

Galactic City Model	World City	Sprawl	Urbanization	Blockbusting
Concentric Zone Model	New Urbanism	Central Place Theory	Rank-Size Rule	Sector Model
Zoning	Squatter Settlement	FREE	Metropolitan Statistical Area	Metacity
Central Business District	Gentrification	Threshold	Multiple Nuclei Model	Megacity
Suburbanization	Range	Redlining	Urban Infill	Primate City

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WITTY — *two games, one board*

Unit 6 · Cities & Urban Land Use · Two players · Four games of Four in a Row, or two games of Fox

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Play one by matching it to a term on the board and say the term out loud. The card you played goes to the discard pile. The other two go to the bottom of the deck.

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GAME ONE

FOUR IN A ROW

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YOUR TURN

Mark the square you matched. That square is yours.

WINNING

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Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

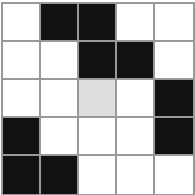
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FOX

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ANSWER KEY — *Cities & Urban Land Use*

Unit 6 · 24 terms · Alphabetical

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Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

A city that commands finance and business for the whole globe.

Zoning

Local rules setting what may be built on each parcel.

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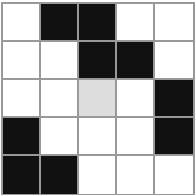
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Unit 6 · 24 terms · Alphabetical

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Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

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Refusing loans in a neighborhood because of who lives there.

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WITTY CITIES 02

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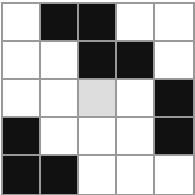
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A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

A city that commands finance and business for the whole globe.

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Local rules setting what may be built on each parcel.

WITTY · CITIES & URBAN LAND USE

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WITTY CITIES 03

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Galactic City Model	World City	Sprawl	Urbanization	Blockbusting
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WITTY — *two games, one board*

Unit 6 · Cities & Urban Land Use · Two players · Four games of Four in a Row, or two games of Fox

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GAME ONE

FOUR IN A ROW

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YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

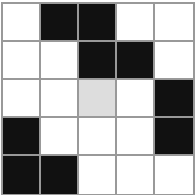
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FOX

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ANSWER KEY — *Cities & Urban Land Use*

Unit 6 · 24 terms · Alphabetical

Blockbusting

Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

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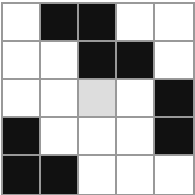
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Four in a Row: four across, down, or diagonal wins; FREE counts for both. · Fox: shade 4 + 3 + 2. · witsooth.com

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Galactic City Model	Squatter Settlement	Sprawl	Rank-Size Rule	Urban Infill
Concentric Zone Model	Sector Model	Metacity	Primate City	Multiple Nuclei Model
Metropolitan Statistical Area	World City	FREE	New Urbanism	Central Business District
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Unit 6 · Cities & Urban Land Use · Two players · Four games of Four in a Row, or two games of Fox

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Mark the square you matched. That square is yours.

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Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

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Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

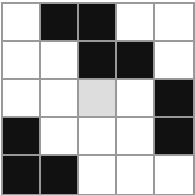
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FOX

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SETUP

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One way to place 4, 3, and 2.
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ANSWER KEY — *Cities & Urban Land Use*

Unit 6 · 24 terms · Alphabetical

Blockbusting

Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

A city that commands finance and business for the whole globe.

Zoning

Local rules setting what may be built on each parcel.

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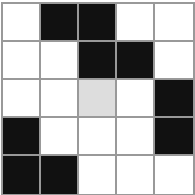
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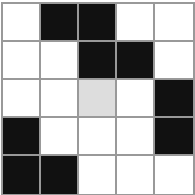
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Concentric Zone Model	New Urbanism	Central Place Theory	Rank-Size Rule	Sector Model
Zoning	Squatter Settlement	FREE	Metropolitan Statistical Area	Metacity
Central Business District	Gentrification	Threshold	Multiple Nuclei Model	Megacity
Suburbanization	Range	Redlining	Urban Infill	Primate City

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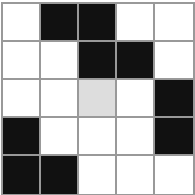
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Unit 6 · 24 terms · Alphabetical

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Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

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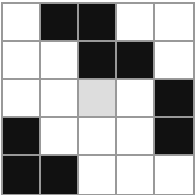
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Unit 6 · 24 terms · Alphabetical

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Suburban nodes ringing a city along its outer beltway.

