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Settlement Houses Under Siege: The Struggle to Sustain Community Organizations in New York City examines the past, present, and future of the settlement house in particular and nonprofit community-based services as a whole.

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2: What is a Settlement House?

Settlement Houses Under Siege: The Struggle to Sustain Community Organizations in New York City examines the past, present, and future of the settlement house in particular and nonprofit community-based services as a whole. Too often viewed as an artifact of the Progressive era, the settlement house.

England[edit] The movement started in London in with the founding of Toynbee Hall. These houses, radically different from those in America, often offered food, shelter, and basic and higher education , provided by virtue of charity on part of wealthy donors, the residents of the city, and for education scholars who volunteered their time. Victorian England, increasingly concerned with poverty, gave rise to the movement whereby those connected to universities settled students in slum areas to live and work alongside local people. Through their efforts settlement houses were established for education, savings, sports, and arts. Such institutions were often praised by religious representatives concerned with the lives of the poor, and criticised as normative or moralistic by radical social movements. There were basic commonalities in the movement. These institutions were more concerned with societal causes for poverty, especially the changes that came with industrialisation, rather than personal causes which their predecessors believed were the main reason for poverty. The settlement movement believed that social reform was best pursued and pushed for by private charities. Toynbee Hall settlement house, founded , pictured here in The British Association of Settlements and Social Action Centres is a network of such organisations. There is also a global network, the International Federation of Settlements. The movement gave rise to many social policy initiatives and innovative ways of working to improve the conditions of the most excluded members of society. In general, the settlement movement, and settlement houses in particular, "have been a foundation for social work practice in this country".

Louis, Illinois Between and , more than 12 million European people immigrated to the United States. Many immigrants lived in crowded and disease-ridden tenements, worked long hours, and lived in poverty. Children often worked to help support the family. Hull House, though, was not a religious-based organization. It focused on providing education and recreational facilities for European immigrant women and children. American charity workers feared that the deeply entrenched social class system in Europe would develop in the United States. The movement also spread to late imperial Russia, as Stanislav Shatsky and Alexander Zelenko set up a network of educational and social institutions in northern Moscow in , naming it "Settlement" "", the English word transliterated to Russian. This network of institutions was closed down by the government in , due to alleged socialist activities. Since they are staffed by professional employees and students, they no longer require that employees live alongside those they serve. Legacy and impact[edit] Settlement houses influenced urban design and architecture in the 20th century.

3: Jane Addams and the Settlement House Movement Bibliography

Sikh American book Settlement Houses Under Siege: the struggle to sustain community organizations in New York city up-to-date comets, terms, etc. PremiumPremium seconds Strategic and n't established public places(Late from educational Citations).

A settlement is marked by a settlement token on an outdoor tile somewhere within its borders. The mayor is the most important citizen of a settlement. A character may only be a citizen or mayor of one settlement at a time per server. The same character can be a citizen or mayor of another settlement on a different server. A player with multiple characters can have each character in a different settlement on the same server and may own multiple settlements on the same server if each character is the mayor of one settlement. Advantages

- Deed guards protecting the settlement
- Setting reputations to keep out unwanted people
- see Kill on Sight
- A settlement token to access your bank account
- On settlements with over 30 days upkeep in their coffers: No decay on buildings, fences, or decorative items
- No monthly partial loss of bulk items in crates or other bulk storage
- Maintenance of signs, lamps, banners and flags by spirit guards
- Village chat
- Instant logout when leaving
- Wurm inside the settlement some exceptions apply
- Respawn at your own settlement from anywhere on the map when you die
- Respawn at allied settlements that are within 50 tiles when you die
- Skill -loss when dying on your own deed or allied deed is only 0. Suicides have the normal skill-loss of 0.
- A productivity bonus to item crafting for the citizens the older the deed is; see acquired knowledge in the village info at the token. It seems that the productivity bonus begins to decrease when upkeep is lower than one month you will receive a message in the village chat tab when you log in when upkeep falls below one month.
- Enchanting bonus, healing bonus, and increased rare window from settlement members sacrificing items at altars.
- Founding

Founding a settlement deed requires the use of a deed stake. Right-clicking a deed stake in your inventory brings up a "Settlement Application Form" dialog in which you have all the options for your settlement. The founding costs are taken from your bank account. The cost for the minimum sized deed is 4 silver, 21 copper. This includes the cost of the tiles plus 3 months upkeep. A series of forms follows where you can set:

