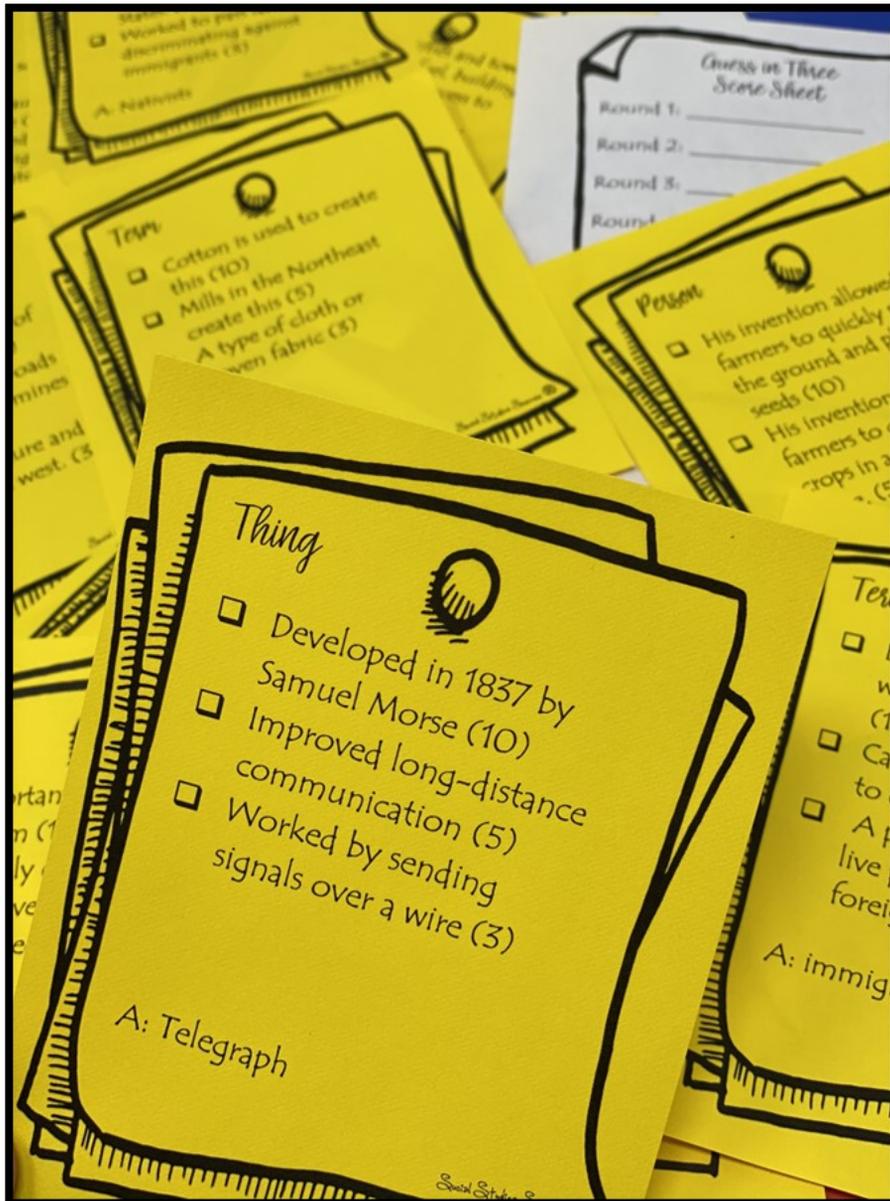


Guess in Three Game

Industrial Revolution and Immigration



Teacher Directions

This resource is designed to help your students review the Industrial Revolution.

Rules

- ❑ Place your students into groups of 4-5 players. Give each student a score sheet and each group a stack of the Guess in Three Cards.
- ❑ One person in the group will choose a card. They will read the statements on the card to the person on their left. If the person can guess the Person, Place, Vocabulary Term, or Thing with one statement, they get 10 points.
- ❑ If they don't know the answer or give an incorrect answer, read the second clue. If they get it right, they earn 5 points.
- ❑ If they don't know or give an incorrect answer, read the third clue. If they get it correct, they earn 3 points.
- ❑ Rotate the role of reader within the group for each round.
- ❑ Each student will need to keep track of their own points. Person with the most points at the end wins the game.

A cartoon illustration of a woman with short brown hair, wearing a pink long-sleeved top and a black skirt, holding a white sign. The sign contains text about the resource's availability on Boom Learning.

