SimCity4 Deluxe Map Design Workshop for Coaches

I. Regions & Cities – The initial view. What does it mean? For Judging ease, it is suggested that you make the Region Name the same as the city name.

II. Buttons the students shouldn’t use
   a. God Mode
   b. My Sims

III. New Tools on left side of screen
   a. Landscape
   b. Zone
   c. Transportation
   d. Utilities
   e. Civic
   f. Emergency Tools
   g. Query (like from SimCity3000)
   h. Query Route

IV. Tools along bottom left of center
   a. Mayor Rating
   b. Cash on hand
   c. Population

V. Bottom center of screen
   a. RCI graph
   b. Building Style Control
   c. Advisors
   d. Budget; Taxes, Ordinances, Neighborhood Deals
   e. City Opinion Polls
   f. Graphs; Commute Time, Power, Water, Education, Life Expectancy,
   g. Data Views; Fire Hazard, Crime, Water, Power, Traffic, Land Value, Air Pollution, Water Pollution, & Garbage.


VII. Review Computer City Design Score Sheet

VIII. If you don’t want the judges to miss something, then PLEASE fill out the Map Inventory List!

IX. Page B-46, right column; What did you notice as you ran the SIMCITY 4 Deluxe simulation? Have them review the questions.

X. Can have them then move to the activities and questions which will allow them to move from concrete experience to abstract conceptualization – Page B-47, left column.