

Title: **Rise of Monopolies and Trust in the U.S.**

Subject: U. S. History

Topic: **Robber Barons and Antitrust Legislation**
 Valdosta High School

Grade: **11** School:

Wiregrass History Consortium Unit Plan			
GPS Standard:	SSUSH11c The student will describe the growth of big business and technological innovations after reconstruction.		
Concept:	Identify John D. Rockefeller and the Standard Oil Company and the rise of trust and monopolies.		
Essential questions (2-5 questions) (What you want the students to know.)	How did Theodore Roosevelt fight corruption in business? What Role did steel, railroads, and innovations in communications and energy play in the new industrial order? How did American cities change in the late 1800s?		
Elements (What you want the students to understand.)	That laissez-faire capitalism paved the way for monopolies in America. The wealth of the nation was held by a small percentage of the countries population which helped keep most Americans in poverty. Technology made production more efficient and provide for a national economy. Student will be able to describe three major monopolies and their creators.		
Launch Activity (Hook)	Have you ever played a game of monopoly? If you have how do you win the game?		
Knowledge & Skills (People, Places, times and vocabulary-what the student should be able to do. What skills will they use?)	Knowledge Theodore Roosevelt Andrew Carnegie John D. Rockefeller Trust Monopoly Corporation Stockholder Proprietor	Southern Labor Force Industrial Work Force Northern Towns Southern Towns Jane Addams Immigration Sherman Antitrust Act	Skills Map Reading
Assessment Evidence: What evidence will show that students met the learning goal?			
Traditional Assessment (Quizzes, Test, Selected Responses)			
Written Multiple choice assessments.			
Portfolio Assessment			
Authentic Assessment (Performance Tasks, Rubrics, Projects, Dialogues, etc.,)			
Play monopoly game in groups for 5 rounds.			
Student Self-Assessment			
Have students provide written essay on how they could win the monopoly game based on what they owned or did not own.			
Differentiation Associated with this unit			

Resources and instructional tools: Text Books Boyer's the American Nation, Computer with windows 2003 Power Point software, Projection system, frayer model graphic organizer , Three parker brothers monopoly board games.
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