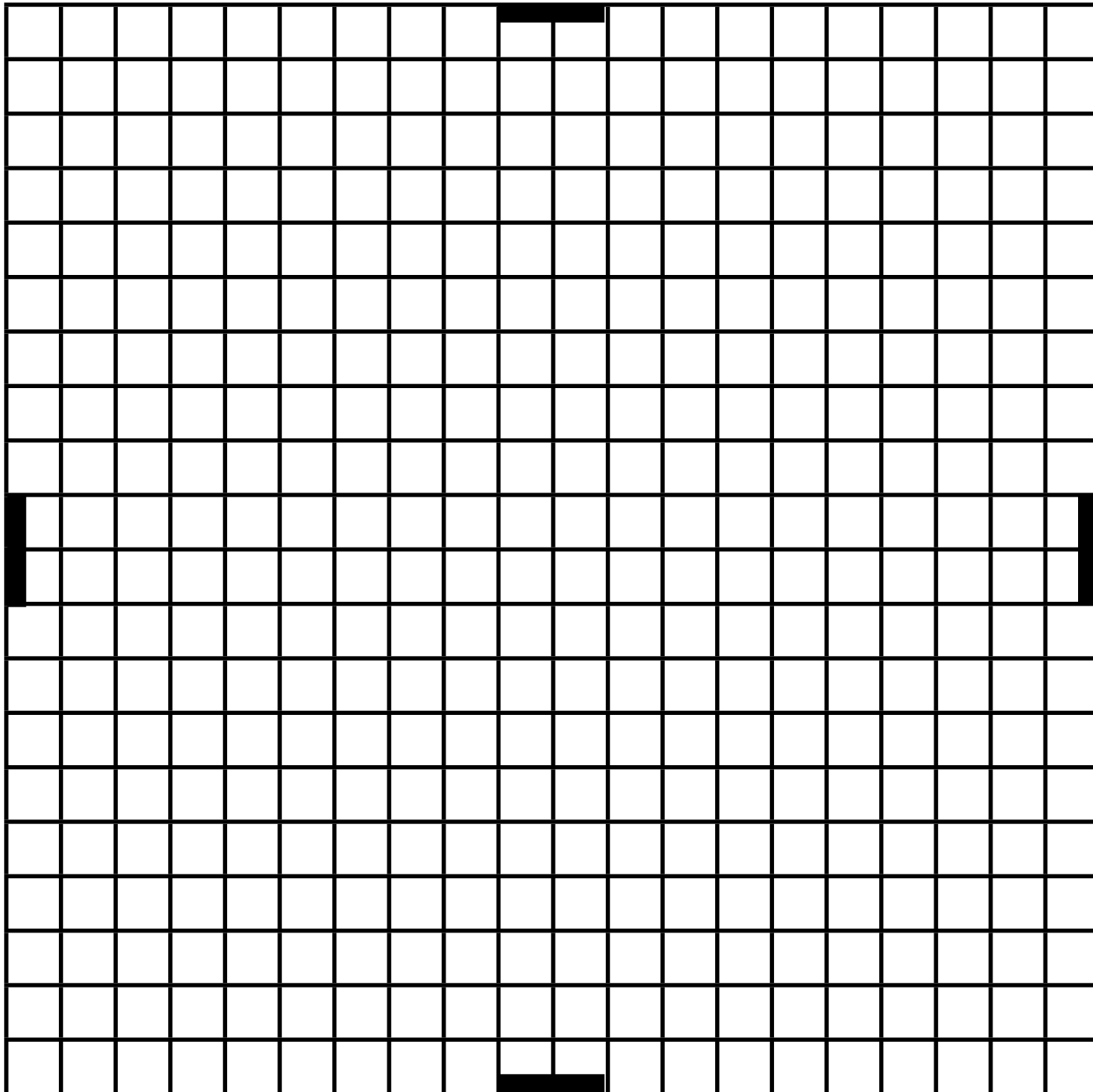


PUBLIC WORKS

Include these elements in your design of the public works.

	THREE TRIANGLES
	LINE OF SYMMETRY THROUGH A POLYGON
	PENTAGON TOUCHING A RECTANGLE
	2 EQUILATERAL TRIANGLES
	OCTAGON
	INTERSECTING LINES
	OBTUSE ANGLE
	POLICE STATION
	FIRE HOUSE
	CITY WATER
	TRAIN STATION
	SEWAGE TREATMENT FACILITY
	POST OFFICE

GEOMETROCITY

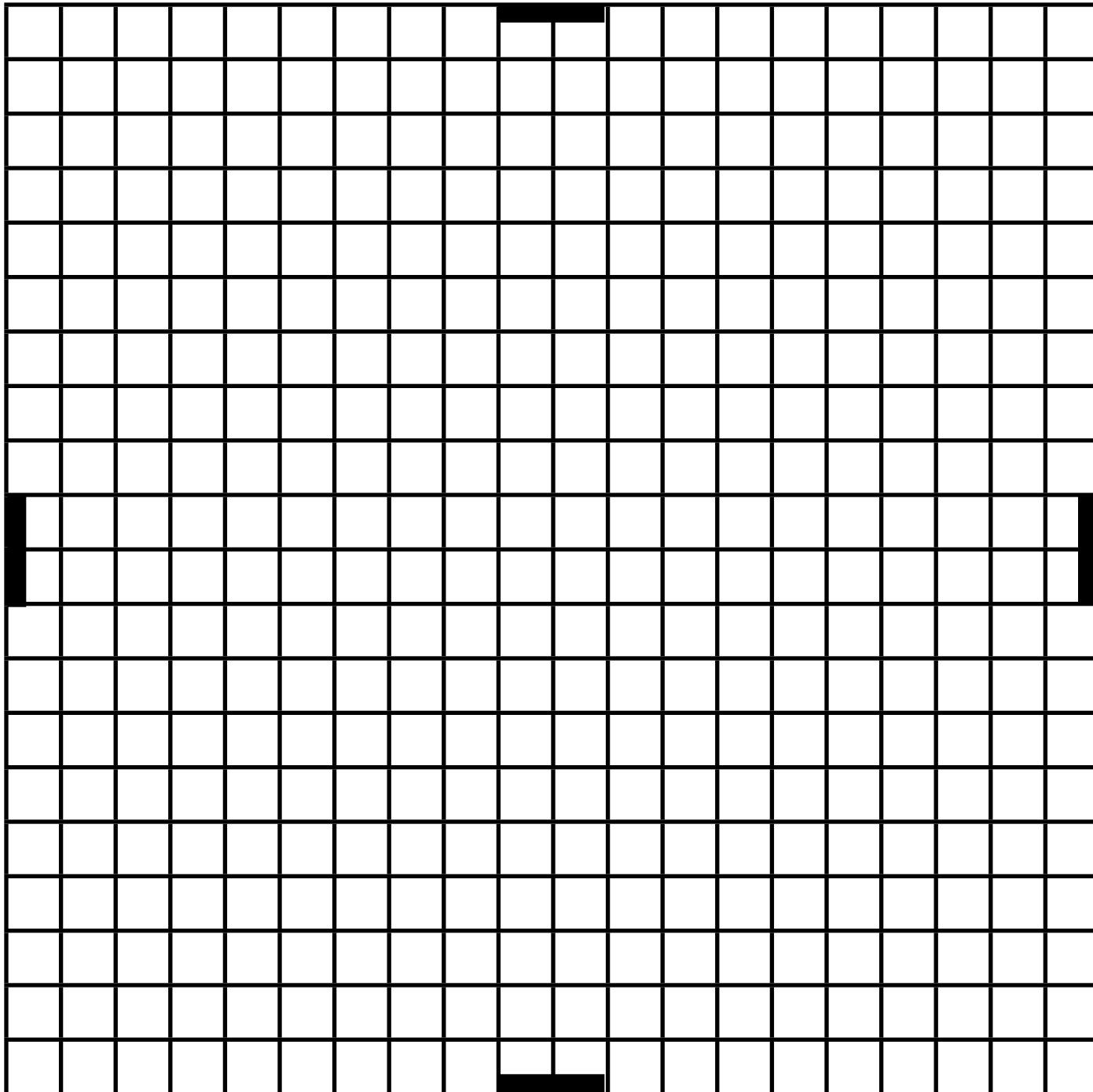


BUSINESS DISTRICT

Include these elements in your design of the business district.

