

Industrial Revolution Branching Simulation

World History, Culture, and Geography

Directions: In small groups select one of the three starting points and create a branching simulation about the Industrial Revolution.

Requirements

- At least 8 of the provided topics
- At least 12 appropriate decision points as described in the Decision Points handout

Process

1. Select a *Starting Point*.
2. Using the provided links and resource materials, research possible scenarios for your character(s).
3. Outline the story on the provided butcher paper. Use the *Progression of Events Chart* and *Decision Points* handouts to guide you.
4. Fully develop each decision point as described in the handout, transfer content to wiki, Flash, or other media presentation software.

Topics

- The impact of enclosures and crop rotation
- End of the domestic system
- Political factors that created opportunity for industrialization
- Role of the British Empire in industrialization
- Entrepreneurs and capital
- Textile mills
- Conditions in the textile mills and early factories
- Flying shuttle, spinning jenny, and/or spinning mule
- Coal mining, including conditions
- Child labor
- Role of women
- Steam engine
- Transportation changes, especially the railroads
- Urbanization
- Living conditions
- Pollution
- Class tensions and the growth of the Middle Class
- Unionization

Starting Points

1. A poor farm family who is finding it difficult to survive since the enclosure movement.
2. A low level manager of a small textile mill.
3. A mother of two who must work in a textile mill with her husband to survive.
4. A family man who must spend most, if not all, of the daylight hours in a coal mine.
5. A poor resident of London.
6. One of your choice.