

Creative Activities for Teaching World History Industrial Revolution to Modern Times SS124

Contents

1 What Is It?

Students figure out what the important tools of the Industrial Revolution were. This is a picture puzzle.

2 Down On The Farm

Students identify the uses of various farm implements. A picture puzzle.

3 Building A Bridge

Students engage in problem solving and learn basic engineering principles by constructing a bridge out of paper.

4 Scientists and Their Experiments

Biographies of Joseph Priestly and Alexander Fleming and directions for duplicating their experiments with simple, easy-to-use materials.

5 The Great Race

Students design, construct and race a self-propelled vehicle using the directions in this activity.

6 The Industrial Exposition

The entire class is involved in a variety of activities in the study of industrialization. Included are activities to appeal to a broad range of interests and talents.

7 The Spy Game

This is a series of adventures that requires the students to use observation, analysis, and inference as teams try to find out which country will start a war.

8 Who's the Greatest?

Students evaluate 20th Century leaders to determine who is the most important.

9 Post-War Peace

Students decide what is to happen to Germany at the end of World War II.

10 United Nations

Students working in teams try to solve various world problems.

11 Disarmament Conference

This is a simulation about disarmament talks between the United States and the Soviet Union.

12 Puzzle

Students arrange ships in their chronological order of development. A picture puzzle.

Industrial Revolution to Modern Times

by Lawrence Stevens

ISBN: 0-89550-115-5

© 1983, revised 1995 by Stevens & Shea Publishers

These materials may be reproduced in the school which purchased this manual. All other forms of reproduction are strictly prohibited without the written permission of the publisher.

Stevens & Shea Publishers, Inc.

P.O. Box 794, Stockton, CA 95201

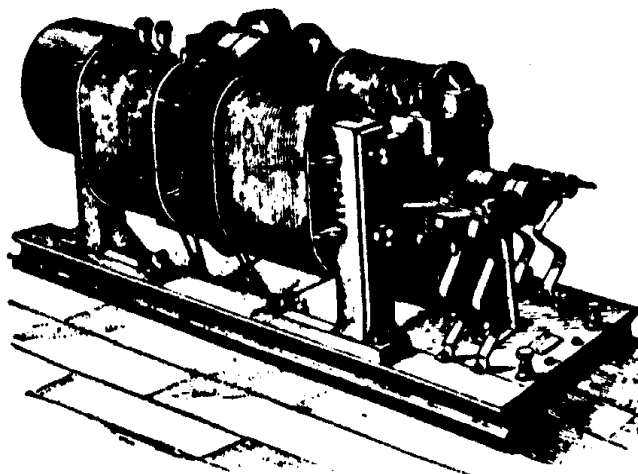
(209) 465-1880

www.stevensandshea.com

An Industrial Exposition is a perfect way to conclude or introduce a unit on the Industrial Revolution. Industrial expositions were the forerunners of world fairs and were a way of showing off the latest inventions and the industrial might of a country.

An Industrial Exposition is a way of involving all of the students in a class, appealing to different talents and engaging the students in some serious problem solving.

Other activities in this manual can be included in the exposition.



ORGANIZATION

The class should be organized into teams of 6 to 8 students. To add a spirit of competition, points can be awarded in each activity.

POSSIBLE ACTIVITIES

THE GREAT RACE

Teams must use problem solving and construction skills to build a self-propelled vehicle. The team with the fastest vehicle – or, depending on the class, the vehicle that works – will be the winner.

BRIDGE BUILDING

Teams again must use problem solving and construction techniques. The team building the strongest bridge will be the winner.

LIBRARY RACE

The teams can use the resources of the library to find out who invented important items. The teams that come up with the most correct answers in a period will be the winners.

WHAT IS IT?

Teams will receive points for figuring out what various 19th Century tools are for.

DOWN ON THE FARM

Teams will receive points for identifying the names and functions of various 19th Century farm implements.

DESIGN CONTEST

Students are to design a solution to a current problem and graphically draw their solution. Points can be awarded for the best designs. Let a judging team from another class select the best designs.

JUNK BOX

Several activities using junk can be included.

The Library Race

Below is a list of inventions that are commonly used items. Not only are they commonly used, but they have had a tremendous effect upon how we live our lives.

CAUTION: Some of these items did not have a single inventor. They evolved gradually with a number of people contributing to the final product, or they were developed by a scientific team. What you want to find are the names of the people who contributed to the development of each item, as well as the name(s) of the people who developed the first useful application.

Television _____

Nylon _____

Frozen food _____

Canned food _____

Plastic _____

Computer _____

Refrigeration _____

Radio _____

Transistor _____

Jet airplane _____