	LINE OF SYMMETRY
	SCALENE TRIANGLE
	STRAIGHT ANGLE
	2 RECTANGLES SHOWING A REFLECTION
	2 SQUARES
	3 TRIANGLES ALL CONNECTED
	ELLIPSE
	BANK
	HOTEL
	5 TAXIS
	PAWN SHOP
	OFFICE BUILDING
	COFFEE SHOP

GEOMETROCITY

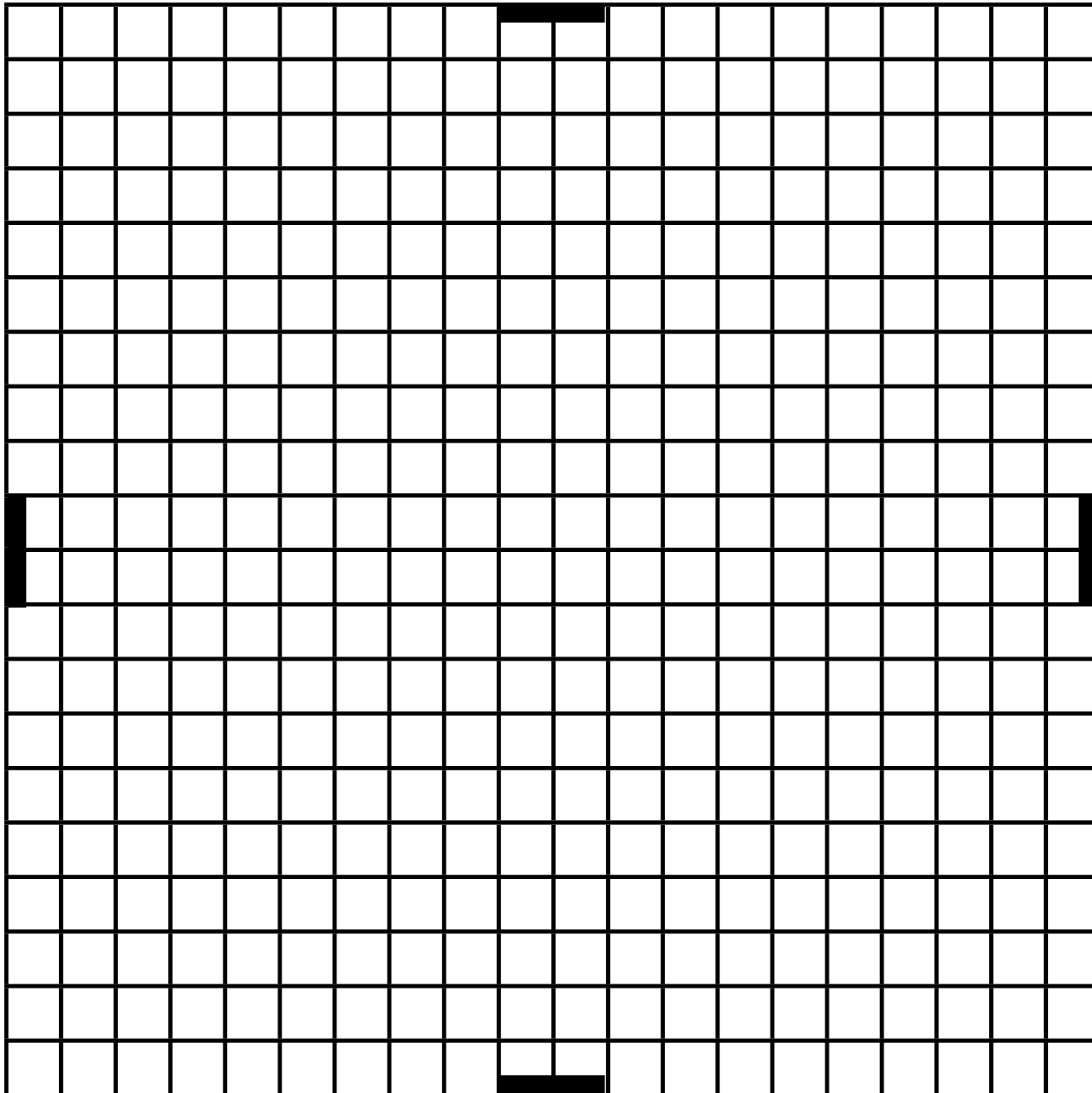


PARK DISTRICT

Include these elements in your design of the park district.

	RHOMBUS
	ARC
	CIRCLE
	ACUTE ANGLE
	HEXAGON
	PERPENDICULAR LINES
	ISOSCELES TRIANGLE
	VERTEX
	BASEBALL FIELD
	PARK
	FOREST PRESERVE
	PARK
	POND

GEOMETROCITY

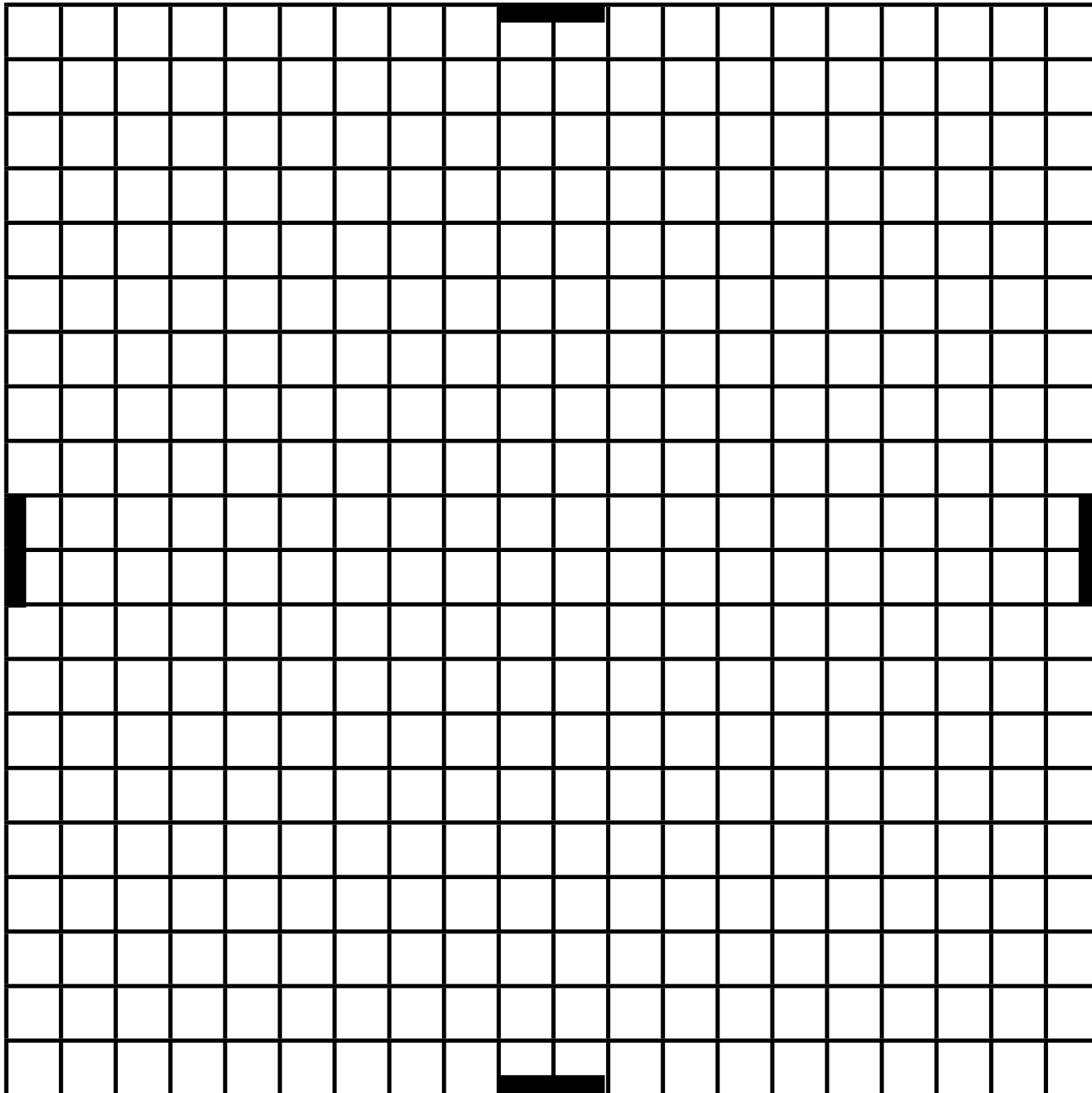


CITY LIVING

Include these elements in your design of city living.

