

## George in the high schools

The activities of the School involved with the workings of New York City's high schools, have not gone unnoticed.

An article in the latest issue of *Social Science Record* (the official journal of the New York Council for Social Studies) by the School's Stan Rubenstein and Ted Ehrman details the course they developed for the City-as-School program.

The course is given at the School in a

three-hour session once a week for ten weeks, the article explains. "During these weekly class meetings, students participate in simulation games" to analyze urban problems. The course is built around three urban simulations: *Newton*, *CLUG* and *Urban Dynamics*.

After playing the first two of these games, the authors state, "students are well on their way toward appreciating the

interdependency of the various activities constituting urban life."

In conclusion they point out that, "Alternative high schools in various cities are recognizing the need for new approaches in education. The City-as-School in conjunction with the Henry George School is attempting to use urban simulation games as a vehicle for students to understand patterns of growth in their city."