

Changes Because of Industrial Revolution



The Industrial Revolution took place between 1790 and 1880. America changed in many ways during this time period. For example, many factories were built. Because more factories were built, more jobs were created. This is because workers were needed to operate machines in the factories.



Most factories were dirty and unsafe. Adults and children worked in factories. During the Industrial Revolution, it was normal for young children to work in factories all day.

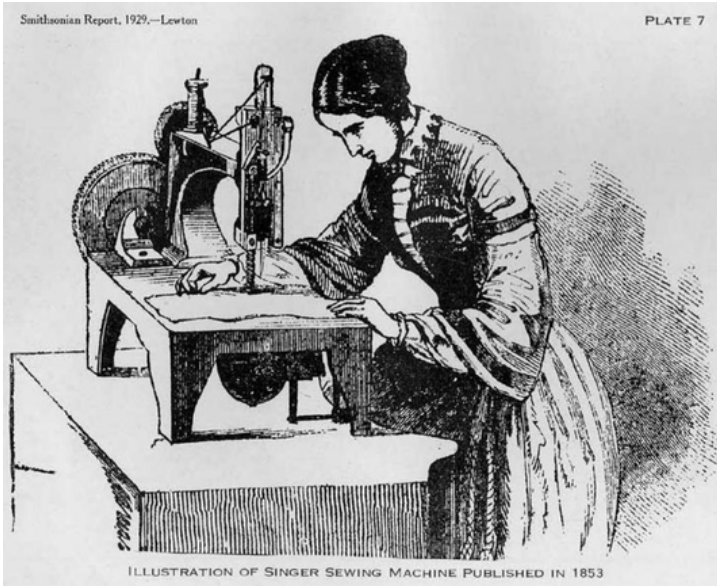


Another change was the way people traveled. Before the Industrial Revolution, people usually walked or rode a horse. After, they were able to ride trains, steam boats, or drive cars. This made travel a lot faster and easier!



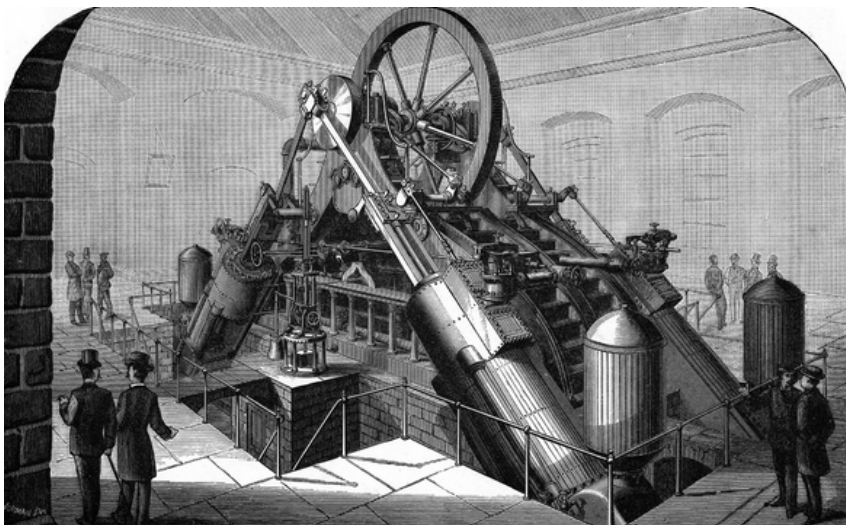
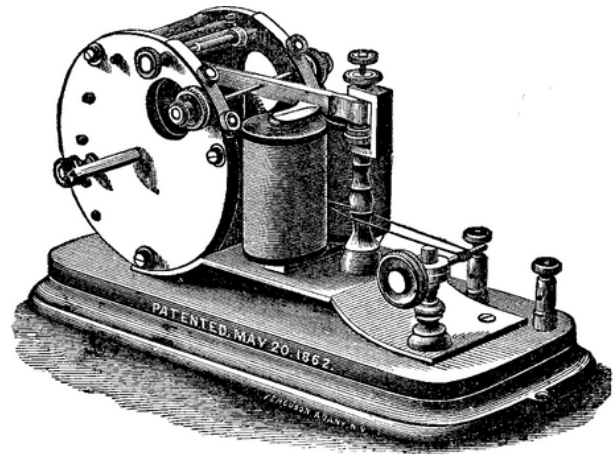
Factories were crowded. It was often unsafe to work in factories because there were so many people in a small space.