	TRAPEZOID
	LINE INTERSECTING TWO PARALLEL LINES
	HALF-CIRCLE
	STRAIGHT ANGLE
	POLYGON
	4 POINTS
	TWO RAYS WITH THE SAME ENDPOINT
	LINE SEGMENT
	3 APARTMENT BUILDING
	LAUNDRY MAT
	DOG PARK
	GROCERY STORE
	FAST FOOD EATERY

GEOMETROCITY

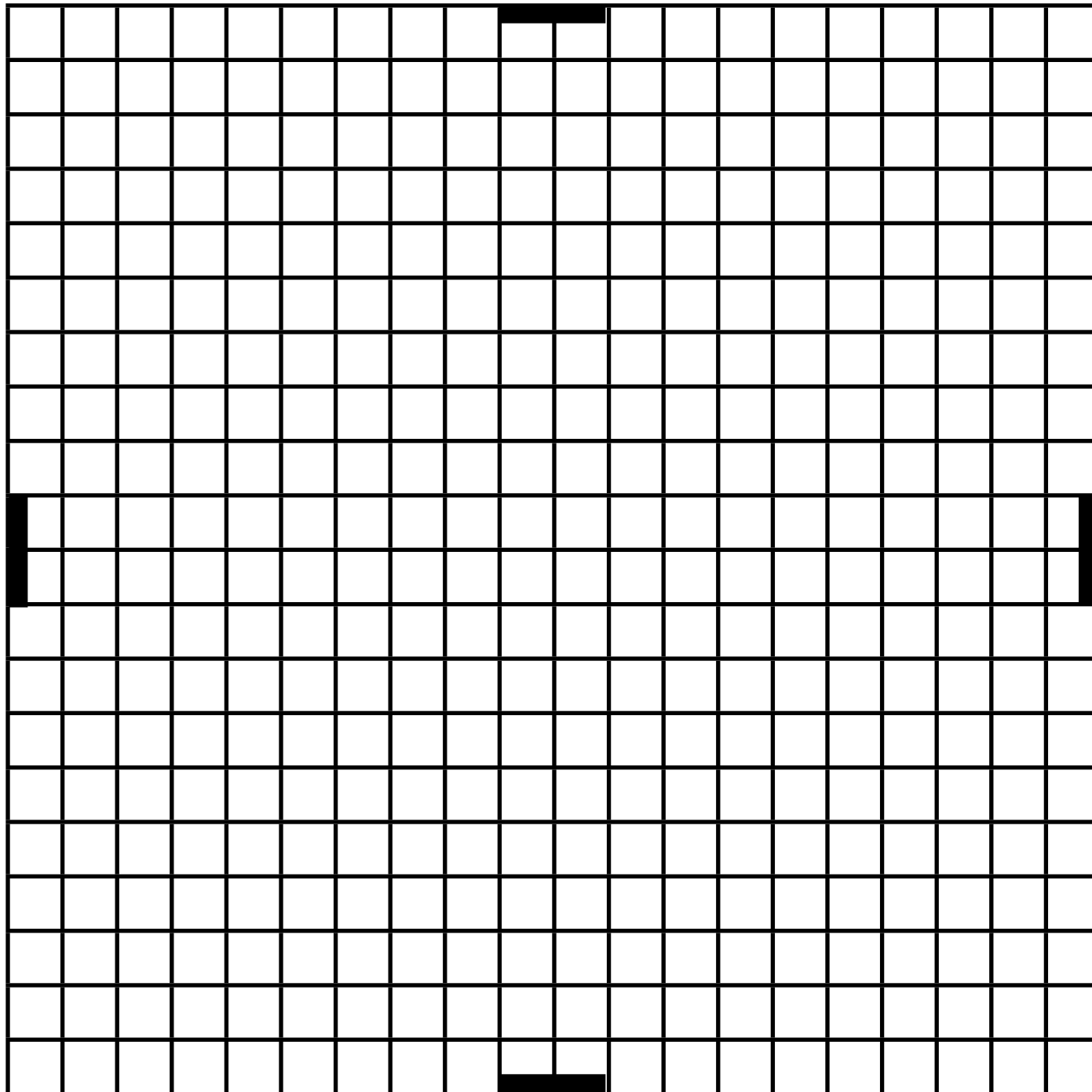


TOURIST ATTRACTION

Include these elements in your design of tourist attractions.

	CIRCLE INSIDE A SQUARE
	SQUARE CUT INTO FOUR EQUAL PARTS
	ARC
	ACUTE ANGLE
	RADIUS
	10 VERTICES
	ASYMMETRICAL SHAPE
	SEPTAGON
	MUSEUM
	OPERA HOUSE
	SPORTS ARENA
	ZOO
	AQUARIUM

GEOMETROCITY



ENTERTAINMENT

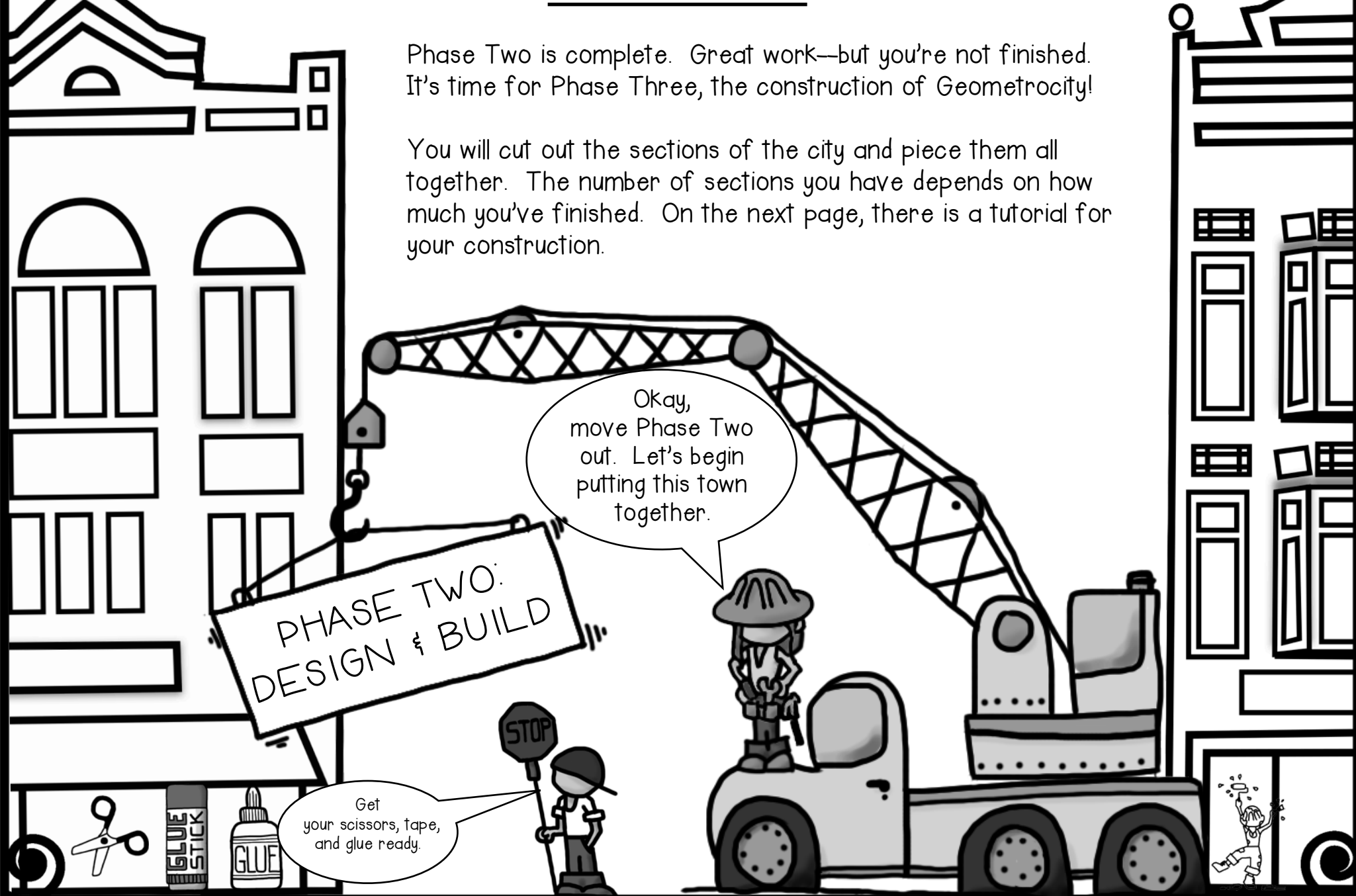
Include these elements in your design of the entertainment.

	LINE WITH 3 SEGMENTS
	IRREGULAR POLYGON
	INTERSECT
	KITE
	NONAGON
	COMPLIMENTARY ANGLE
	REFLECTION OF 2 RHOMBUS'
	TANGENT
	MOVIE THEATER
	MUSEUM
	3 RESTAURANTS
	3 ATM MACHINES
	DANCE HALL

PHASE THREE: CONSTRUCTION

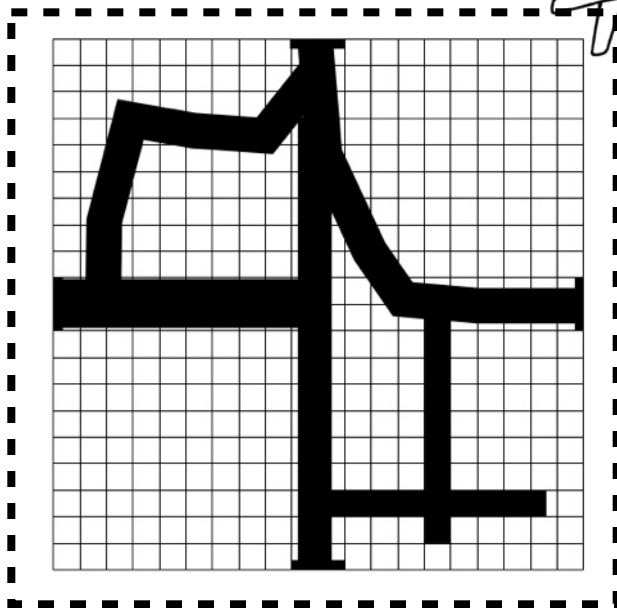
Phase Two is complete. Great work—but you're not finished. It's time for Phase Three, the construction of Geometrocity!

