

## The Roaring Twenties

## Chapter Review



### BIG IDEAS

1. American industries boomed in the 1920s, changing many Americans' way of life.
2. Americans faced new opportunities, challenges, and fears as major changes swept the country in the 1920s.
3. Musicians, artists, actors, and writers contributed to American popular culture in the 1920s.

### REVIEWING VOCABULARY, TERMS, AND PEOPLE

Using the clues provided, fill in the letter blanks with the correct term.

1. A period when great numbers of African Americans moved from the South to the North.

\_\_\_\_\_  \_\_\_\_\_

2. The trial of a school science teacher who taught evolution.

\_\_\_\_\_  \_\_\_\_\_

3. The president who declared, "The business of America is business."

\_\_\_\_\_  \_\_\_\_\_

4. An artist who painted the American Southwest and many paintings of flowers.

\_\_\_\_\_  \_\_\_\_\_

5. A motion picture with sound.

\_\_\_\_\_  \_\_\_\_\_

6. A group of American writers in the 1920s who expressed feelings of separation from American society.

\_\_\_\_\_  \_\_\_\_\_

7. Hidden word

\_\_\_\_\_

**COMPREHENSION AND CRITICAL THINKING**

Read each of the following pairs of sentences, and cross out the **FALSE** sentence.

1. **a.** Fundamentalists believed that evolution should not be taught in schools.  
**b.** Expatriots believed that evolution should not be taught in schools.
2. **a.** Marcus Garvey’s ideas became the basis of the Jazz Age.  
**b.** Marcus Garvey’s ideas became the basis of the black nationalism movement.
3. **a.** The Twenty-first Amendment banned the sale, manufacture, and transportation of alcohol.  
**b.** The Twenty-first Amendment made it legal to sell, manufacture, and transport alcohol.

**REVIEWING THEMES**

Using the themes listed below, determine which is identified by each statement.

**Themes**

<b>geography</b>	<b>politics</b>	<b>economics</b>	<b>technology and innovation</b>	<b>society and culture</b>
------------------	-----------------	------------------	----------------------------------	----------------------------

- \_\_\_\_\_ 1. The advertising industry tried to convince people to improve their lives by buying certain products.
- \_\_\_\_\_ 2. The assembly line made it possible to manufacture more goods in less time than in the past.

**REVIEW ACTIVITY: MATCHING GAME**

Create a game that matches the people, places, and events mentioned in the chapter with sayings, definitions, or descriptions that identify who or what they are. Include at least 20 different terms or events. Include instructions on how to play the game and how to keep score. Use the ideas below to help you in your search for items for your game.

- |            |                   |             |               |
|------------|-------------------|-------------|---------------|
| movements  | African Americans | presidents  | manufacturing |
| government | economy           | politicians | advertising   |
| music      | writers           | foreigners  | artists       |
| religion   | science           | business    | society       |
| trials     | Communists        | laws        | culture       |