lesson 8 Transportation INTRODUCING THE TRANSPORTATION GAME

OVERVIEW

This lesson helps reinforce student learning related to the history of transportation in Sacramento. The two documents noted below are in Adobe Acrobat PDF format and must be viewed or printed with Acrobat Reader. In Lesson 8, students play the Transportation Game (under GAMES at http://www.sacramentohistory.org). To play the game, you must have a current Flash Player (6.0 or higher).

STUDENT OBJECTIVES

Apply knowledge of transportation and Sacramento's role as a transportation hub.
Complete the transportation unit with an entertaining final activity.

CALIFORNIA HISTORY STANDARDS

4.1.3 - 4.1.5 Physical and human geographic features that define places and regions in California

4.4.1 - 4.4.4 California's rise as an agricultural and industrial power

STUDENT ACTIVITY SHEET 8 AND KEY My Transportation Journal (pages 8-3 and 8-4)

DOCUMENTS TO DISCUSS



1. Sacramento souvenir guide [1911] Illustrated pamphlet with timetables for trains, steamboats, and

stagecoaches; includes general information about Sacramento and points of interest for visitors and tourists. Contains numerous advertisements for Sacramento businesses. (NOTE: Large PDF File, 8.8 MB)



The documents below provide background information related to the game.

2. California Transportation Company brochure

[ca. 1915] Advertises water travel with the steamers *Fort Sutter*, *Capital City*, *Pride of the River*, and *Isleton*, and rail connections with the Northern Electric Railway and the Sacramento and Woodland Railroad. Includes descriptions, fares, diagrams, and timetables. *(PDF file, 1 MB)*

INSTRUCTIONS

1. Print Student Activity Sheet and Key 8.

2. In this activity, students play the Transportion Game at *http://www.sacramentohistory.org*. (Choose *Transportation Game* from the *GAMES* menu at the top of the screen).

3. Before playing the game, you may want to review and print the two PDF files above. **Document 1** is a souvenir guide from 1911, which provides additional background about Sacramento at that time. (NOTE: This is a very large file (8.8 MB) but contains interesting information). **Document 2** is a smaller brochure with more details about several steamers that will be mentioned in the game.

4. In the game, students will take an imaginary trip from San Francisco to Sacramento in 1916. Transportation, topics, and locations include the following:

- a. Panama-Pacific International Exposition
- b. San Francisco wharf (Pack your trunk)
- c. Steamers *Pride of the River* and *Capital City* Students who choose the *Capital City* read a story about the steamer *Senator*. Students who choose the *Pride of the River* make a stop on the river.
- d. Sacramento docks
- e. Southern Pacific Train Depot (choose train to go east)
- f. Electric train to Joyland at Oak Park
- g. Automobile ride (Lincoln Highway, Yolo Causeway, Amanda Preuss)
- h. Locomotive crash spectacle at the State Fair
- 5. At eight points, students can view a postcard:
 - a. C. P. Huntington locomotive
 - b. Steamers Pride of the River or Capital City
 - c. Sacramento River scene
 - d. I Street Bridge
 - e. Southern Pacific Depot
 - f. Miniature Railway at Oak Park (Joyland)
 - g. Auto ride
 - h. Locomotive crash

6. Before students play the game, give each student Activity Sheet 8: My Transportation Journal (page 8-3) to record information at each point in their journey. At the end of the game, students fill in the blanks by dragging a small image of each postcard to the proper sentence. The sentences match those on Activity Sheet 8.

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FOLLOW-UP

1. At the end of the game, students may print any of the eight postcards. These postcards can be folded, strengthened with cardboard, and glued. Have students choose their favorite card and write a message to a friend describing one of the things they experienced on their imaginary trip. (NOTE: On Internet Explorer Browsers, you may need to select *Print Wide Pages* for the cards to print at their correct size of 4×6 inches. With some other browsers, you may need to expand the document size).

2. Have students create a mural showing transportation in the Sacramento area at three different time periods and how it changed over time. (1850, 1880, and 1920)

activity sheet 8

choose Transportation Game from GAMES at http://www.sacramentohistory.org. Fill in the blanks in your journal as you play the Transportation Game. Use it to help you find the correct postcards at the end of the game.



- 1. At the Panama-Pacific International Exposition, I was surprised to see how small the ______ was.
- 2. To make the trip to Sacramento, I chose the
- 4. After I landed in Sacramento, I saw the new _____

_____ when I looked north.

5. In Sacramento, I went to the _____

_____ to decide how to continue my journey east.

- 6. The Giant Racer was scarier, but I still liked a postcard that showed the ______
- 7. I went on a ride in a brand new ______to see the Yolo Causeway.
- 8. At the State Fair, they staged an exciting

activity sheet 8

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- At the Panama-Pacific International Exposition, I was surprised to see how small the <u>C.P. Huntington, locomotive</u> was.
- 2. To make the trip to Sacramento, I chose the

<u>Pride of the River or Capital City, steamboat</u>.

3. A postcard of the Sacramento ______ River_____ will help me to remember my Delta trip.

4. After I landed in Sacramento, I saw the new _____

I Street Bridge when I looked north.

- 5. In Sacramento, I went to the <u>Southern Pacific Depot</u> <u>or station</u> to decide how to continue my journey east.
- The Giant Racer was scarier, but I still liked a postcard that showed the <u>Miniature Railway at Oak Park</u>.
- 7. I went on a ride in a brand new <u>automobile</u>.to see the Yolo Causeway.
- 8. At the State Fair, they staged an exciting

locomotive crash