You will cut out the sections of the city and piece them all together. The number of sections you have depends on how much you've finished. On the next page, there is a tutorial for your construction.



PHASE THREE: CONSTRUCTION

Take each section from Phase Two and cut them out.



GO SLOW when cutting!

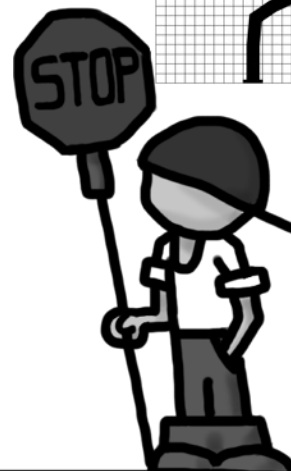
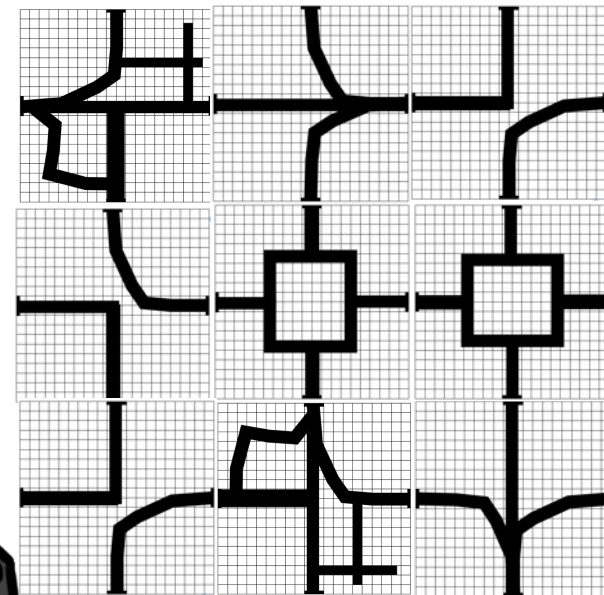


REMEMBER: Add color to all the city sections. It adds details and looks great.



When all the sections are cut out, lay them down and begin to visualize how you would like your city to look.

If you cut out nine sections it would look something like this.



Go to the next page after you cut and laid out all your pieces.

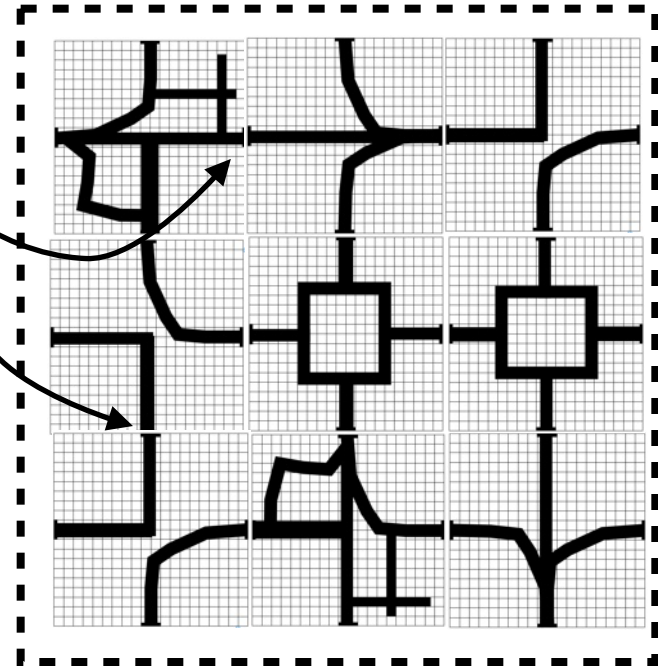
PHASE THREE: CONSTRUCTION

CITY PLANNING LAYOUT

Did you notice how all the roads match up with each other? You can move all the sections around AND they will always match up. Even if you rotate the sections, everything still fits together.

Planning your layout requires time and thought. Builders can't just put something anywhere they want. There needs to be reasons why they chose it this way.

After you decide the layout of the city explain your reasons to the mayor and commissioner in the space below and/or on the following page.



CITY PLANNING REASONING

PHASE FIVE: ASSESSMENT

SELF ASSESSMENT

Now that you've finished Geometrocity, let's assess how well you think you did with the project. Answer each question by circling the numbers that fits best.

I know the geometry terms.	every single one	most of them	needed help with a couple	more practice needed
I was able to follow the directions.	all the time	most of the time	asked a friend	asked the teacher
Geometry is	great	good	okay	boring
What was the most difficult part of this project?				
I included many details in my work		YES	NO	
I did my best work.	excellent	good	fair	needs improvement
All my work is legible and neat	excellent	good	fair	needs improvement
My ideas were	awesome	good	average	I could do better
If I could add more to this project it would be to...				

PHASE FIVE: ASSESSMENT

SELF ASSESSMENT: INDEPENDENT WORK
Circle an answer for each statement below.

During this project I...

...worked hard	needs improvement	fair	good	excellent
...focused when I needed to	needs improvement	fair	good	excellent
...felt confident in my abilities	needs improvement	fair	good	excellent
...stayed on task	needs improvement	fair	good	excellent
...communicated with teachers and students appropriately	needs improvement	fair	good	excellent
...was a complex thinker	needs improvement	fair	good	excellent
...used resources to help me	needs improvement	fair	good	excellent

PHASE FIVE: ASSESSMENT

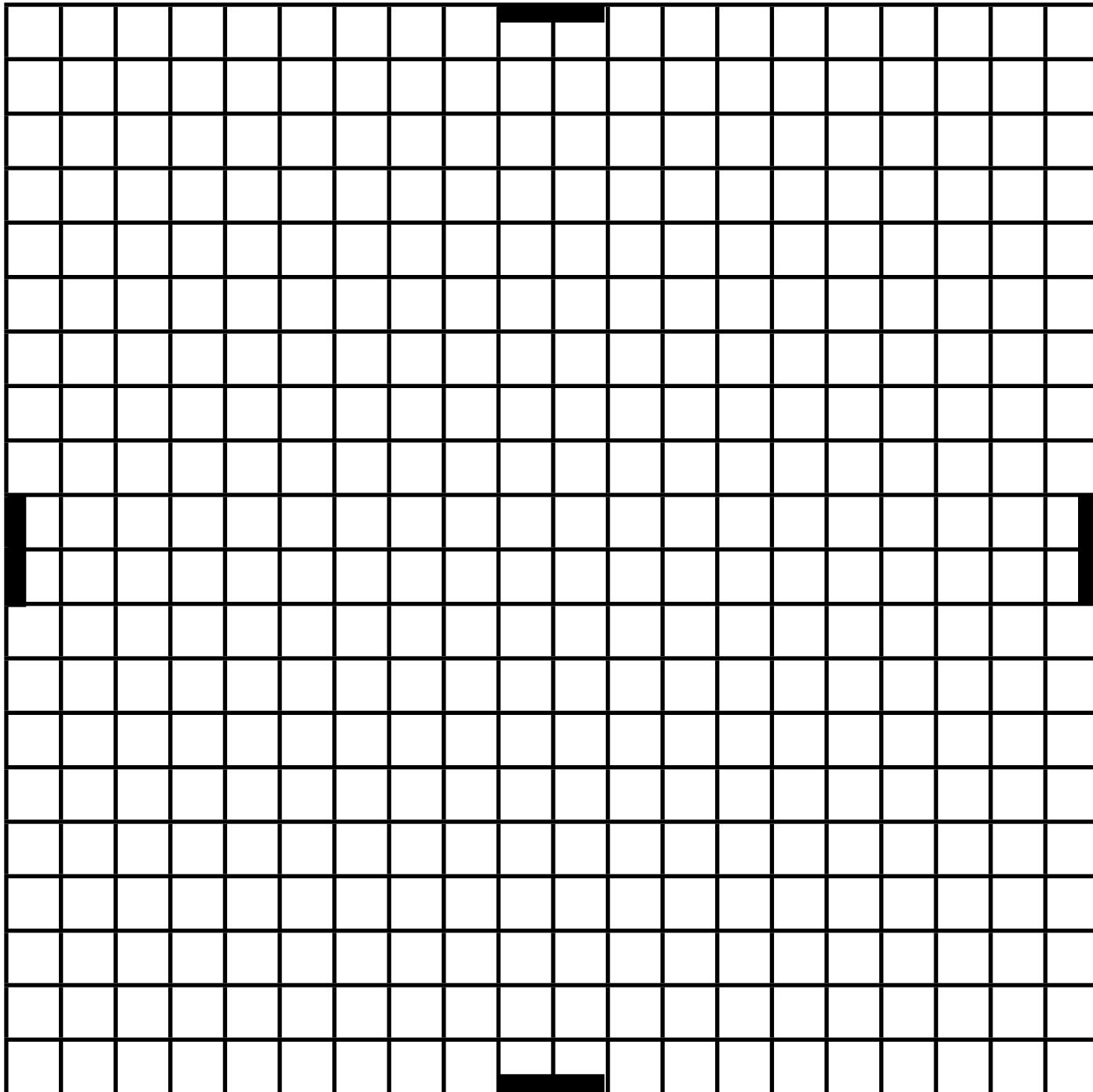
SELF ASSESSMENT: GROUP WORK

Circle an answer for each statement below.

