Parties and Poverty: The 1920s and 30s Tic Tac Toe



Let's Talk Fireside Chats Read the transcripts and/or listen to at least three of the thirty fireside chats. These are considered some of the most powerful, impactful radio speeches in history. Create sketchnotes (visual notes) representing the following: purpose, tone, and topics covered in the three speeches and the reaction of the public to hearing FDR's fireside chats. Questions to Think About: Does FDR use imagery in his speeches? Is his language plain and direct or flowery? Does he talk quickly or slowly? Why does he make these decisions? Who is his audience? In what context (what's happening at the same time as) are these speeches occurring?

Video: Fireside Chat #1 Primary Source: FDR's Fireside Chats Article: The Fireside Chats

Buy, buy, buy!

Create a set of 10 memes centered on consumerism, in the 1920s and today. Consumerism is the idea that purchasing goods is to be encouraged and advertisers in the 1920s flooded consumers with messages that stressed to them to "buy, buy, buy!" The memes should feature original (created or taken by you) photos and text. The goods featured in the products should be a mix of goods you could buy in the 1920s and goods you can buy today. Please label each meme on the back with the good that's being featured/advertised.

Video: The Roaring 20s Crash Course Video: Smart Inventions of the 1920s That Changed the World for Good

The Harlem Renaissance

Create a board game featuring prominent places, people, and events of the Harlem Renaissance. You should include a board to play on, pieces to play with, and instructions on how to play the game. The players of the game should learn about the Harlem Renaissance. You need to highlight key authors, singers, actors, etc. of the Harlem Renaissance. "ARTSEDGE: Drop Me Off in Harlem" and "Virtual Harlem" are fabulous online interactive resources for your board game research.

Videos: (1) Harlem Renaissance Theater, (2) Langston Hughes and the Harlem Renaissance, (3) The Harlem Renaissance's Cultural Explosion, in photographs

All about Alphabet Soup

Choose four programs of the New Deal that exist today and create a brochure highlighting their purposes (what do they do? why do they exist?) and societal benefits (what good are they to society?). Your brochure should be easy to read, attractive, and full of information. Please be sure that the information is written in your own words. Do not just copy information from websites and write it in your brochure. This brochure can be created digitally, but that is not required.

Video: FDR's Alphabet Agencies Video: The New Deal Crash Course Video: History Brief: The New Deal Article: FDR's Alphabet Soup

Dust Boul

Construct a children's book explaining the Dust Bowl. Develop some sort of storyline and/or interesting characters to tell the story of the Dust Bowl. Make it look like a book (i.e. with a cover that is made from material different than that of the pages). Include plenty of illustrations. Remember vour audience - describe the event and the reactions/effects in terms that they can understand. Keep it interesting by going beyond mere definitions and explanations - include things like everyday examples, fun facts, etc. Include enhancements such as pop up pictures, pull tabs, wheel, etc.

Video: Uncovering the Dust Bowl Article: Dust Bowl (History.com) Article: Dust Bowl (Library of Congress) Article: Dust Bowl (Britannica)

Black Tuesday Create an <u>infographic</u> illustrating how the stock market works on a basic level. On the back, describe the significance of Black Tuesday to the national economy. Google "Creating an Infographic" for tips and tricks on making it your best work yet! There are also helpful videos on Youtube - just search "Creating an Infographic." Additionally, there are several youtube videos and brief articles explaining how the stock market works. Just search "how does the stock market work?" for help!

Video: History Brief: Black Tuesday Video: How to Create Infographics Article: Stock Market Crash of 1929 Article: Black Tuesday (Britannica) Article: How to Make an Infographic in 5 Steps

Not Your Mama's Diorama: Shantytowns/Hoovervilles

Create a shoebox diorama representing an American shantytown/hooverville in the time of the Great Depression. Search google for "hooverville/shantytown pictures" and "life in a hooverville" for information to make your diorama historically accurate. Please include a brief description of hoovervilles/ shantytowns on the back of your diorama.