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Women began to work outside of the home during the Industrial Revolution. They worked many types of jobs, including working in mines and working with clothing. Women would use a new invention, called the sewing machine, to make clothes in factories. It used to take a long time for people to sew clothes by hand. Now, they could use a machine.

Many inventions were created during the Industrial Revolution. Besides the sewing machine, the electrical telegraph was invented. People used it to communicate over long distances. The electrical telegraph sent information in the form of a code.



The Steam engine is another Industrial Revolution invention. The steam engine was used it to power boats, trains, and even machines in factories!

Name: _____

Creating An App

Your app will be a game with three different levels. For each level, you will have to decide how users will get points. You will also have to decide how users will win the level and go to the next level.

Step 1: Design the Home Screen

In the box below, sketch what the home screen of your game will look like. The home screen is the first screen that kids will see when they log into the app. Your homescreen needs to have three things:

1. Name of your app .
2. Description of what kids will do when they use your app.
3. At least two pictures that show why kids will want to use your app.



Step 2: Brainstorming Ideas For Your App

Before you draw the first level of your game, answer the questions below. You don't need to use complete sentences.

What characters will be in your game?

How will players move on to the next level?

How will players earn points in your game?

Step #3: Design the Levels in Your Game

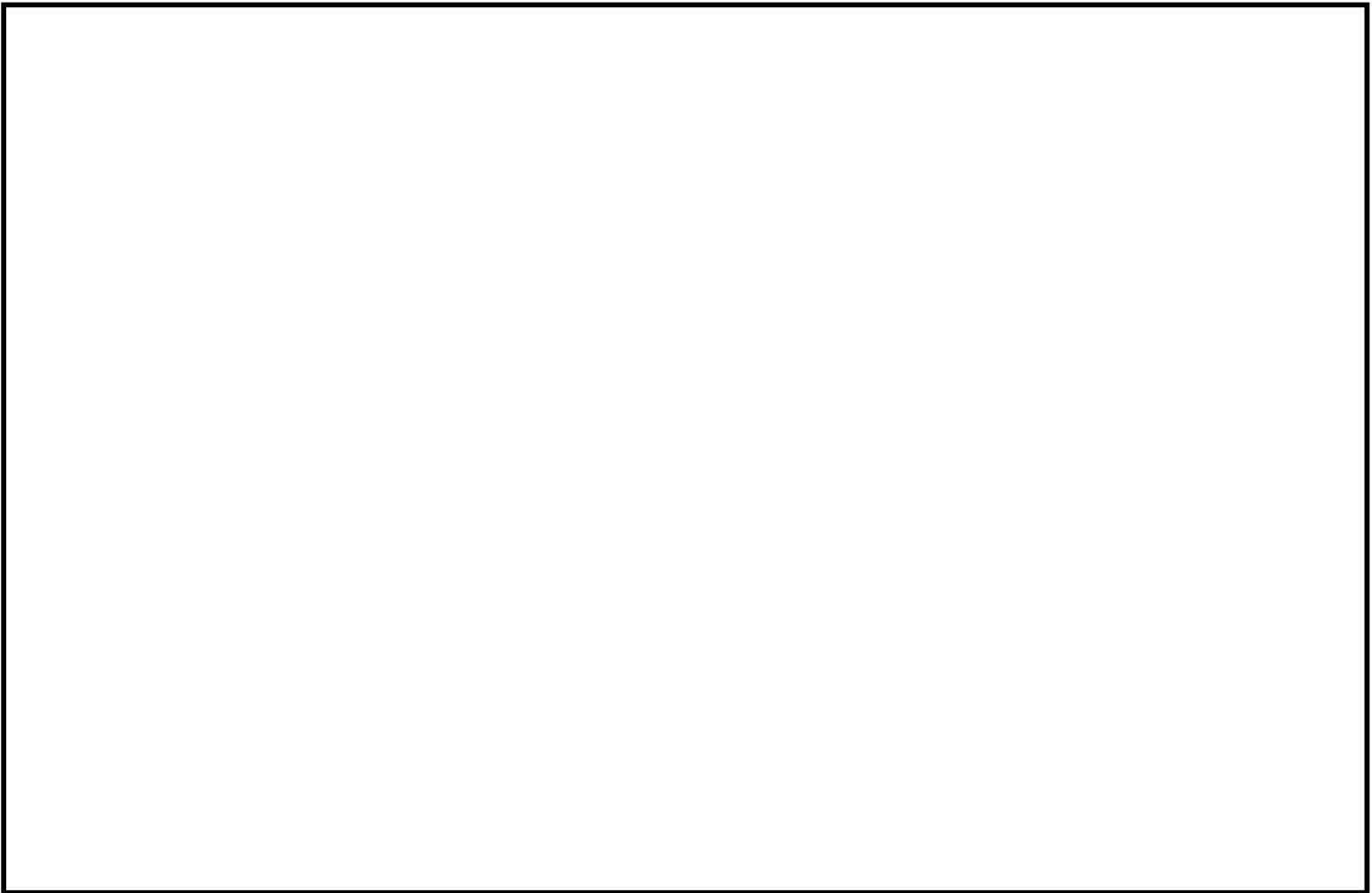
You will now design each level of your game. To design your game, fill out the information for each level. See the next page to design Level 1!