During this project I...

...communicated with my team	needs improvement	fair	good	excellent
...collaborated with my team	needs improvement	fair	good	excellent
...demonstrated respect to all teammates.	needs improvement	fair	good	excellent
...solved complex problems with my teammates.	needs improvement	fair	good	excellent
shared responsibilities with my team.	needs improvement	fair	good	excellent
...celebrated great ideas with my team!	needs improvement	fair	good	excellent
...stayed focused and on task with my team.	needs improvement	fair	good	excellent

GEOMETROCITY

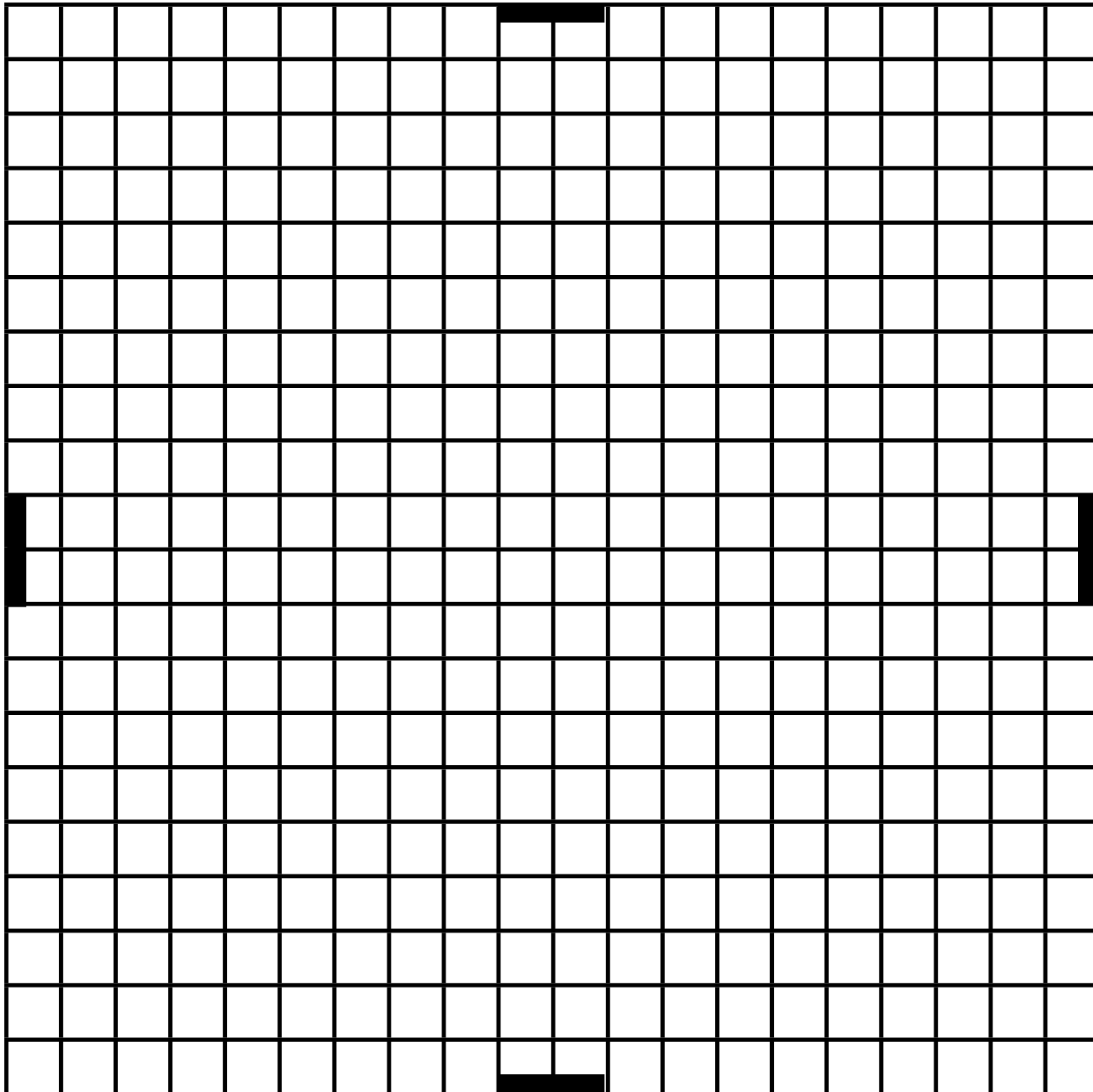


DOWNTOWN

Include these elements
in your design.

	OFFICE
	BANK
	PARKING GARAGE
	SKYSCRAPER
	HOTEL
	RESTAURANT

GEOMETROCITY

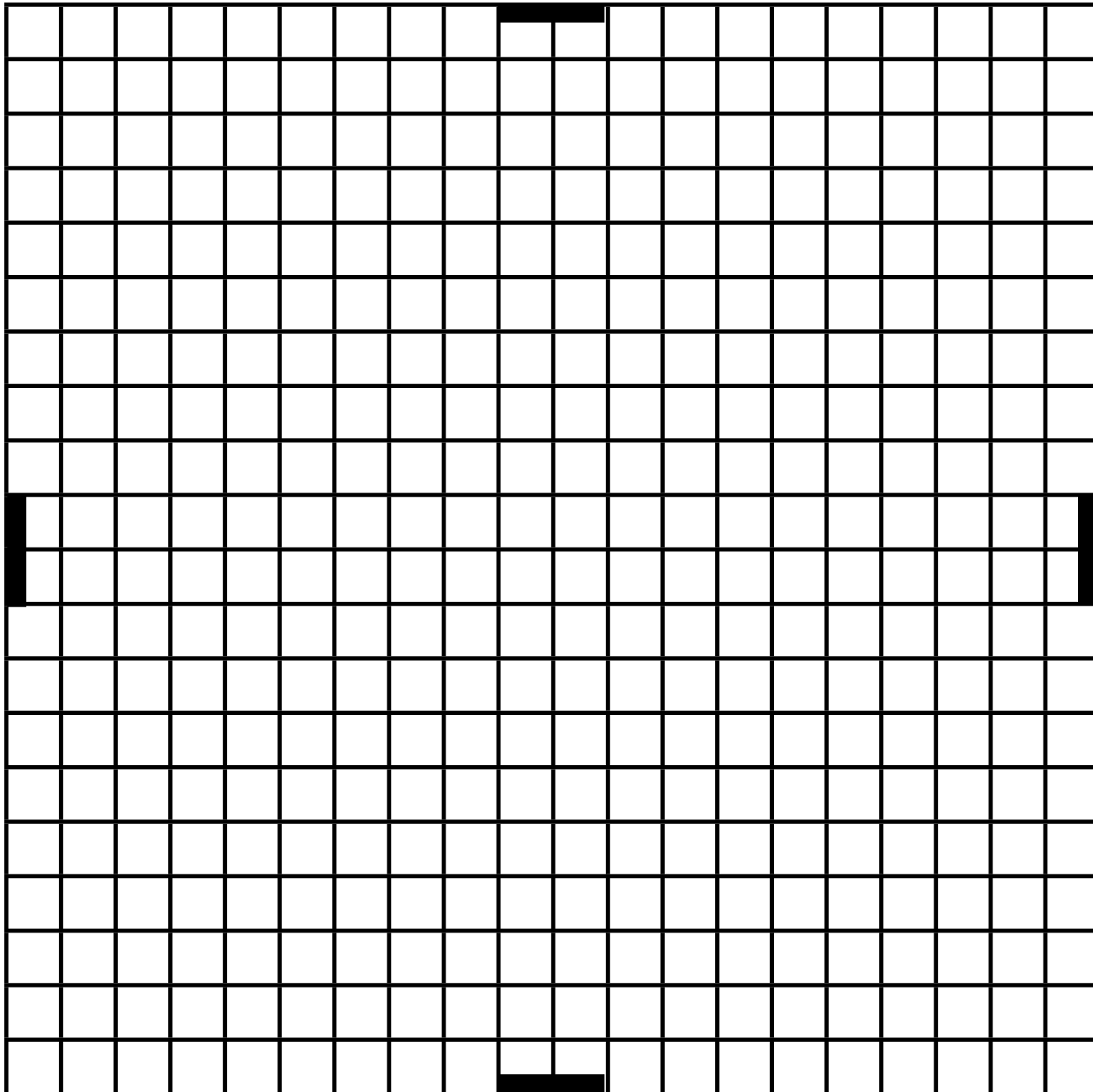


SUBURBS

Include these elements in your design.