**This resource is
also available on
Boom Learning.
The link is at the
end of this packet.**

Guess in Three Score Sheet

Round 1: _____

Round 2: _____

Round 3: _____

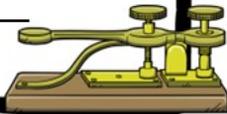
Round 4: _____

Round 5: _____

Round 6: _____

Round 7: _____

Social Studies Express®



Guess in Three Score Sheet

Round 1: _____

Round 2: _____

Round 3: _____

Round 4: _____

Round 5: _____

Round 6: _____

Round 7: _____

Social Studies Express®



Guess in Three Score Sheet

Round 1: _____

Round 2: _____

Round 3: _____

Round 4: _____

Round 5: _____

Round 6: _____

Round 7: _____

Social Studies Express®



Guess in Three Score Sheet

Round 1: _____

Round 2: _____

Round 3: _____

Round 4: _____

Round 5: _____

Round 6: _____

Round 7: _____

Social Studies Express®



Person



- Started the first cotton mill in Rhode Island (10)
- Brought new technology over from Great Britain (5)
- Started the American Industrial Revolution (3)

A: Samuel Slater

Social Studies Spoons®

Term



- Occurred mostly in New England (10)
- Moved jobs from farms into cities (5)
- Goods were created on a large scale in a single location (3)

A: Factory System

Social Studies Spoons®

Place



- Employed young girls and women (10)
- Women and girls were paid less than men (5)
- Used cotton from the South to produce fabric (3)

A: textile mill

Social Studies Spoons®

Place



- Had major rivers needed for mills (10)
- Pulled in thousands of immigrants to work in the factories (5)
- Area of the United States where the Industrial Revolution took place (3)

A: Northeastern (or North) United States

Social Studies Spoons®

People



- Moved to the Western United States in search of job opportunities (10)
- Helped build the railroads and worked in gold mines (5)
- Brought their culture and way of life to the west. (3)

A: Chinese

Social Studies Success®

Person



- Developed two different major inventions of the era (10)
- Helped Americans communicate over long distances (5)
- Created a code that bears his name (3)

A: Samuel Morse

Social Studies Success®

Thing



- Uses a series of dots and dashes to communicate a letter of the alphabet (10)
- Was used on a telegraph (5)
- Created by Samuel Morse (3)

A: The Morse Code

Social Studies Success®

Person



- Created two different major inventions of the era (10)
- Created interchangeable parts to build rifles (5)
- Invented the cotton gin (3)

A: Eli Whitney

Social Studies Success®

Thing



- Increased profits for American farmers in the South (10)
- Led to an increased demand for slavery (5)
- Invented by Eli Whitney (3)

A: cotton gin

Social Studies Spoons®

Thing



- Improved buildings and railroad lines (10)
- First inexpensive process for making steel (5)
- Developed by Sir Henry Bessemer (3)

A: Bessemer Process

Social Studies Spoons®

Thing



- Invented by Robert Fulton (10)
- Transported goods up and down rivers (5)
- Ran on steam (3)

A: steamboat

Social Studies Spoons®

Person



- His invention helped increase the amount of food a farmer could grow. (10)
- His invention was pulled through a field by horses. (5)
- He invented the mechanical reaper (3)

A: Cyrus McCormick

Social Studies Spoons®

Person



- His invention allowed farmers to quickly plow the ground and plant seeds (10)
- His invention allowed farmers to grow more crops in a less amount of time. (5)
- Invented the steel plow (3)

A: John Deere

Social Studies Success®

Place



- Transported goods between Buffalo, Pennsylvania and New York (10)
- Built by many Irish immigrants (5)
- A man-made waterway (3)

A: Erie Canal

Social Studies Success®

Thing



- Supplied cities and towns with food, fuel, building materials and access to markets (10)
- Built by thousands of Chinese and Irish Immigrants (5)
- Connected the East to the West (3)

A: The Transcontinental Railroad

Social Studies Success®

Thing



- Developed in 1837 by Samuel Morse (10)
- Improved long-distance communication (5)
- Worked by sending signals over a wire (3)

A: Telegraph

Social Studies Success®

People



- Experienced discrimination while searching for jobs (10)
- Helped build the Erie Canal (5)
- Left their home because of a potato famine. (3)

