

A NOTE TO PARENTS AND TEACHERS:

SIMCITY is a game, but it uses and teaches many aspects of real life, including: ecology, forethought, budgeting, management, politics, map skills, computer use, graph interpretation and problem solving.

Included in the manual is an essay, **HISTORY OF CITIES AND CITY PLANNING**, by Cliff Ellis, a city planning expert. Below is some additional reading for children suggested by the American Planning Association.

RELATED READING FOR CHILDREN

FICTION

Burton, Virginia Lee. *The Little House*. Boston: Houghton Mifflin, 1942 (reissued 1969).

Murphy, Shirley, and Murphy, Pat. *Mrs. Tortino's Return to the Sun*. Shepard Books, 1980.

Dr. Seuss. *The Lorax*. New York: Random House, 1971.

NONFICTION

Macaulay, David. *City: A Story of Roman Planning and Construction*. Boston: Houghton Mifflin, 1974.

Macaulay, David. *Underground*. Boston: Houghton Mifflin, 1976.

Barker, Albert. *From Settlement to City*. New York: Julian Messner, 1978.

Eichner, James A. *The First Book of Local Government*. New York: Franklin Watts, 1976.

Rhodes, Dorothy. *How to Read a City Map*. Chicago: Elk Grove Press, 1967.

Monroe, Roxie. *Architects Make Zigzags: Looking at Architecture from A to Z*. Washington D.C.: National Trust for Historic Preservation, 1986.

FOR MORE INFORMATION ON CITY PLANNING AND RELATED SUBJECTS, CONTACT:

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