	SHOPPING CENTER
	GROCERY STORE
	SCHOOL
	GAS STATION
	NEIGHBORHOOD
	PARK

GEOMETROCITY

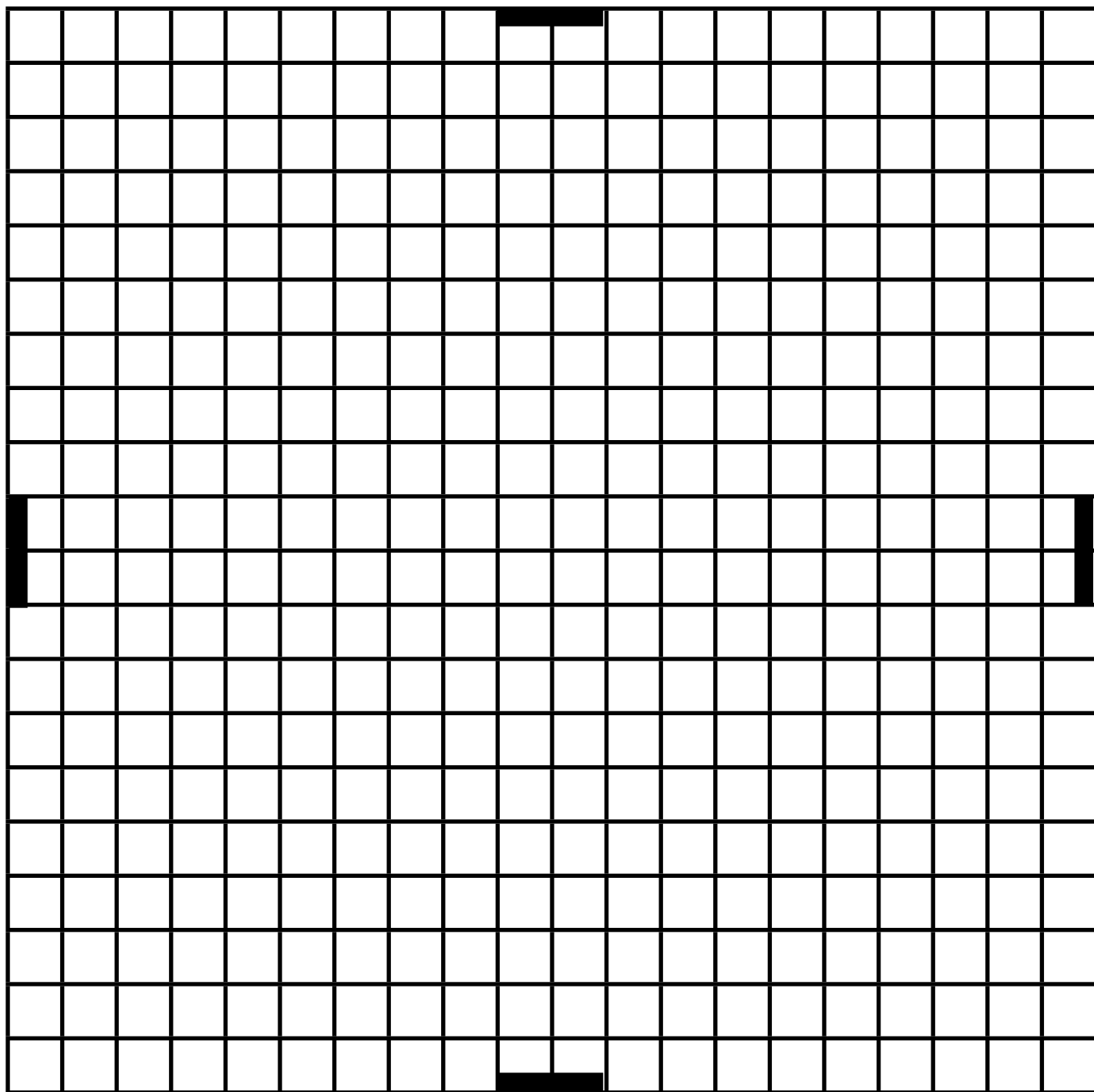


CITY HALL

Include these elements in your design.

	JAIL
	COURT HOUSE
	ATTORNEY'S OFFICE
	PARKING LOT
	SUBWAY ENTRANCE
	LIBRARY

GEOMETROCITY

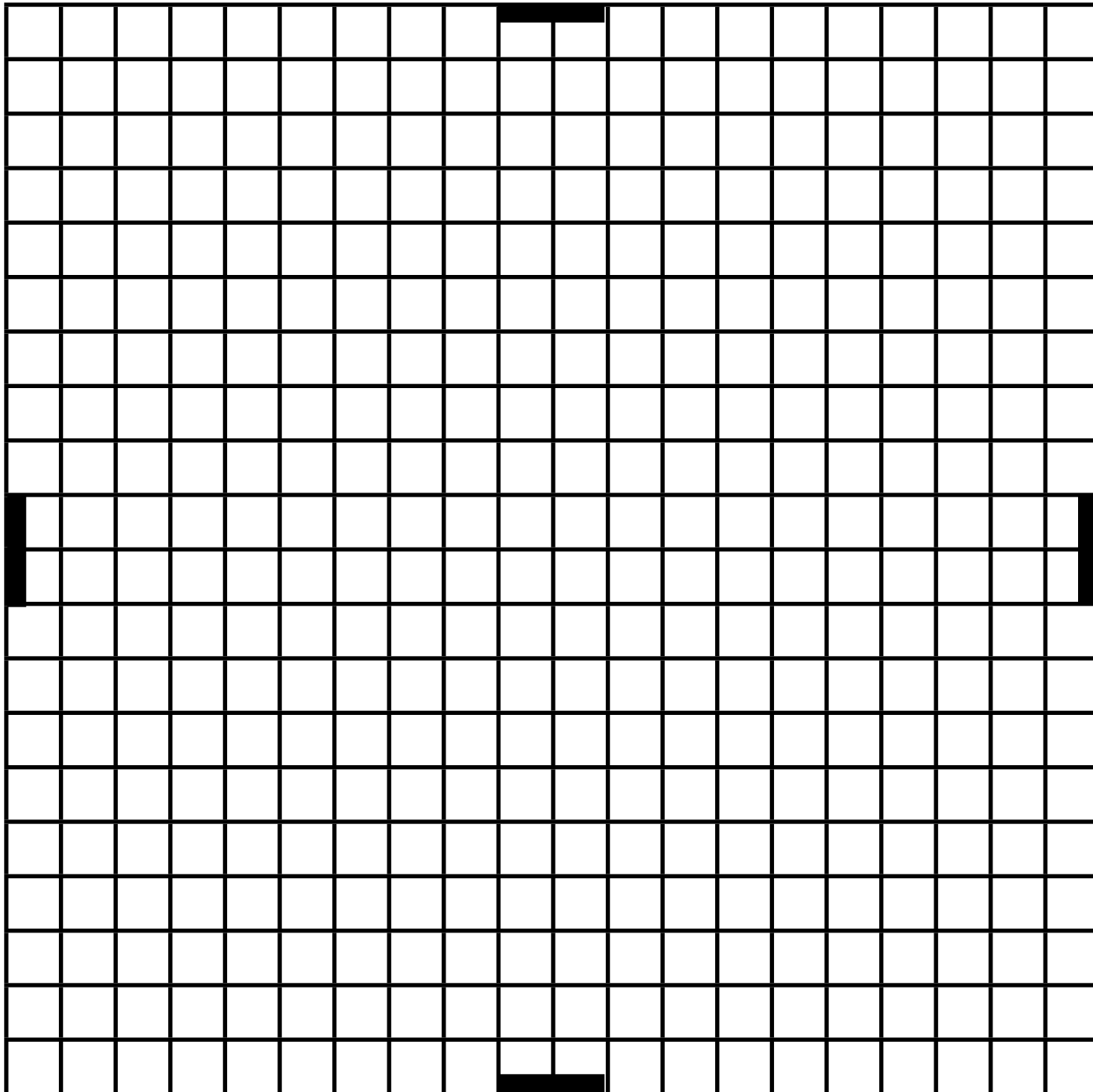


INDUSTRIAL PARK

Include these elements in your design.