Video: Stories from the Great Depression Video: The Great Depression Crash Course Video: Hoovervilles and the Bonus Army Article: Hoovervilles **Article:** Hoovervilles and Homelessness

G Day in the Life: Prohibition How did prohibition lead to the rise gangster crimes and bootleggers? Create a snapchat in the day of the life of a prohibition era gangster. You should have a total of 10-15 pictures posted to your story with captions and/or bitmojis with reactions added to the pictures. You can email these as screenshots using the snapchat app, create them digitally, or draw the snapchat photos. You may also include original (created by you) videos if they are brief and appropriate.

Video: Bet You Didn't Know: Prohibition Video: Roots of Prohibition Video: How Prohibition Created the Mafia Article: Prohibition Article: Unintended Consequences of Prohibition

Lifestyles of the Rich and Famous Create a <u>soundtrack of the life of</u>

someone with enormous wealth in the 1920s. New fashion trends, parties. alcohol, and music fueled the "Roaring Twenties." Your soundtrack can feature music from any time period, including today. With each song choice, you must explain how that song relates to the lifestyles of the wealthy during the 1920s in 2-3 sentences. Your soundtrack must include a minimum of 15 songs and a maximum of 20 songs.

Video: 1920s Wealthy Party Scene Video: The Roaring 20s Crash Course Article: Real-life Gatsbys: The richest people of the Roaring 20s Article: Lifestyles of the Rich and Famous in the Roaring Twenties



Rubric

- You must choose three activities in a row (like tic tac toe) to complete for an assessment (test/project/quiz) grade. Each activity is worth a possible 20 points for a possible total of 60 points. You may complete a fourth activity for extra credit (a possible additional 20 points).

Directions

- Late Tic Tac Toe products will count for no more than half of earned points.

Giveside Chats /5 sketchnotes are neat, attractive, and free of errors /7 purpose, topic, and tone of each of the chosen three speeches are clearly defined in the sketchnotes /8 public reaction to FDR's speeches/ the impact of the Fireside chats on the public is clearly represented on the sketchnotes /20 points total	Cliphabet Soup /6 brochure is neat, attractive, and free of errors /14 accurate, original (written by you) descriptions of the four chosen programs are given in addition to explanations of their purpose and benefits /20 points total	Shantytowns/Hoovervilles /5 description of American shantytowns/hoovervilles of the 1930s is provided, accurate and in your own words /15 diorama represents time, effort, and creativity and accurately portrays an American shantytown/hooverville of the 1930s /20 points total
Buy, buy, buy! /3 each meme is labeled on the back with the product featured/advertised /5 the required number of memes are included /5 memes are original (created by you) /7 memes clearly represent the idea of consumerism and feature products from both the 1920s and present day /20 points total	Dust Bowl /3 book is free of errors, attractive in appearance, and includes at least one enhancement /3 story is told with language appropriate for children and is easy to read /6 relevant, original (created by you), and attractive pictures accompany text throughout /8 story accurately portrays the events of the Dust Bowl and what life was like for the people affected /20 points total	Prohibition /5 each post is original (created by you) /5 the required number of snapchat posts (10-15) are included and all posts include captions /10 each snapchat post is clearly related to the life of a prohibition bootlegger/gangster /20 points total
The Harlem Renaissance /3 instructions are clear, game is playable, and board game pieces are provided /3 board game is attractive in appearance and clearly represents the Harlem Renaissance /14 key events, people, and ideas of the Harlem Renaissance feature prominently in board game design and game play /20 points total	Black Tuesday /4 infographic is visually appealing and free of errors /6 the significance of the stock market crash on Black Tuesday is described in detail (accompanies infographic) /10 infographic illustrates accurately and clearly how the stock market works in an easy to understand way /20 points total	Lifestyles of the Rich and Famous /5 the required number of songs (15-20) is included in the soundtrack /15 each song is accompanied by a clear and accurate 2-3 sentence description of how it relates to the luxury lifestyle some experienced during the 1920s /20 points total