Make It A Game!

**8.3.1. analyse the impact of changing technology and socio-economic conditions on differing prosperities and lifestyles on the 1920s and 1930s.**

* **Identify the factors leading to prosperity in the 1920s.**
* **Examine the impact of new technology on lifestyles in the 1920s.**
* **Analyse the causes of the Great Depression.**
* **Determine the effect of the Great Depression on economic, social and political conditions in the 1930s.**

Individually, or in partners, you are going to create a trivia game for you classmates to play. It should include:

|  |  |  |
| --- | --- | --- |
| Topic | Individual Expectation | Partner Expectation |
| What led to prosperity in the 1920s | 4 | 6 |
| Who did not prosper in the 1920s | 2 | 4 |
| Sports/Leisure | 2 | 3 |
| New technologies of the 1920s | 2 | 3 |
| Causes of The Great Depression | 4 | 6 |
| Effects of The Great Depression | 4 | 6 |
| Total | Min. of 18 | Min. of 28 |

USE YOUR NOTES, THE TEXTBOOK, AND MY WEBSITE.

Format Ideas: