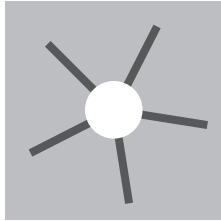


CITY PLANNING DESIGNS

What are the advantages and disadvantages of each city planning design?



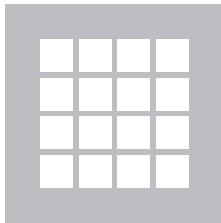
Wheel and Spoke Design

In this design, a church, a monument, or a city hall is in the center of the community. Roads extend from the center like spokes of a wheel. People build homes, farms, and businesses along these roads. Many old European cities reflect this plan.



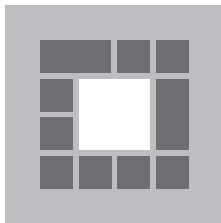
Geography Design

Early American settlers and miners built communities that followed the natural environment. Instead of following a plan, buildings might be built on hillsides or along river banks, and roads might follow wandering animal trails.



Grid Design

This city plan is organized into square blocks. Cities using the grid plan are designed in detail before any structures are built. Why do most early Utah cities use the grid design?



City Center Design

In this design, important buildings such as churches, businesses, and government buildings are grouped together in the center of the city. People live in the outlying areas and travel to the city center.



Random Design

A growing city needs more businesses and homes. When land becomes more valuable, people sell their farms and open-spaces to developers. When each developer uses a different plan, the designs may not connect with the larger city or with each other. Suburbs often develop randomly.



Planned Community

Some people do not want to drive long distances each day. New communities include parks, schools, churches, and stores all within walking distance of each other. To save space, houses may share yards and gardens and stores might be built with apartments on the top floors.