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# INDUSTRY

Grade Levels: 7-12

28 minutes

AIMS MULTIMEDIA 1996

1 Instructional Graphic Enclosed

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## DESCRIPTION

Archival footage enhances this four-part interactive program as it reviews the careers and contributions of Thomas Edison, Henry Ford, and John D. Rockefeller to the rise of American industry. Focuses on Edison's inventions, Ford's assembly line production of the model T, and Rockefeller's Standard Oil Company and philanthropy. Concludes with a look at the auto industry and manufacturing's birth and growth in the early 1900s. Pretest activities.

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## ACADEMIC STANDARDS

### Subject Area: Historical Understanding

- ◆ Standard: Understands the historical perspective
  - Benchmark: Analyzes the values held by specific people who influenced history and the role their values played in influencing history
  - Benchmark: Analyzes the influence specific ideas and beliefs had on a period of history

### Subject Area: United States History

- ◆ Standard: Understands how the rise of corporations, heavy industry, and mechanized farming transformed American society
  - Benchmark: Understands influences on business and industry in the 19th century

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## INSTRUCTIONAL GOALS

1. To explore the influences of Thomas Edison, Henry Ford and John D. Rockefeller on the rise of industry in the United States.
2. To provide factual information about the growth of industry in the United States.
3. To identify the impact of industry on modern-day America.

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## VOCABULARY

- |                  |                    |           |
|------------------|--------------------|-----------|
| 1. assembly line | 3. mass production | 5. tycoon |
| 2. industry      | 4. patent          |           |

## BEFORE SHOWING

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1. Prepare students for their role in playing a history game.
  - a. Determine if students will play on an individual or team basis.
  - b. Provide each student or team with a "History Game Worksheet." (See INSTRUCTIONAL GRAPHICS.)
  - c. Begin the video and allow the program to play until the narrator completes question #3. Stop the tape each time the star symbol (accompanied by an audible beep) appears on the screen. This will occur after every third question. Allow the student or team time to answer the three questions before continuing. In the segment following the three questions, the video presents historical footage to provide the answers for each question.
  - d. After each set there will be a bonus question. The answers will appear at the end of the video.
2. Discuss vocabulary words used in the video.

## AFTER SHOWING

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### Discussion Items and Questions

1. Discuss the spread of industrialization during the late 19<sup>th</sup> and early 20<sup>th</sup> centuries in the United States.
2. Discuss the impact Thomas Edison, Henry Ford and John D. Rockefeller had on the rise of big businesses.
3. Explain how the growth of industry affected the way of life for U.S. citizens.
4. Discuss how Edison, Ford and Rockefeller's contributions affect modern-day living.
5. Discuss the impact of the automobile on society.

### Applications and Activities

1. Construct a list of items you use on a daily basis that was influenced by the contributions of the men in this video and discuss how life would be different without the items on your list.
2. Review the list of patents and inventions of Thomas Edison at [www.hfmgv.org/histories/edison/invents](http://www.hfmgv.org/histories/edison/invents).
  - a. Choose one of the inventions and prepare a report with visuals to present to the class.
  - b. Debate and vote on which Edison invention is the most important.
3. Thomas Edison, who was hearing-impaired, said he sometimes viewed his deafness as a blessing. Investigate this statement and lead a class discussion on who agrees or disagrees.
4. Compare and contrast industry before and after the installment of the first moving assembly line.
5. Assemble a bulletin board displaying Edison, Ford and Rockefeller and their contributions to industry.
6. Create a list of the effects industrialization has had on the environment.

7. Create a timeline depicting the rise of the oil industry to present-day issues and events within the industry.
8. Compare Rockefeller's oil industry to the modern-day oil industry.

## RELATED RESOURCES

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### Captioned Media Program

- The American Industrial Revolution #3431
- The Edison Adventures #2058
- Father of Invention: Thomas Edison #8080
- Henry Ford: Tin Lizzy Tycoon #8272
- Inventors and the American Industrial Revolution #1880

### World Wide Web



The following Web sites complement the contents of this guide; they were selected by professionals who have experience in teaching deaf and hard of hearing students. Every effort was made to select accurate, educationally relevant, and "kid-safe" sites. However, teachers should preview them before use. The U.S. Department of Education, the National Association of the Deaf, and the Captioned Media Program do not endorse the sites and are not responsible for their content.

- **EDISON-FORD WINTER ESTATES**

<http://www.edison-ford-estate.com/index2.php3>

Includes biographies of both men, photos and virtual tours of their homes.

- **HENRY FORD MUSEUM**

<http://www.hfmgv.org/index2.html>

Informative online exhibits about the lives of Henry Ford and Thomas Edison. Also presents the history of the Ford Motor Company.

- **JOHN D. ROCKEFELLER & THE STANDARD OIL COMPANY**

<http://www.micheloud.com/FXM/SO/>

Dedicated to educating visitors about Rockefeller's control of the oil industry from 1863-1911. Includes a Rockefeller biography, chronology of Standard Oil and a background on the oil industry.

## INSTRUCTIONAL GRAPHICS

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- HISTORY GAME WORKSHEET

# History Game Worksheet

Student/Team Name: \_\_\_\_\_

Directions: Place the letter of the correct answer on the line provided. Answers will be revealed at the end of each round. Answers for the bonus questions will be revealed at the end of the video.

Pretest	Posttest
a) _____	a) _____
b) _____	b) _____
c) _____	c) _____

## Round One

- 1) \_\_\_\_\_ (5 points)
- 2) \_\_\_\_\_ (10 points)
- 3) \_\_\_\_\_ (15 points)
- Bonus Question: \_\_\_\_\_ (10 points)

## Round Two

- 4) \_\_\_\_\_ (5 points)
- 5) \_\_\_\_\_ (10 points)
- 6) \_\_\_\_\_ (15 points)
- Bonus Question: \_\_\_\_\_ (10 points)

## Round Three

- 7) \_\_\_\_\_ (5 points)
- 8) \_\_\_\_\_ (10 points)
- 9) \_\_\_\_\_ (15 points)
- Bonus Question: \_\_\_\_\_ (5 points)

## Round Four

- 10) \_\_\_\_\_ (5 points)
- 11) \_\_\_\_\_ (10 points)
- 12) \_\_\_\_\_ (15 points)

