



Adventure Description:

In this adventure, students will think like an economist and create an app that professionals can use to analyze the impact of the Louisiana Purchase on the United States.

Activity

Step 1: Background Information on Economists and Louisiana Purchase (5-10 minutes)

- Show [Video: Louisiana Purchase](#).
- Show [Handout: Background on the Louisiana Purchase](#). Read through as a class. Discuss why economists study historical events, like the Louisiana Purchase.
- Next, discuss how there are many ways to analyze a historical event. Depending on a person's background and expertise, he or she might be interested in researching different aspects of a historical event. Provide students with [Handout: Different Perspectives on Historical Events](#) and read through it as a class. Discuss how an economist would have a different way of analyzing a historical event as compared to an anthropologist, political scientist, or another professional.

Step 2: Activity Set Up (5 minutes)

- Explain to students that they will create an app called "Chatterbox." The goal of the app is to provide a forum for people to share information, make claims, and debate about historic and current events.
- Today, students will create a wireframe for section of the app where people can debate the impact of the Louisiana Purchase. A wireframe is a series of pictures and words that show what an app will look like once it is built. For example, professionals can talk about the following:
 - Who benefitted from the event?
 - What groups were impacted by Jeffersons actions?
 - Did the Louisiana Purchase help the American economy?
- Provide students with [Handout: Steps to Create a Wireframe](#). As a class, read through Step 1. Discuss how the app will have 3 main sections. For each section, students will need to use [Handout: Perspectives on the Louisiana Purchase](#). They can also use information from the video or other sources.
- Divide students into pairs to complete the activity. Students can also work independently or in small groups.

Step 3: Create Sections of the App (25+ minutes)

- Have students create the three sections of their app.
- As students are working, ask the following:
 - Why is it important for experts to debate with other experts and also debate with students about historical events?
 - How will your app encourage respective dialogue?
 - What will happen if someone is rude and disrespectful when he or she is using the app?
 - How can the app encourage people to discuss the different approaches that can be taken in studying the Louisiana Purchase?

Please contact Allison Bischoff, Director of Customer Service, at allison@rozzylearningcompany.com or 314-272-2560 with questions.

Step 4: Class Presentation and Discussion (10 minutes)

- Have students present their apps to the class. Then, have a concluding class discussion about how the app will allow professionals and students to have a place to discuss different impacts of the Louisiana Purchase.
- If time permits, discuss other ways the app can be used (e.g, one part of the app might look at the states that were organized out of the territory, another might show how slavery expanded through the Louisiana Purchase territory, another part might show trails of Native American removal and of western settlement.

Materials List

Provided online:

- Video: Louisiana Purchase
- Handout: Background on the Louisiana Purchase
- Handout: Different Perspectives on Historical Events
- Handout: Steps to Create a Wireframe
- Handout: Perspectives on the Louisiana Purchase

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