A: The Irish

Social Studies Spoons®

Thing



- Important to the factory system (10)
- Initially developed to improve the rifle (5)
- Invented by Eli Whitney (3)

A: Interchangeable Parts

Social Studies Spoons®

Term



- Extreme scarcity of food (10)
- Can be caused by drought or disease (5)
- This caused thousands of Irish to immigrate to the United States (3)

A: famine

Social Studies Spoons®

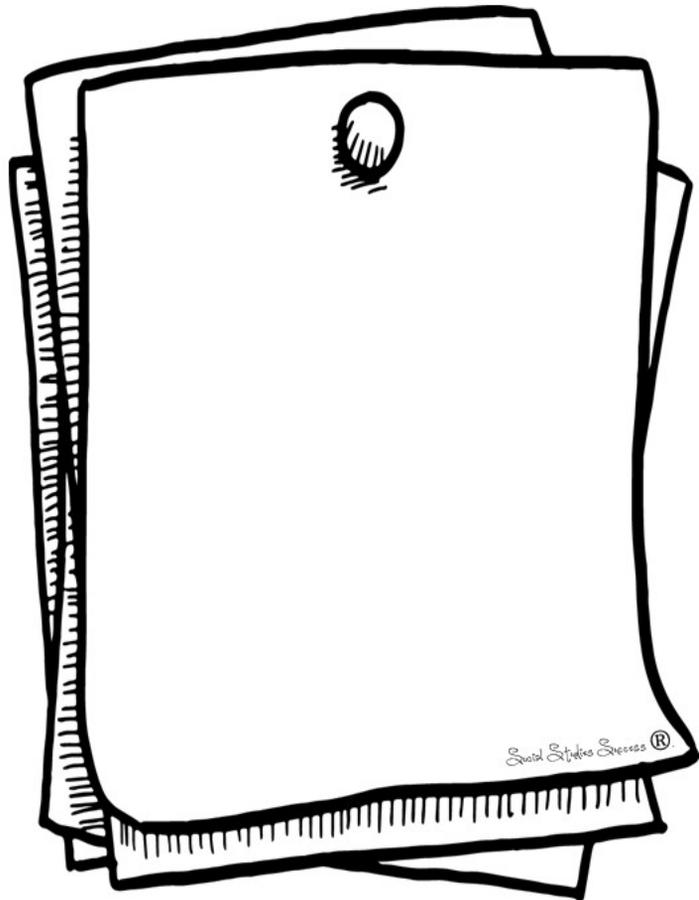
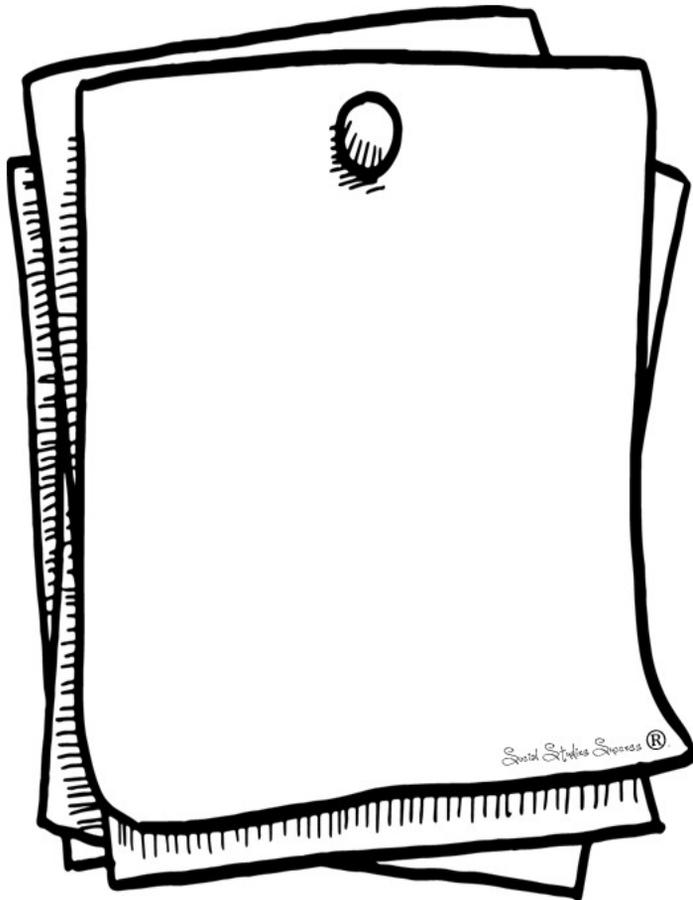
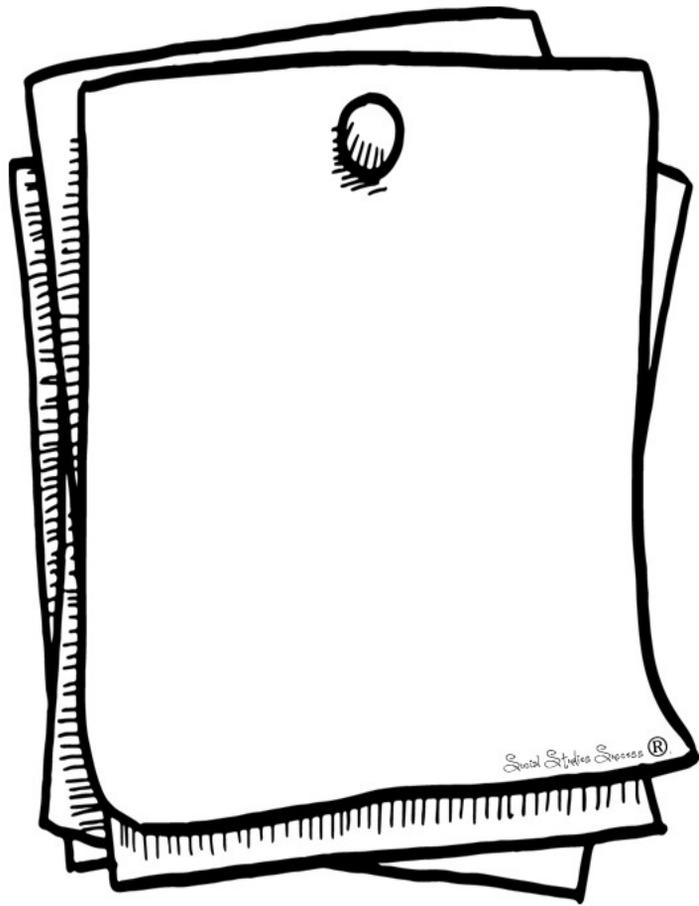
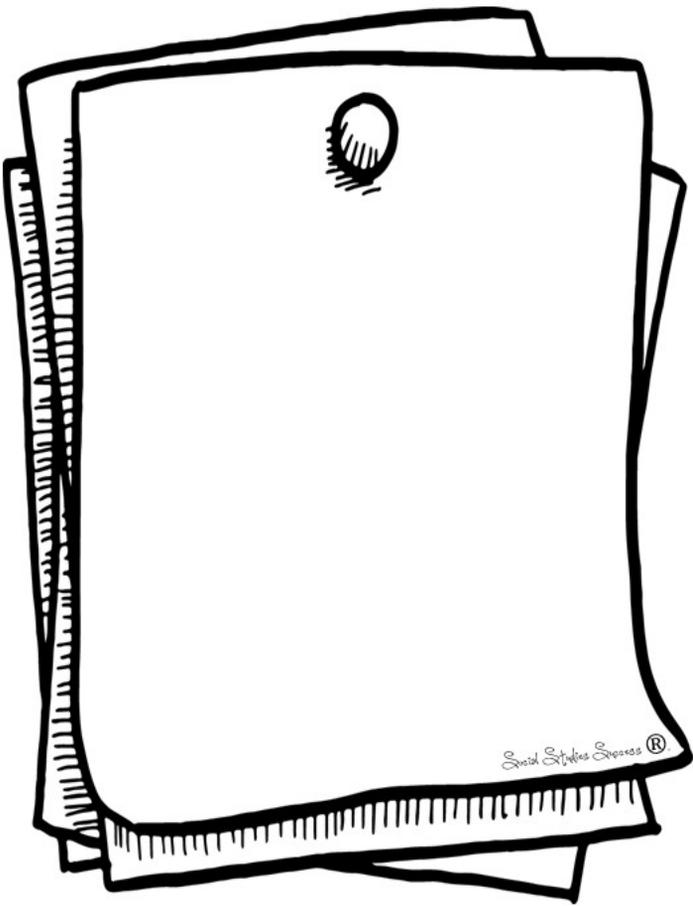
Term



- Cotton is used to create this (10)
- Mills in the Northeast create this (5)
- A type of cloth or woven fabric (3)

A: textile

Social Studies Spoons®





About Boom Cards



What are BOOM Cards and how do I use them?