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Megacity

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Metacity

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Metropolitan Statistical Area

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Multiple Nuclei Model

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Refusing loans in a neighborhood because of who lives there.

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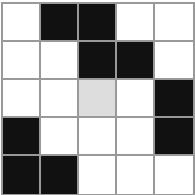
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Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

A city that commands finance and business for the whole globe.

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Local rules setting what may be built on each parcel.

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WITTY — *two games, one board*

Unit 6 · Cities & Urban Land Use · Two players · Four games of Four in a Row, or two games of Fox

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If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

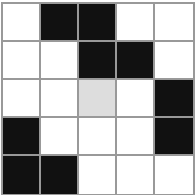
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FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Cities & Urban Land Use*

Unit 6 · 24 terms · Alphabetical

Blockbusting

Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

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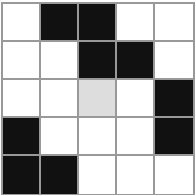
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Concentric Zone Model	Sector Model	Metacity	Primate City	Multiple Nuclei Model
Metropolitan Statistical Area	World City	FREE	New Urbanism	Central Business District
Redlining	Central Place Theory	Suburbanization	Gentrification	Threshold
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WITTY — *two games, one board*

Unit 6 · Cities & Urban Land Use · Two players · Four games of Four in a Row, or two games of Fox

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If you can match, you must. If none of your three cards match, put all three on the bottom, draw three, and your turn ends.

GAME ONE

FOUR IN A ROW

Fold the sheet, lay it flat between you, and play on the top face. Each player needs a different colored pencil.

YOUR TURN

Mark the square you matched. That square is yours.

WINNING

Four squares in a row — across, down, or diagonal. The FREE square counts toward both players' lines.

Board full with no line: draw.

Call it out: **"Witty!"**

FOUR TO A SHEET

Fold, play the top face, then turn to the next face. Four faces, four games, two layouts.

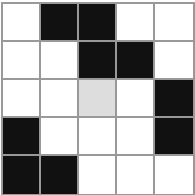
GAME TWO

FOX

Each player needs a sheet of their own. Fold it and stand the top half up so it faces you and hides the bottom half.

SETUP

On your bottom grid, shade three shapes: one of **4** squares, one of **3**, one of **2**. Each shape's squares must touch edge to edge. Shapes may not overlap and may not use FREE.



One way to place 4, 3, and 2.
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Find all three shapes. Two games to a sheet, one on each side.

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ANSWER KEY — *Cities & Urban Land Use*

Unit 6 · 24 terms · Alphabetical

Blockbusting

Scaring owners into selling cheap by predicting racial change.

Central Business District

The downtown core of offices, shops and highest land value.

Central Place Theory

Settlements fall into a pattern set by the services they sell.

Concentric Zone Model

Rings of land use widening outward from the downtown core.

Galactic City Model

Suburban nodes ringing a city along its outer beltway.

Gentrification

Wealthier residents renovating a poor neighborhood and displacing its people.

Megacity

An urban area holding more than ten million people.

Metacity

An urban area holding more than twenty million people.

Metropolitan Statistical Area

A city plus the counties tied to it economically.

Multiple Nuclei Model

A city growing around several separate centers of activity.

New Urbanism

Design returning to walkable, mixed-use, higher-density neighborhoods.

Primate City

The largest city, far bigger than any other in the country.

Range

The farthest distance people will travel to buy a service.

Rank-Size Rule

The nth city holds one nth of the largest city's population.

Redlining

Refusing loans in a neighborhood because of who lives there.

Sector Model

Wedges of land use reaching outward along transport lines.

Sprawl

Low-density development spreading outward across the surrounding land.

Squatter Settlement

Unplanned housing built on land the residents do not own.

Suburbanization

Movement of people and jobs from the city to its edge.

Threshold

The smallest number of customers a service needs to survive.

Urban Infill

Building on the empty lots inside a city already built.

Urbanization

The growing share of a population that lives in cities.

World City

A city that commands finance and business for the whole globe.

Zoning

Local rules setting what may be built on each parcel.

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[illegible]

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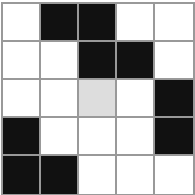
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