

UTOPIAN DESIGN PROJECT – Due on Thursday, November 12, 2009

1. part 1 Name your utopian society.

Choose a name that is creative and appropriate to represent your new society. Explain your choice in such a way that makes the reasons you chose it clear to the reader. Write at least FIVE sentences explaining your choice.

1 part 2. Motto and Seal.

Create a motto and seal for your county and decorate the front of your society's booklet. Explain the meaning of your seal and the significance of your motto. An example of a motto and seal is below.

The U.S.
seal is to
your right:



The U.S. Motto is *E pluribus unum*, meaning "Out of many, one."
Ivy Prep's motto is Believe, Achieve, Succeed

2. Utopian Definition

Write the definition of a Utopia from the dictionary. Then write it again in your own words. Finally describe the utopia that you are creating. Write a SEVEN to NINE sentence statement describing the reasons that you formed your utopian society. In other words, why is your society different from the world we live in now? Why do we need your more 'perfect' society?

3. part 1 Type of Government

We live in a democracy but your society could be run differently. Is your society a monarchy, democracy, dictatorship or oligarchy? Look up the definition of each word and decide what type of government your utopia will have. Write a FIVE to SEVEN sentence statement about which type of government you chose and why.

3 part 2. List of Rules.

Every society requires some type of rules to run smoothly. Develop a list of 10 rules that all of your citizens must follow. Think about the rules that you would want to follow in your perfect world. Maybe children only go to schools two days a week?!

4 part 1. List of Citizen Jobs.

Societies also require that people hold certain jobs to make the society run. Examples of jobs in our society are lawyers, doctors, police officers, parents, teachers, mayors, governors, and presidents. In *The Giver*, they have Nurturers, The Giver, Food Delivers, and the Elders. Create a list of at least FIVE important jobs in your society and describe what they do in their jobs and what type of people you would like to see hold those jobs.

4. part 2 Daily Schedule

Societies like *The Giver's* society require structure in order to operate smoothly. Describe a typical day for an adult. Also describe the day of the leader of your society. Each day should have at least SIX different activities.

5. City Map.

Draw a city layout of your society. Where do people live, work, and play? Where are your schools, police or fire stations, your hospitals? Label each building and street. Make sure that you have at least TEN buildings and FOUR named streets. Use color pencils or crayons to decorate your map to make it attractive to people interested in visiting.