Will there be any special features in your game? For example, you might have a special door that players can open to win extra points.

Level 1

1. When players play this level, they need to learn about a change that happened in the United States because of the Industrial Revolution. Describe what change players will learn about.

2. Draw a picture of what players will see when they play this level. Make sure to include a source!

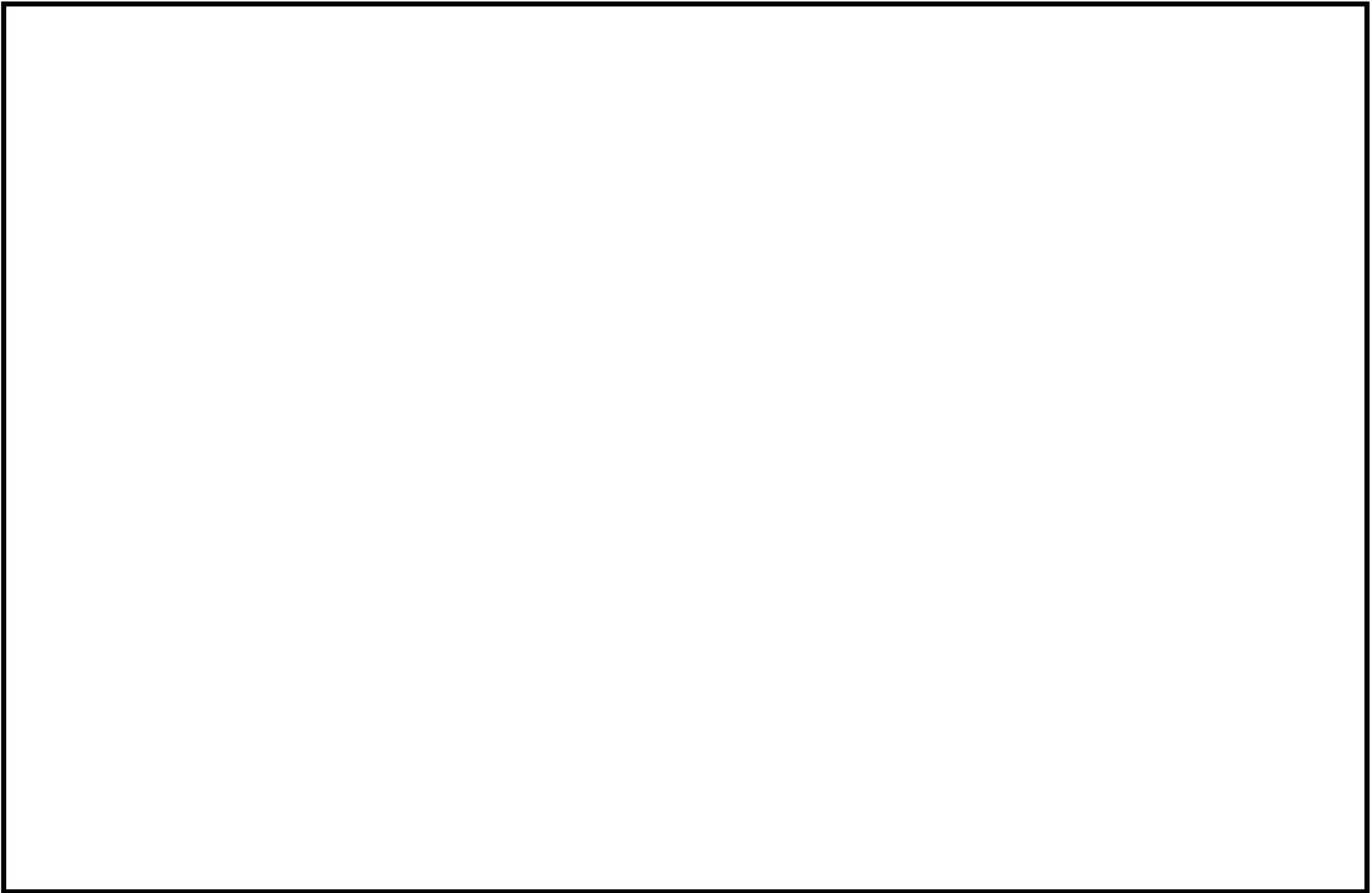


3. Write a description of what players will do in this level and how they will move on to the next level.

Level 2

1. When players play this level, they need to learn about a change that happened in the United States because of the Industrial Revolution. Describe what change players will learn about.

