**Applying the Industrial Revolution/Urbanization Simulation to Other Topics**

**Andrea Schafer-Ramelli (**[**aramelli@washoeschools.net**](mailto:aramelli@washoeschools.net)**)**

A partial list of topics that might lend themselves to this type of activity (in no particular order). What else might apply?

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| **World** | **US** |
| Exploration | Colonization |
| Imperialism | Imperialism |
| WWI | WWI |
| WWII | WWII |
|  | Great Depression |
|  | Civil Rights / Women’s suffrage |
|  | 20th century urbanization |
| Cold war | Cold war |
|  | 1920s |
| French Revolution | American Revolution |
|  | Westward expansion |
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Caution: don’t forget about cultural sensitivity when planning this type of game (don’t demean suffering of others by simplifying it to this type of activity).

Great for demonstrating cultural diffusion or for teaching a breadth of topics in a short period of time.

Time allowed for student activities should help send message that events happened QUICKLY. As we know, students struggle with the concept of time – when it happened, how quickly, how long it lasted, etc.