Benchmarks for the Virtual City

Organization name:_____   Educator name:_____   Date:_____

Team (City) name:_____   SimCity Region: _____

	STATUS 🟥 **Not started yet** 🟧 **Just started, needs more work** 🟩 **Making progress** ⬛ **Looks great**	VALUES
1. City population		
2. Mayor rating, complaints, Sim happiness		

3. Zoning and development
    a. All zone types (Residential, Commercial, Industrial)
    b. All wealth levels (low, med, high)
    c. All Tech levels (low, med, high)
    d. All densities (low, med, high)		

4. Services
    a. Police
    b. Fire
    c. Health		

5. Health and safety
    a. # crimes, # criminals
    b. # fires, # burned buildings
    c. # deaths		

6. Utilities
    a. Power (green or not)
    b. Water
    c. Sewer
    d. Garbage (+recycling)		

7. Education
    a. Schools (types, # students)
    b. Education level
    c. Enrollment percentage		

8. Sustaining a balanced budget (income > expenses). Reasonable tax rates		

9. Public transportation
   a. Type
   b. # Riders
   c. Wait time		

10. Traffic congestion		

11. Pollution
   a. Air
   b. Water
   c. Ground
   d. Radiation		

12. Unemployment, homeless		

Instructions to locate the benchmarks within SimCity game

1. City population	Lower right side of screen
2. Mayor rating, complaints, Sim happiness	Click on smiley-face for Mayor Rating panel. Citizen complaints show on mayor rating panel: click on arrowheads on right side and hover over the wealth levels. Advisor complaints show on the tool bar – look for yellow or red tools and click to open and see advisor comments.

3. Zoning and development
   a. All zone types
   b. All wealth levels
   c. All Tech levels
   d. All densities
	Zoning and development types show in the Mayor Rating panel (see #2). Click on arrowhead to expand for all wealth/tech levels. Query individual buildings to check for density levels. High-density buildings only occur on high-traffic capacity roads and avenues.

4. Services
   a. Police
   b. Fire
   c. Health
	Click on Police, Fire, and Health tools to identify the various facilities.

5. Health and safety
   a. # crimes, # criminals
   b. # fires, # burned buildings
   c. # deaths
	Click on the Police, Fire, and Health tools to get details on detailed information on crimes, fires, deaths – right side of screen.

6. Utilities
   a. Power (green or not)
   b. Water
   c. Sewer
   d. Garbage (+recycling)
	Click on the Power, Water, Sewage and Trash tools to identify and obtain information on the city utilities.

7. Education
   a. Schools (types, # of students)
   b. Education level
   c. Enrollment percentage
	Click on the Education tool to identify schools and obtain information on education level. And enrollment. Un-enrollment numbers are also available in the Population Detail panel: click on the Population tab at the bottom right to bring up the panel. Then click on the "Detail" tab and scroll down for the school information.

8. Sustaining a balanced budget (income > expenses). Reasonable tax rates	Click on the Budget tab at the bottom-middle of the screen. Reasonable tax rates are 10% or less. Cheat codes to add money are discouraged, but not disallowed. Record if cheat codes are used.

9. Public transportation
   a. Type
   b. # Riders
   c. Wait time
	Click on the public transit tool for details on the various public transportation options. Each system is listed in a different tab across the screen. Riders and wait times for each are in the info panel on the right.

10. Traffic congestion	Click on the Streets tool. Watch the roads while the simulation runs – particularly through rush-hour times. Congestion appears as colors along the roadways: green = minimal congestion, yellow = some congestion, red = gridlock.

11. Pollution
   a. Air
   b. Water
   c. Ground
   d. Radiation
	Open the data maps – button in the lower right corner. Look for the pollution data maps toward the bottom of the array.

12. Unemployment, homeless	Click on the population tab to open the Population Detail panel (see #7). Unemployment numbers are in the first table, homeless are in the last (scroll down). Zoning advisor will warn if numbers get too high.