- Settlement size east, west, north, and south
- Perimeter size, beyond the five free tiles
- Village name and motto and whether it is a democracy or autocracy
- You can rename a village in the resize option for 5 silver coins. This resets the productivity bonus of the village and locks the name for 6 months.
- One tile on deed costs 1 copper to purchase and has a 20 iron upkeep.
- You can found a deed while you are still a villager of another deed.
- A deed has a rectangular form. One edge of the deed can not be longer than four times the other edge. Minimum size is 5.
- Settlement size east 5 west 5 and north 6 south 6 will create a deed 11 tiles by 13 tiles.
- To visualize the area better, make use of the Survey Area button in the forms that places temporary survey markers at the planned borders.
- You need to have management permissions of all buildings that fall within your new settlement area to be able to place a deed.
- In other words, you need at least one full tile of perimeter between the edge of your deed and the edge of any building you do not own.
- Settlements can only be founded within your kingdom. On Chaos or the Epic servers, this might require building guard towers.
- If the founding tile of the settlement has a house or fences, the token is moved to a random spot away from them. The deed borders do not move with it.
- You cannot build a house or fence on the token tile later on either, but terraforming is possible.
- A Token must be placed at least two tiles away from tiles submersed in water.
- A Token cannot be inside a cave, or a house.
- Aggressive animals, on what will become the deed, prevent planting of the deed; kill or lead them away first.
- Creatures in the future perimeter do not count.
- You may not plant a deed on Holy Ground.
- You can test whether you are able to plant a deed at your current location simply by trying to found it.

Perimeter The perimeter around a deed disallows non-citizens building structures, and the founding of other deeds. Your deed perimeter cannot overlap with the perimeter of another deed, although they can share a perimeter border. On the Epic servers, the kingdom guards will hunt down any player that have less than reputation in the deed within the perimeter. The first 5 tiles around a settlement deed are free perimeter. You can extend beyond the free perimeter, but this will come at a cost. Initial fee per tile is 50 iron, with an added monthly upkeep of 5 iron. Perimeter can be resized at any time, but the minimum

perimeter allowed is 5 tiles. To understand the concept of perimeters and their implications to deed planting, you can check this example: You cannot resize if the settlement is under siege, or if your Templar is fighting an aggressive animal. There are no refunds for downsizing. Premium time is not required to re-size a settlement. The mayor can expand his perimeter over a house which he does not have permissions for. This serves as a warning for a deed expansion and gives the owner of the house time to move. Only the perimeter can be expanded over a house - the mayor has to have permissions to the house to expand the deed over it. The money needed for the resize seems to currently take from the upkeep, and then from the players own bank account. At the question concerning hiring of a spirit Templar or guards , if you leave it as 0 the resized deed will have no templar even if you originally had one or more. Always fill this in with the number of templars you want on your resized deed. Do not sail to another server in your cluster between issuing a Disband order, and the actual Disbanding of the deed. Doing so may cause you to not receive the refund from the deed and the upkeep. A deed may be disbanded. If manually disbanded, the owner receives all of settlement coffer money back. The owner will receive nothing back if the deed is disbanded due to lack of upkeep. It is believed this money comes direct from the King; reasonable since deed money goes to direct to the King. Note - there used to be a 5s minimum refund. That has been removed as of June Only people with the manage roles permission, or the mayor, may disband the settlement; citizens can stop a disband. Disbanding a settlement takes 24 real hours. If you remove all villagers and resize the deed to smallest size before disbanding, disbanding will take 1 real hour. When disbanding, all branded animals lose their branding. Only villagers with the manage roles, or the mayor himself may disband. Any citizen can stop the disbanding process. Mayor All settlements have a mayor. The initial mayor is the founder of the settlement. At any given time, the mayor is the one who holds the deed. Mayors get a bonus to bashing structures on deed. Mayors can pass through locked gates. Trading the deed makes the new owner of the deed the mayor. A player must have premium time to take over the ownership of a deed. If trading to a player who is not in a village, the transfer is immediate. If trading to a player who is in that village, they must have been a member for at least 24 hours before the transfer can take place. If you are purchasing a Settlement from someone, do NOT join the village first. If you do, you will not be able to take ownership for 24 hours. Voting If your deed is a Dictatorship, the mayor cannot be voted out. Success requires a majority: Citizens may vote at any time, once per election. The election ends immediately whenever one candidate has received a majority of the votes, or when all votes have been cast. Elections can continue, even though the incumbent mayor is already clearly going to win, until a majority has voted. Each citizen is allowed only one vote per election, and can only vote for another citizen, not for themselves. A vote cannot be changed after it is cast. If a new mayor is elected, the deed transfers into their possession. Once an election is completed, a new vote will initiate a new election. Vote command gives the confirmation message: Citizens A village can have many citizens, maximum being the number of deed tiles divided by You may remove even that restriction if you pay double upkeep. Inviting someone to join your village requires that you have the make people citizens permission. Right-click them and choose Invite to join. They will get a Settlement invitation confirmation window. If the village is a dictatorship, the mayor can remove citizens. Citizens of a democracy cannot be removed; they must revoke their citizenship. If you have become a citizen of a settlement in the past 24 hours, you will not be able to join a new village until 24 hours have passed.

4: Settlement Houses Under Siege : Michael Fabricant :

Document for Settlement Houses Under Siege The Struggle To Sustain Community Organizations In New York City is available in various format such as PDF, DOC and ePUB which you can directly download and save in in.

5: Settlement movement - Wikipedia

Settlement Houses Under Siege - Columbia University Press Settlement Houses under Siege is a detailed, well-grounded and exciting text for students in social work, community education and development, health and

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