2. Draw a picture of what players will see when they play this level. Make sure to include a source!

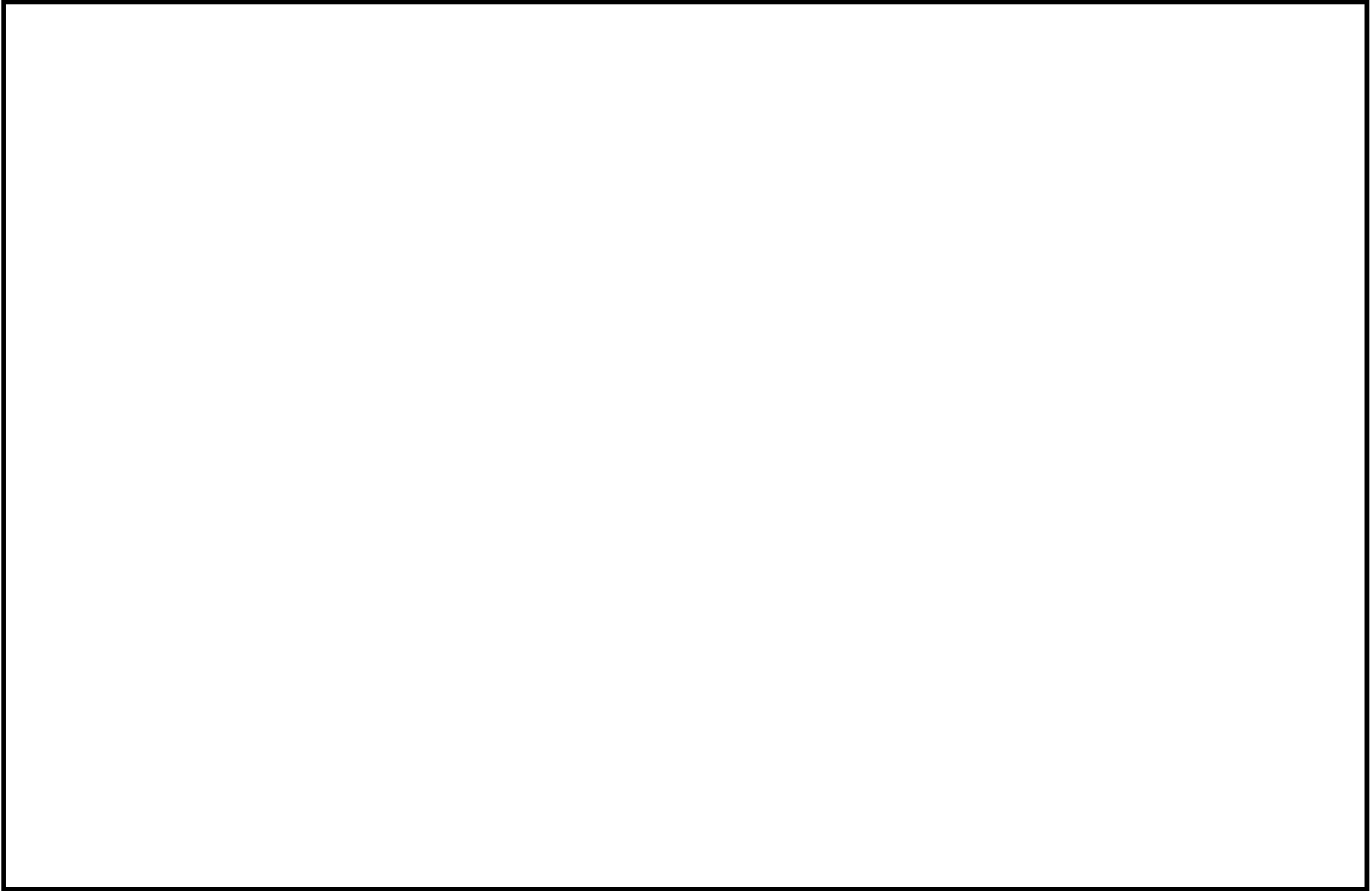


3. Write a description of what players will do in this level and how they will move on to the next level.

Level 3

1. When players play this level, they need to learn about a change that happened in the United States because of the Industrial Revolution. Describe what change players will learn about.

2. Draw a picture of what players will see when they play this level. Make sure to include a source!



3. Write a description of what players will do in this level and how they will win the game!

Rubric

Make sure your project has all of the parts included in the rubric below:

	3	2	1	0
Overall	Each of the three levels teaches about one different change that happened during the Industrial Revolution.	The game teaches about two different changes that happened during the Industrial Revolution.	The game teaches about one change that happened during the Industrial Revolution.	The game does not teach about changes that happened during the Industrial Revolution.
Sources	App uses appropriate sources to support all claims made throughout the game.	App uses appropriate sources to support most of the claims made throughout the game.	App uses appropriate sources to support some of the claims made throughout the game.	App does not use sources to support claims made in the game.
Written Explanation	Each of the three levels has a written piece that explains how the Industrial Revolution changed part of daily life.	Two of the three levels have a written piece that explains how the Industrial Revolution changed part of daily life.	One of the three levels has a written piece that explains how the Industrial Revolution changed part of daily life.	None of the three levels have a written piece that explains how the Industrial Revolution changed part of daily life.
Pictures	Each of the three levels has a picture that shows a change that happened during the Industrial Revolution.	Two of the three levels have a picture that shows a change that happened during the Industrial Revolution.	One of the three levels has a picture that shows a change that happened during the Industrial Revolution.	None of the three levels have a picture that shows a change that happened during the Industrial Revolution.