The MISSION US: “City of Immigrants” interactive game and accompanying curriculum are designed to teach students about the experience of being a new immigrant in an American city in the early twentieth century, and to simultaneously develop their historical thinking, problem solving, and literacy skills. By integrating the game and rich collection of activities and documents into their classrooms, teachers can address the following standards and student outcomes.

From the Common Core Standards: English Language Arts, available online at http://www.corestandards.org/ELA-Literacy:

Common Core Standards, now adopted in over 40 states, are designed to help educators prepare students for success in college and careers by focusing on core knowledge and skills. The English Language Arts standards reflect the need for young people “to read, write, speak, listen, and use language effectively in a variety of content areas,” including history/social studies.

MISSION US: “City of Immigrants” and the accompanying curriculum provide students with multiple opportunities to develop literacy skills through (1) reading and listening to game dialogue, (2) learning “smartword” vocabulary terms in the game and utilizing them in classroom activities, (3) comprehension and analysis of primary documents, and (4) written performance tasks in the classroom activities.

MISSION US: “City of Immigrants” is most closely aligned with the following Common Core Standards:

RH.6-8.2. Determine the central ideas or information of a primary or secondary source; provide an accurate summary of the source distinct from prior knowledge or opinions.

RH.6-8.4. Determine the meaning of words and phrases as they are used in a text, including vocabulary specific to domains related to history/social studies.
Rh.6-8.7. Integrate visual information (e.g., in charts, graphs, photographs, videos, or maps) with other information in print and digital texts.

Whst.6-8.2. Write informative/explanatory texts, including the narration of historical events.

From the National Standards for History Basic Education, available online at http://www.nchs.ucla.edu/history-standards:

The National Standards for History feature Historical Thinking Standards (skills) and U.S. History Standards (content).

“City of Immigrants” aligns most closely with the following Historical Thinking Standards:
1. Assessment of continuity and change
2. Chronological Thinking
3. Historical Comprehension
4. Historical Analysis and Interpretation

Both the game and the accompanying activities ask students to take on the role of Lena, a fictional girl who recently immigrated to America, and then consider the consequences of Lena’s actions on her own life and community.

“City of Immigrants” also addresses the following content area:

Era 6: Development of the Industrial United States (1870-1900)

Standard 2: Massive immigration after 1870 and how new social patterns, conflicts, and ideas of national unity developed amid growing cultural diversity.

Standard 2A: The student understands the sources and experiences of the new immigrants.

<table>
<thead>
<tr>
<th>5-12</th>
<th>Trace patterns of immigrant settlement in different regions of the country and how new immigrants helped produce a composite American culture that transcended group boundaries.</th>
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<tbody>
<tr>
<td>5-12</td>
<td>Assess the challenges, opportunities, and contributions of different immigrant groups.</td>
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Standard 2C: The student understands how new cultural movements at different social levels affected American life.

| 5-12 | Investigate new forms of popular culture and leisure activities at different levels of American society.                                                                                     |
Standard 3: The rise of the American labor movement and how political issues reflected social and economic changes.
Standard 3B: The student understands the rise of national labor unions and the role of state and federal governments in labor conflicts.

| 5-12 | Analyze the causes and effects of escalating labor conflict. |

Era 7: The Emergence of Modern America (1890-1930)
Standard 1: How Progressives and others addressed problems of industrial capitalism, urbanization, and political corruption.
Standard 1A: The student understands the origin of the Progressives and the coalitions they formed to deal with issues at the local and state levels.

| 5-12 | Explain how the Progressives drew upon the American past to develop a notion of democracy responsive to the distinctive needs of an industrial society. |
| 5-12 | Evaluate Progressive reforms to expand democracy at the local and state levels. |
| 5-12 | Evaluate Progressive attempts at social and moral reform. |

(See the MISSION 4: Learning Goals for additional historical understandings).


This framework advocates for teachers and learners to master the knowledge, skills, and expertise needed to live and work in the 21st century. P21 brings together resources and tools for educators to integrate the “four Cs” (critical thinking and problem solving, communication, collaboration, creativity and innovation) into their core curriculum. P21 is also focused on the crucial role of support systems (professional development, learning environments, curriculum) in assisting educators in developing an approach to 21st century learning.

MISSION US is an interactive and immersive game experience that promotes critical thinking and problem solving. “City of Immigrants” asks students to construct their own understanding of immigrant experiences and labor issues in the early twentieth century. By playing the game and constructing a historical narrative, students also engage in critical thinking that requires them to reason effectively, use systems thinking, make judgments and decisions, and reflect on their learning experiences.

MISSION US: “City of Immigrants” is most closely aligned with the following Twenty-First Century Student Outcomes:
Critical Thinking and Problem Solving

Reason Effectively
- Use various types of reasoning (inductive, deductive, etc.) as appropriate to the situation

Use Systems Thinking
- Analyze how parts of a whole interact with each other to produce overall outcomes in complex systems

Make Judgments and Decisions
- Effectively analyze and evaluate evidence, arguments, claims and beliefs
- Analyze and evaluate major alternative points of view
- Synthesize and make connections between information and arguments.
- Interpret information and draw conclusions based on the best analysis
- Reflect critically on learning experiences and processes

Solve Problems
- Solve different kinds of non-familiar problems in both conventional and innovative ways
- Identify and ask significant questions that clarify various points of view and lead to better solutions

Communication and Collaboration

Communicate Clearly
- Articulate thoughts and ideas effectively using oral, written, and nonverbal communication skills in a variety of forms and contexts
- Listen effectively to decipher meaning, including knowledge, values, attitudes and intentions
- Use communication for a range of purposes (e.g. to inform, instruct, motivate and persuade)
- Utilize multiple media and technologies, and know how to judge their effectiveness as well as assess their impact
- Communicate effectively in diverse environments (including multi-lingual)

Collaborate with Others
- Demonstrate ability to work effectively and respectfully with diverse teams
- Exercise flexibility and willingness to be helpful in making necessary compromises to accomplish a common goal
• Assume shared responsibility for collaborative work, and value the individual contributions made by each team member

Information and Communications Technology (ICT) Literacy

Apply Technology Effectively

• Use technology as a tool to research, organize, evaluate and communicate information
• Use digital technologies (computers, PDAs, media players, GPS, etc.), communication/networking tools and social networks appropriately to access, manage, integrate, evaluate, and create information to successfully function in a knowledge economy
• Apply a fundamental understanding of the ethical/legal issues surrounding the access and use of information technologies