Are you wanting to use technology with task cards? Then BOOM Cards are your solution. Your students will log onto Boom LearningSM use their desktop computer, laptop, Chromebook, tablet, or cell phone.



What are the benefits of BOOM Cards?

No prep! It is all done for you! You do not have to print (although you have that option if you want), laminate, or cut out any cards.

BOOM Cards are self-grading! It's almost like magic!



*Is this rigorous enough for my students?
Will it really help them prepare for tests?*

Yes! BOOM Cards provide a variety of questioning formats such as multiple choice, fill in the blank, and sorting. The images will allow your students to analyze color photos to increase their understanding of the content.



Will my students like BOOM Cards?

Yes! Check out the preview by clicking on this link. Be sure to choose the full page option:



About Boom Cards

Once I purchase, how do I access my BOOM Cards?



Go to <https://wow.boomlearning.com/> and create an account. To use Boom Cards, you must be connected to the Internet. Boom Cards play on modern browsers (Chrome, Safari, Firefox, and Edge). Apps are available for Android, iPads, iPhones, and Kindle Fires.

For security and privacy, adults must have a Boom Learning account to use and assign Boom Cards. You will be able to assign the Boom Cards you are buying with "Fast Pins," (play provides instant feedback for self-grading Boom Cards). Fast Play is always a free way for students to engage with Boom Cards decks. For additional assignment options you'll need a premium account. *If you are new to Boom Learning, you will be offered a free trial of our premium account.* Read here for details: <http://bit.ly/BoomTrial>. If you choose not to stay on a premium account after your free trial, you will still be able to assign all your Boom Cards to as many students as you see fit using Fast Play pins (which give instant feedback for decks that are self-grading).

What if I have a question?

You can find the answers to your questions with these helpful videos: <https://www.youtube.com/c/boomlearning>





Boom Learning

Access your task cards on Boom LearningSM by clicking on the image below.

Choose the correct answer based on the description.

- His invention allowed farmers to quickly plow the ground and plant seeds
- His invention allowed farmers to grow more crops in a less amount of time
- Invented the steel plow



Eli Whitney

John Deere

Robert Fulton

Cyrus McCormick

Overview

First

Previous

Skip

Give up

Industrial Revolution Game





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About the Author

What do I believe about Social Studies instruction?

- ✓ Students need to be engaged to learn.
-Schlechty's *Design Qualities of engagement*
- ✓ History can be fun and rigorous at the same time.
-Bower's *Bring Learning Alive!*
- ✓ All students can learn – we just need to support them in different ways.
-Seidlitz's *Seven Steps*
- ✓ Kids need to continuously review content through games and engaging activities.
-Himmele's *Total Participation Techniques*
- ✓ Writing is essential for learning, not just assessment.
-Daniels' *Content Area Writing*
- ✓ Vocabulary instruction must be intentional and engaging.
-Marzano *Academic Vocabulary*
- ✓ History should not be trivial pursuit – dig deeper and teach with essential questions and enduring understandings.
-Wiggins & McTighe *Essential Questions*
- ✓ Students are social – purposeful talk is crucial to learning.
-Walsh *Quality Questioning*
- ✓ Students need to read in Social Studies – reading informational text cannot be mastered without constant practice.
-Kinsella's *Considerate Text*
- ✓ "Soft skills" of collaboration, communication, critical thinking, and creativity are essential to future success in the job market.
-Muir *Reasons Millennials Get Fired*
- ✓ The best way to improve reading comprehension and scores, is to focus on building knowledge through Social Studies instruction.
-Wexler *The Knowledge Gap*



Dawn Viñas

Dawn earned her Master's degree in Curriculum and Instruction from Texas A&M University. In her education journey, she was shaped by her various roles as a classroom teacher, instructional coach, curriculum coordinator, professional development trainer, university professor, and teacher-author. Dawn has provided Social Studies professional development for over 20 years to more than 10,000 teachers from Alaska to Florida. In 2015, Dawn started Social Studies Success[®] with the mission to revolutionize social studies instruction. With a goal of improving instruction, Dawn is currently providing consulting, classroom resources, and professional development services to several school districts across the state of Texas. Do you have a question, or would you like to purchase a license for your district? You can reach Dawn [here](#).

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