	FACTORY
	WAREHOUSE
	GATED EMPTY LOT
	RECYCLING DEPOT
	MANUFACTURING PLANT
	SUBWAY ENTRANCE

GEOMETROCITY

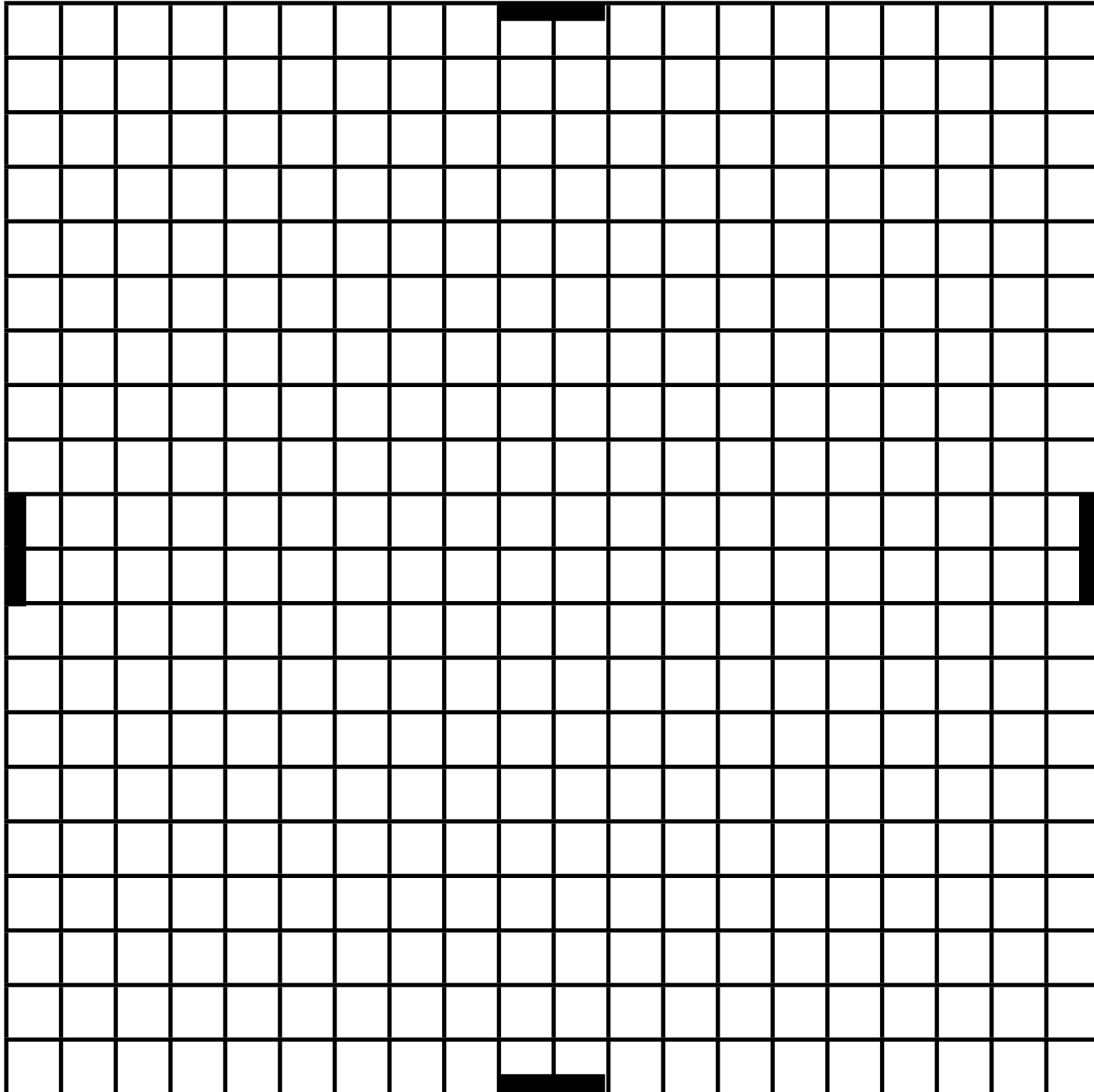


PUBLIC WORKS

Include these elements in your design.

	POLICE STATION
	FIRE HOUSE
	CITY WATER
	TRAIN STATION
	SEWAGE TREATMENT FACILITY
	POST OFFICE

GEOMETROCITY

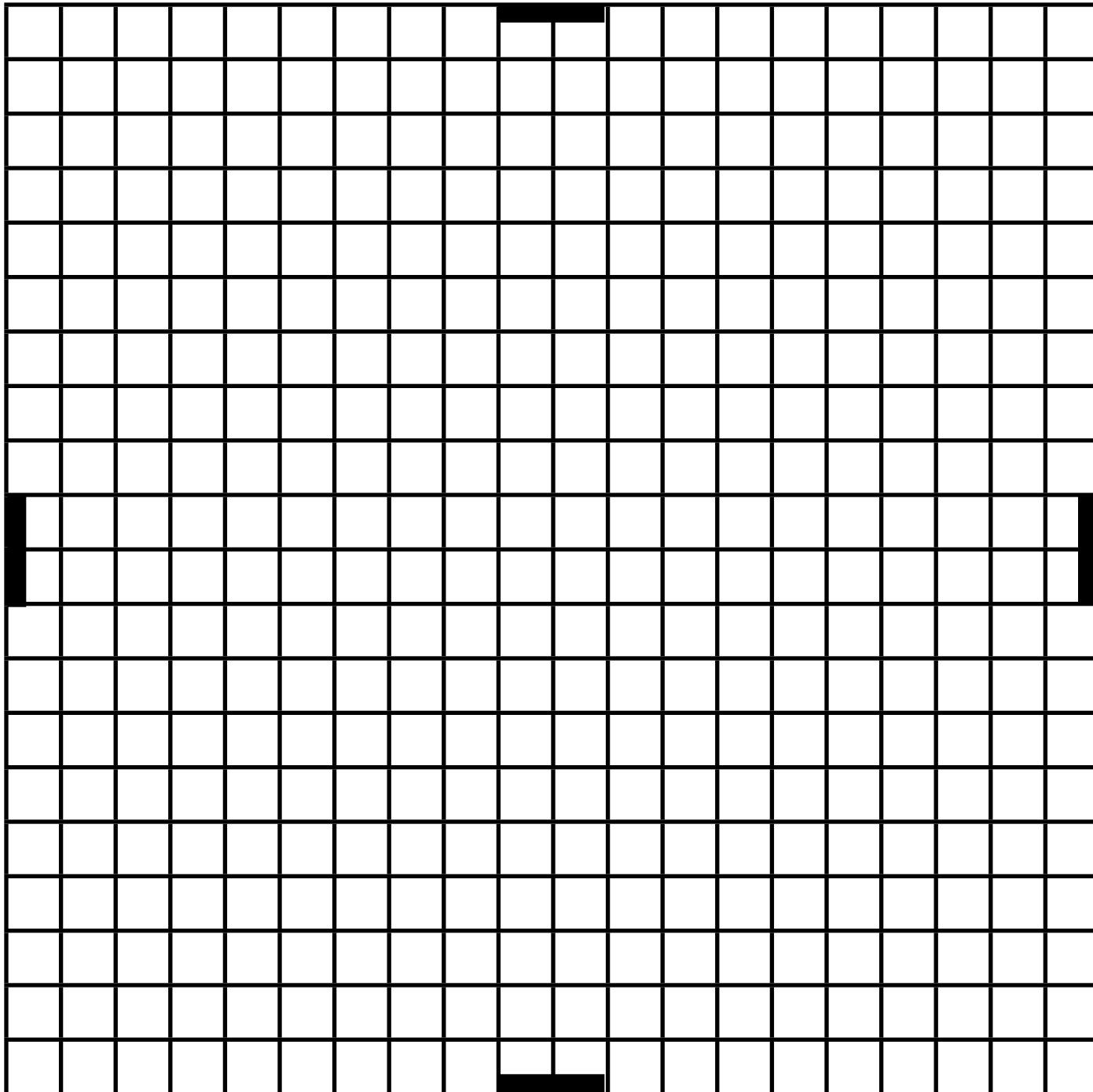


BUSINESS DISTRICT

Include these elements in your design.

