

## Year 8 What is Urban Design & Town Planning

## 70 mins Lesson 1

Learning Intentions	Lesson Outcomes	
<ul> <li>Develop an understanding of Urban Design and Town Planning</li> <li>Develop an understanding of the job possibilities</li> <li>Learn about Urban Design principles involved in sustainable neighbourhoods</li> <li>Discuss the 'Big 4' for Urban Design and Town Planning</li> <li>Introduce the United Nations Sustainable Development Goals</li> <li>Explore - Sustainable Neighbourhoods game - and understand it's features</li> </ul>	<ul> <li>Develop an understanding of what Urban and Town Planning is and the learning pathways/career outcomes</li> <li>Understand Urban Design principles involved in creating places for people</li> <li>Discuss familiar locations and how they relate to the principles</li> <li>Consider the UN Sustainable Development Goals</li> <li>Through Digital Technologies and serious games, develop an understanding of Urban Planning and Development.</li> </ul>	
Australian Curriculum Content	Australian Curriculum General	
Descriptions	Capabilities	
Geographical Knowledge and Understanding	Critical and Creative Thinking	
Management and planning of Australia's urban future (ACHGK059)	Inquiring – identifying, exploring and organising information and ideas	
<ul> <li>investigating ways of managing the projected growth of Australia's cities and regional urban centres</li> <li>exploring the arguments for and against a</li> </ul>	<ul> <li>Organise and process information</li> <li>Identify and clarify information and ideas</li> <li>Ethical Understanding</li> </ul>	
	Reasoning in decision making and actions  Reason and make ethical decisions	
Human causes and effects of landscape degradation (ACHGK051)	<ul><li>Understanding ethical concepts and issues</li><li>Recognise ethical concepts</li></ul>	
<ul> <li>investigating the effects of the built elements of environments on landscapes</li> </ul>	Explore ethical concepts in context	
Geographical Inquiry and Skills	Exploring values, rights and responsibilities	
Develop geographically significant questions and plan an inquiry using appropriate geographical methodologies and concepts (ACHGS055)	<ul> <li>Explore rights and responsibilities</li> <li>Examine values</li> <li>Consider points of view</li> </ul>	



Australian Curriculum Content Descriptions	Australian Curriculum General Capabilities
	Intercultural Understanding
	Recognising culture and developing respect
	Investigate culture and cultural identity
	<ul> <li>Explore and compare cultural knowledge, beliefs and practices</li> </ul>
	Interacting and empathising with others
	Consider and develop multiple perspectives

## **Assessment**

## Formative Assessment:

Students undertake Worksheet activities to share and explore ideas by reflecting on their own context from the information from the presentation.

Students explore and record their learning via the Sustainable Neighbourhoods game. They have the opportunity to apply their learning to demonstrate their understanding.

Phase/Slide	Learning Activity	Resources
Slide 1-3	<ul> <li>Greetings</li> <li>Introduction</li> <li>Acknowledgement to Country</li> <li>Lesson outcomes</li> </ul>	PowerPoint
Slide 4-15 Engage	<ul> <li>Urban Design and Town Planning 101</li> <li>Discuss types of jobs</li> <li>Working at different scales</li> </ul>	Video PowerPoint
Slide 16 Collaborate Communicate	Worksheet 1 – Let's talk about your suburb	Paper based
Slide 17 – 30 Explore/Explain	<ul><li> 'Big 4' Balancing Act</li><li> The Town Plan</li><li> Urban Design Principles</li></ul>	PowerPoint



Phase/Slide	Learning Activity	Resources
Slide 31		Paper based
Collaborate	<ul> <li>Worksheet 2 – Your Favourite Places</li> </ul>	
Communicate		
Slide 32-33	The Built Environment	PowerPoint
Explore/Explain	The Bane Environment	
Slide 34-35		Video
Explore/Explain	<ul><li>What are they?</li><li>Which ones are important for neighbourhoods and cities?</li></ul>	PowerPoint
Slide 36	Discuss the challenge for Lesson 3 – giving students	PowerPoint
Explain	an understanding of the upcoming challenge and requirements of the challenge	
Slide 37	Identify the aspects of the lesson on the game	PowerPoint
	<ul><li>interface</li><li>Exploring the game interface to familiarise and</li></ul>	Game Link/Device
	explore how aspects work and support one another	
Slide 38	Wrap up the lesson	PowerPoint Timer – 5
Engage	Save Game	Minutes Remaining and Pack-Up time
	Equipment Packed Away	
		iPads/Laptops
Slide 39	<ul> <li>Acknowledgements</li> </ul>	PowerPoint
Explain	Any questions	