App Developer: Industrial Revolution

Adventure Description:

In this adventure, you will think like an app developer and create an app for kids to learn about the Industrial Revolution.

Activity

Step 1: Background on Industrial Revolution (5+ minutes)

- Show Video: Industrial Revolution.
- As a class, discuss how the United States changed as a result of the Industrial Revolution. Show Handout: Changes Because of Industrial Revolution. Discus how the creation of factories and machines led to more jobs in the United States and changed where people lived (people moved to cities where factories were located).
- Ask students whether they think people's quality of life improved during this time. Discuss how there were many improvements, like new transportation and new jobs. However, there were also things that did not improve people's quality of life (factories could be crowded and unsafe).

Step 2: Activity Set Up (5 minutes)

- Explain to students that they will create an app that is a game for kids to play. The game will be used in social studies class and will teach students about how the United States changed during the Industrial Revolution.
- Provide students with Handout: Creating an App. As a class, review the steps to create their app.
- Teacher note: Students will need a copy of Handout: Changes Because of Industrial Revolution. Explain to students that they will use these images when they create their app in Step 3. They can cut the images out to use for their app or use them as inspiration.
- Extra Time? Discuss how the sources are both primary and secondary sources. Review the difference between primary and secondary sources. Then, review why an app developer would want to include primary and secondary sources in their app design (e.g., to prove that their app accurately shows what happened during the Industrial Revolution).

Extra Time? Discuss why an app developer would design a wireframe before building an app (e.g., to get feedback from others, to pln what the app will look like and how users will get from one screen to the next).

Step 3: Designing the App (30+ minutes)

- Explain to students that they will now design their app. Students can work individually, in pairs, or in small groups.
- Have students follow the steps listed on the handout.
- While students are working, ask the following questions: How does your app show how the United States changed during this time? How does your app show how people's quality of life changed in good and bad ways? How will users earn points during the game? What sources did you choose and why did you choose them?

Step 4: Class Presentation and Discussion (10 minutes)

- Have students present their apps to the class.
- After all groups have presented, ask students to think about any changes they would make based on what they learned from other groups.
- Extra Time? Allow groups to revise their apps to include their new ideas. This can also be assigned for homework.

Materials List

Provided online:

- Video: Industrial Revolution
- Handout: Changes Because of Industrial Revolution
- Handout: Creating an App

Please contact Allison Bischoff, Director of Customer Service, at allison@rozzylearningcompany.com or 314-272-2560 with questions.