

Lynn Addamo

U.S. History

Grade Level: 11

Topic: Labor Movement – Craftsmen v. Factory Worker

Essential Question: How does a craftsman differ from a factory worker?

Learner Background: This activity will begin our unit on the Industrial Revolution. It is the first activity in the first unit for my U.S. History students. Knowledge of the colonial period and the pre civil war era occurred in 8th grade. A brief summary of past knowledge is provided on the student worksheet. This activity will hopefully help the students to connect where they have been in past history courses to where we are going in the U.S. history course. We begin a “brave new world” an industrial world.

Student Objectives: Students will describe and list the positive and negative experiences of being a craftsman and a factory worker.

Materials/Resources: Craft System versus Factory System worksheet (see page VII)
Student copies of “Party Time” – 2 sets
Crayons, markers or colored pencils
Glue
scissors

Initiation: What do you think is the difference between a factory worker and craftsmen? Which do you prefer and why? Let’s find out.

Learning Activities:

1. Distribute Party Time Party Hat worksheets, glue, scissors, and crayons, markers or colored pencils. They choose the coloring tool.
2. Students are first playing the role of the craftsman. Each person will be responsible for creating and assembling their party hat. They are not limited to time but time of completion will be recorded.
3. Remind students that their craftsmanship is important. The better they are the more likely their product will be desired by the consumer. You are responsible for selling you own product.
4. Create a list of standards for what is an acceptable finished product. Cutting errors, coloring errors or coloring choices could be included.
5. Allow students to work and record the time it took them to complete the hat.
6. Calculate the average time for completion by our classroom of craftsmen.
7. Students will now play the factory worker.
8. Use the same set of standards established in the craft simulation.
9. Divide the class into four groups.
 - Group 1 will be responsible for coloring the triangle