

Faculty of Earth Sciences

Department of Urban Planning & Geography

Subject: English for Urban Planning

Lesson:1

I- Vocabulary Builder

1. City Form

Grid layout: It is a systematic street network that intersects at right angles, forming a pattern of rectangular blocks.

Sprawl: It is the unplanned and uncontrolled expansion of urban areas into rural lands.

Density: It's the concentration of people, buildings, and activity within an area of a city.

Public realm: accessible open spaces in a city like streets, parks, plazas, and waterfronts.

Walkability: the accessibility of amenities within a reasonable walking distance.

1. City Problems

Informal housing: settlements built outside of official government control.

Congestion: when demand exceeds the available capacity of a system.

II- Grammar Focus:

In urban design, we often make **recommendations** and describe **requirements**. These forms help us do that clearly:

- **Should**: used to give positive recommendations.

Example: "Cities should create more pedestrian-friendly streets."

- **Shouldn't**: used to give negative recommendations.

Example: "Planners shouldn't ignore local community feedback."

- **Need to**: used to express requirements or necessities.

Example: "Designers need to consider accessibility standards."

Structure:

Affirmative: Cities should create more pedestrian-friendly streets

Subject+ should+ stem

Designers need to consider accessibility standards

Subject+ need to + stem

Negative: Planners shouldn't ignore local community feedback.

Subject+ shouldn't/should not+ stem

III- Reading Material:

What makes a city “good”?

Urban planners argue that a successful city is not only efficient but also pleasant to live in. A good city provides **accessibility**, allowing people to move easily from home to work, school, and public services. It also offers high-quality **public spaces**, such as parks and walkable streets, where citizens can interact. A strong **public transport system** reduces congestion and pollution, while **mixed-use neighborhoods** bring housing, shops, and workplaces closer together.

However, many cities face challenges: rapid **urbanization**, lack of affordable housing, and poor planning strategies. To create better cities, planners must balance **heritage**, modern development, and environmental protection. A good city is ultimately one that supports both people and the planet.