

INVENTIONS

This project/simulation aligns with Modern World History State Content Standards:

#1-3. Historical events provide opportunities to examine alternative courses of action.

#8. Industrialization had social, political & economic effects on Western Europe & the world.

*After completing two lessons on simulating Industrial Revolution assembly line production & direct instruction/Kahoot on manufacturing and soft career skills, students will view a brief video ["The Paradox of Progress: How Creative Destruction Works for You"](#) in order to identify a **PRODUCT** that is becoming obsolete and demands innovation!*

- WHAT OBJECT/PRODUCT IS VANISHING FROM MAINSTREAM SOCIETY [**PAST**]?
- WHAT IS THE CURRENT PRODUCT TREND [**PRESENT**]?
- WHAT WILL BE INVENTED/DEVELOPED FOR IT [**FUTURE**]?
- WHAT **MANUFACTURING** SPECIALIZED SKILLS ARE NEEDED FOR IT?
- WHAT **SOFT SKILLS** WILL BE USED TO ENHANCE IT?

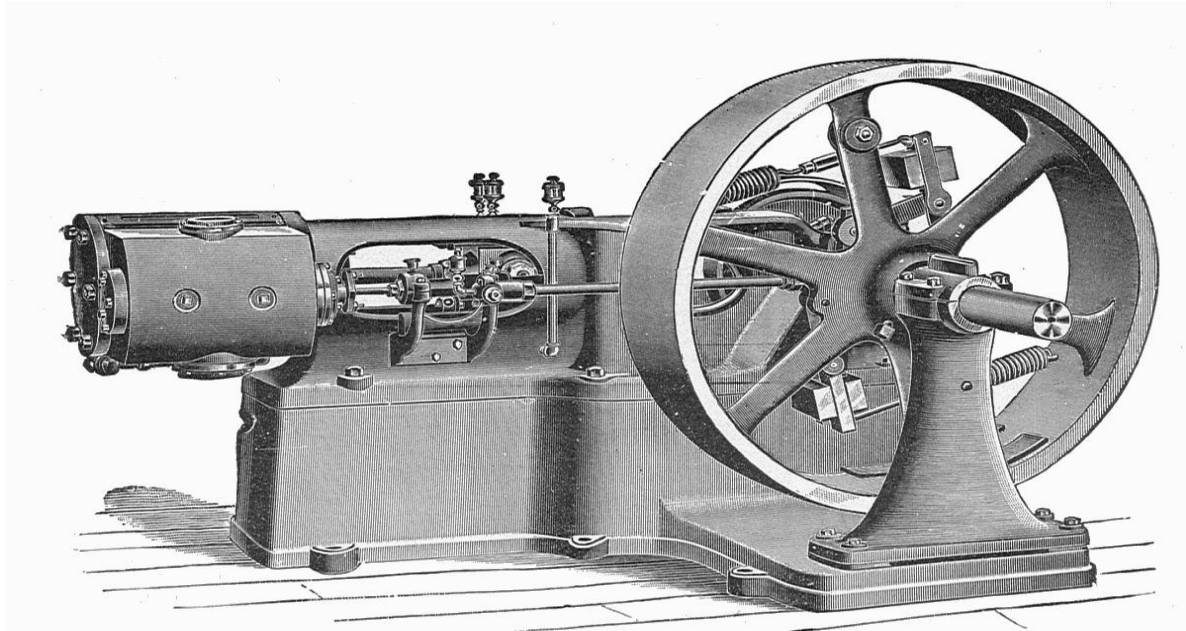
[MAKE A GROUP GOOGLE SLIDESHOW TO ANSWER THESE QUESTIONS & CONNECT IT FROM THE INDUSTRIAL REVOLUTION TO THE FUTURE!]

ROLES= leader, historian[s], tech. advisor/prop pro[s], presenter[s]

TASKS= research, audio visuals/props, G. Slides, edit/enhance, practice presenting

LOCAL= arrange for local industry experts & District Tech/Admin. panel to critique/advise

EXTENSION= follow up with peer-evaluation & make inventions with PCTC Engineering class!



INVENTIONS RUBRIC

NAMES:			
	Unsatisfactory	Proficient Work	Advanced
Collaboration [attitude]	Learner[s] has a poor attitude. 1	Learner[s] portrays a positive attitude towards group work 2-3	Learner[s] consistently works for shared success of the group. 4-5
Content	Presentation fails to explain most/all of the project requirements. 1-19	Presentation clearly identifies & explains product past, present, & future. Presentation references manufacturing/technical/ soft skills needed for product development Presentation includes appropriate props/AVs. 20-22	Presentation thoroughly identifies & explains product past, present, & future. Presentation specifies manufacturing/technical/ soft skills needed for product development Presentation includes engaging props/AVs. 23-25
Oral [engaging]	Presenter[s] conveys a general lack of engagement & just reads slides. 1	Presenter[s] makes some eye contact with the audience with some gestures. 2-3	Presenter[s] keeps eye contact with the audience & conveys natural gestures & confident posture 4-5
Written [editing]	Presentation is vague. 1	Presentation is understandable. 2-3	Presentation is professional & edited. 4-5

PASSWORDS	SPACE
MEDICINE	GLASSES
COMPUTERS	LIGHT
MUSIC	AIRCRAFT
CLOTHING	ROLLER COASTERS
SHOES	TIME
VIDEO GAMES	BRACES
RESTAURANTS	BOOKS
MOVIES	SPORTS EQUIP.
VEHICLES	CAMERAS
TV	ENGINES
HEADWARE	HOUSING
SHOPPING	MONEY
MAPPING	WARFARE
PHONES	3200 PATENTS!



