**Inventions Bring Change** (National Geographic School Publishing, 2005)

**Literature Annotation:** *Inventions Bring Change* explains how four different inventions—the reaper, the railroad, water-powered mills, and the cotton gin—changed the course of American history. Each of the four books focuses on a different invention, its history, and its impact on society. While the same key concepts are developed across books to help students focus on the big ideas, each book is written at a different readability level. Difficulty level can be found on the back of each book, 1 dot signifies the least difficult, 4 dots signify the most difficult.

**Grade Level:** 3

**Duration:** 2 class periods

**Maryland State Curriculum**

**Economics Standard:** Students will develop economic reasoning to understand the historical development and current status of economic principles, institutions, and processes needed to be effective citizens, consumers, and workers participating in local communities, the nation, and the world.

- 4.A.3.a Describe how changes in technology have affected the lives of consumers, such as UPC bar codes, and online shopping
- 4.A.3.b Describe how changes in technology have affected lives of producers, such as robot-powered assembly lines

**College and Career Ready Standards for Reading Informational Text**

- **RI1** Ask and answer questions to demonstrate understanding of a text, referring explicitly to the text as the basis for the answers.
- **RI2** Determine the main idea of a text; recount the key details and explain how they support the main idea.
- **RI4** Determine the meaning of general academic and domain-specific words or phrases in a text relevant to a grade 3 topic or subject area.
- **W.3.2** Write informative/explanatory texts to examine a topic and convey ideas and information clearly.

**Objective**

Students will be able to describe how changes in technology have affected people’s daily lives.

**Vocabulary**

**Technology:** Skills, methods, tools, machines and other things used to perform activities. Technology changes over time and affects the way we live, work, and play.

**Materials**

- Resource 1: *Telephone*
- Resource 2: *Daily Life Before and After the Telephone*
- Resource 3: *Inventions Bring Change*
- Resource 4: *Daily Life Before and After the __________*
Motivation
Display Resource 1: *Telephone* and ask students the following:
- What is this object?
- How has this object changed the way we live, work, and play?
Discuss.

Development
1. Tell students that the telephone was invented by Alexander Graham Bell in 1876. It led to many changes in the way people live, work, and play. Inform them that they will be investigating several other inventions that have changed the way producers and consumers live, work, and play. Read pages 4-5 of book (all books have the same pages 4-5). Review the three key concepts.

2. Divide the class into 4 groups: Railroad, Cotton Gin, Reaper, and Water Powered Mills. (You may wish to group according to reading ability. See the “dots” on the back covers of the book.) Distribute Resource 3: *Inventions Bring Change*. Students should read pages 6-16 of their assigned books and compete their section of the graphic organizer.

3. Display Resource 3: *Inventions Bring Change*. Record as student groups report out. Students should complete their graphic organizer as they listen to the discussion.


5. Distribute Resource 4: *Daily Life Before and After the__________*. Student groups should read pages 21-26 of their assigned books and complete the T-Chart. Have student groups share their findings.

Assessment
Have students respond to the following prompt:

Technology affects people’s daily lives. Choose an invention and write a paragraph that explains how that invention changed how people live, work, and/or play. Be sure to include the following:
- the name of the invention
- the problem solved by that invention
- life before and after that invention
Telephone
**Daily Life Before and After the Telephone**

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<tr>
<th>Before</th>
<th>After</th>
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# Inventions Bring Change

<table>
<thead>
<tr>
<th>Invention</th>
<th>Problem Solved By This Invention</th>
<th>Changes this Invention Brought</th>
<th>Additional Inventions Invented as a Result of This Invention</th>
<th>Additional Interesting Information</th>
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</thead>
<tbody>
<tr>
<td>Reaper</td>
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<td>Railroad</td>
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<td>Water Powered Mill</td>
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<tr>
<td>Cotton Gin</td>
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**Daily Life Before and After the ______________**

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