	BANK
	HOTEL
	5 TAXIS
	PAWN SHOP
	OFFICE BUILDING
	COFFEE SHOP

GEOMETROCITY

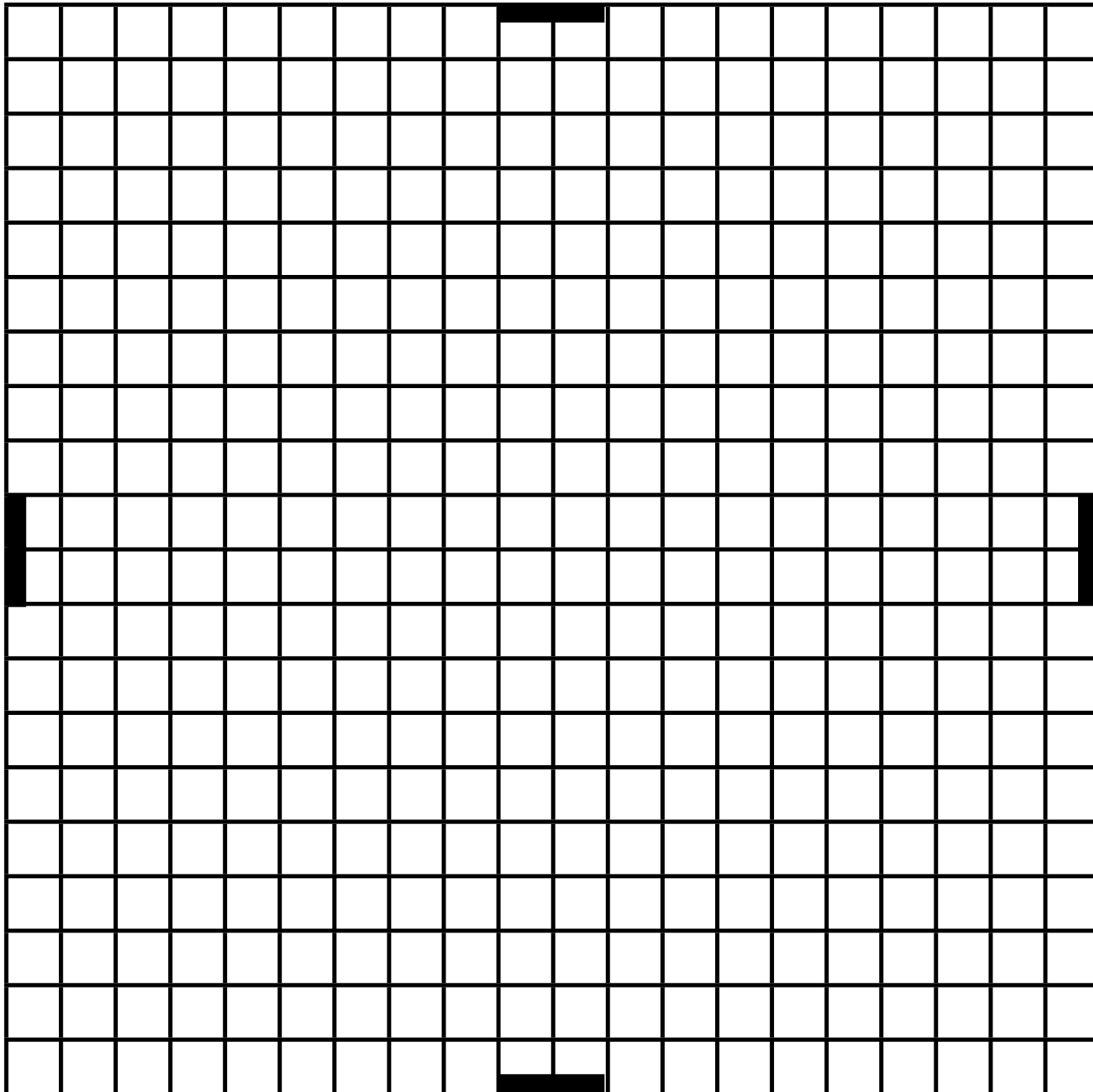


PARK DISTRICT

Include these elements in your design.

	BASEBALL FIELD
	PARK
	FOREST PRESERVE
	PARK
	POND

GEOMETROCITY

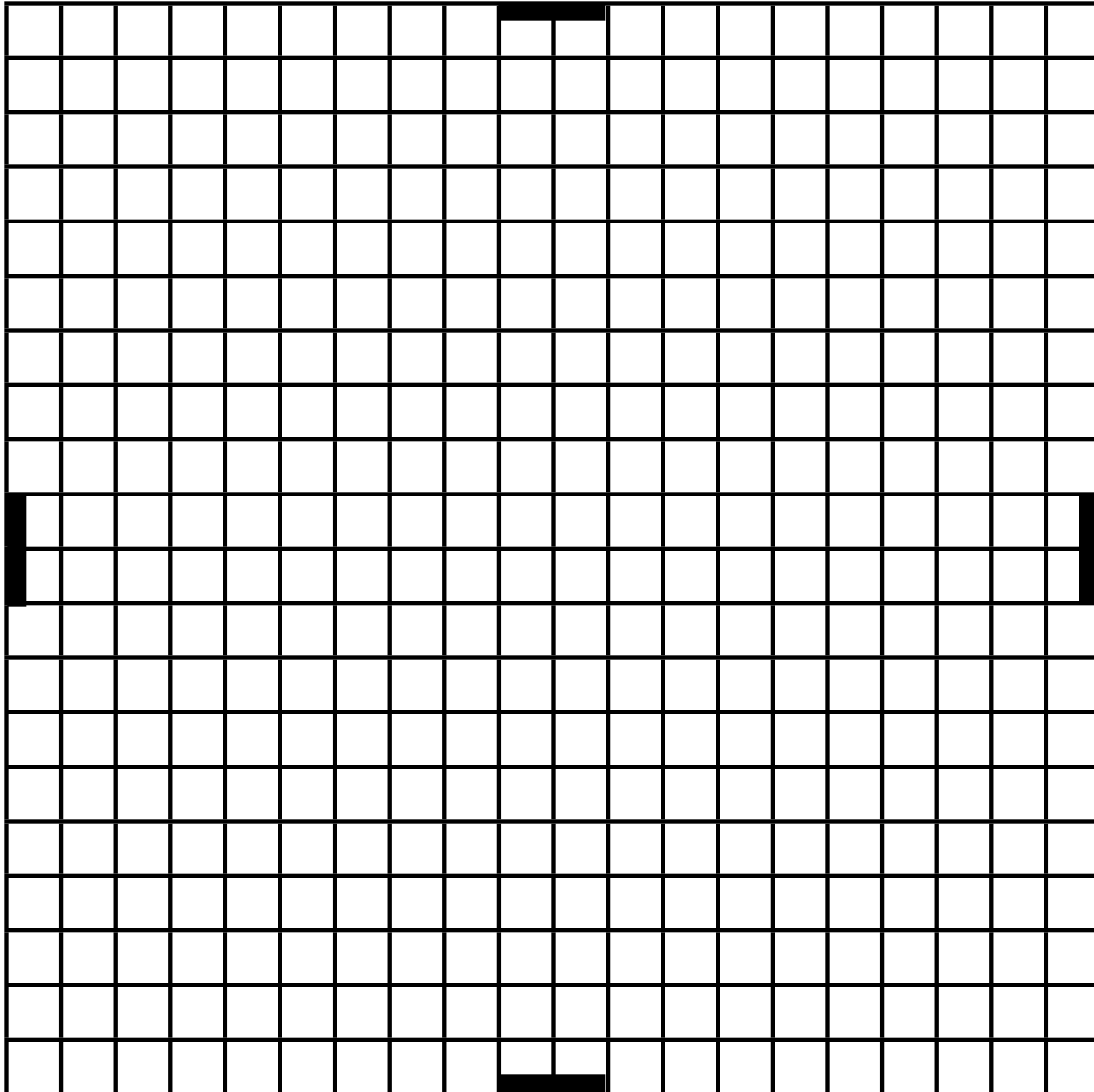


CITY LIVING

Include these elements in your design.

	BEAUTY SHOP
	3 APARTMENT BUILDING
	LAUNDRY MAT
	DOG PARK
	GROCERY STORE
	FAST FOOD EATERY

GEOMETROCITY



TOURIST ATTRACTION

Include these elements
in your design.

	MUSEUM
	OPERA HOUSE
	SPORTS ARENA
	ZOO
	AQUARIUM



Click on any image for a direct link.

Thank you for choosing this product. This product is for a single user license only. It should not be redistributed to multiple users, unless multiple licenses are purchased. You may purchase multiple copies at a reduced rate on almost all items. No portion of this product should be uploaded digitally, available for download, or uploaded to shared servers. Please contact me for questions.

TPT: <http://www.teacherspayteachers.com/Store/Digital-Divide-And-Conquer>.

Blogger: <http://digitaldivideandconquer.blogspot.com>

Facebook: <https://www.facebook.com/DigitalDivideAndConquer>

Email: digitaldivideconquer@gmail.com.

CREDITS

