Today you are going to experience the growth of industrial production. You will progress through three distinct phases: artisan/craftsperson production, proto-industrial production, and industrial production by way of manufacturing/factory work.

**Step 1.** Make a paper airplane. You have 10 minutes for this step. During this time, you should use your creativity and resources at your disposal to craft a plane that (a) has flight capability and (b) has some type of unique aspect to it. You may test your plane, make corrections, and change your approach as many times as you deem necessary.

We will fly these together in the hallway at the end of this step.

**Step 2**. Now, you will work in groups of 3-4 to craft planes of your liking. You should spend a few minutes planning, and devote the majority of your time in crafting and testing planes. Your goal is to come up with at least one viable paper plane model. The point is to work together to design and construct a plane that is unique and useful. You have 7 minutes to accomplish this task.

Each team will fly its prototype in the hallway at the end of this step.

**Step 3.** Now, you are assigned groups of 8. You will receive instructions on a paper airplane design, located at <http://www.foldnfly.com/23.html#Zip-Dart>. Each worker is responsible for one step in the folding process. Workers may not take on more than one step in the process. You must produce a high volume of well-crafted and effective planes. Planes that do not fit one of the previous categories will be rejected, and will not count toward your final count. Your workday is five minutes.

*Modification*: When quality/quantity of planes slips, teams may be made smaller. Factory owner may suspend and jail dissenters.

*Debrief questions*:

* What did you like about the first/second/third round of planes?
* What were the advantages of the artisan/craftsperson economy?
* What were some potential drawbacks? Remember you are in the early 18th century (1700s)