Introduction to Chapter 8

Life at the turn of the 20th century

Objective/Goal for the Chapter: To analyze significant turn of the 20th century trends in such areas as technology, education, race relations and mass culture.

Part A. Take a look at the painting on pg. 274-275 in your book. The painting is of the World’s Columbian Exposition, commemorating the 400th anniversary of Columbus sailing to the Americans.

Answer the following questions in regards to the painting:

1. Study the painting and suggest words to describe the atmosphere at the World’s Columbian Exposition in Chicago.

2. Do you notice anything reminiscent of modern times?

3. Why would a camel and a building with Arabian-style architecture be featured at an exposition commemorating Columbus’s voyage to the Americas?
Part B. As you read about how technological changes at the turn of the 20th century affected American life, write notes in the appropriate boxes. Leave the shaded boxes blank. Use pgs 276-281.

<table>
<thead>
<tr>
<th></th>
<th>1. Who was involved in its development?</th>
<th>2. What other inventions helped make this one possible?</th>
<th>3. How did this invention or development affect Americans' lives?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Skyscraper</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Electric Transit</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Suspension bridge</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Urban planning</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Airmail</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Web-perfecting press</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kodak Camera</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Part C. Please answer the following question.

1. Which scientific or technological development described in this section had the greatest impact on American Culture? Use details from the text to justify your choice.
Community Planning 8.1

Using the attached sheet of graphing paper you are going to sketch out the layout of a potential town. Think of the information presented in your textbook, in class, and your own creativity to create this town. Your goal with this design is to keep the residents of the community happy and meet all their needs. They should not have to leave the community to satisfy any of the basic needs. The design should also have a logical order to allow movement and avoid conflict. For example:

- A grocery store on the outskirts of town?
- An elementary school next to a jail?
- A library near a school?
- Four grocery stores next to each other?
- A video rental store near a busy road?
- A school on the opposite side of town from residential areas?
- A shopping mall in a sparsely populated area?
- A park next to a neighborhood?

Your design must AT LEAST address the following, 1 point for each:

- Name of town
- 500 living units (you don't have to draw each individual home, just block out neighborhoods with a key to describe what the box would represent)
- Education
- Entertainment
- Religion
- Think of major business for employment opportunities
- Services (i.e. police, hospital, fire department)
- Retail (top 3 stores)
- Environmentally friendly with a recreational center/park
- Any other component you would want to include in your town

This assignment is worth 10 points