

Toy Factory Game Debriefing

Term	Definition - IYOW	Example From Game
Cottage Industry		
Craftsmanship		
Self-sufficient		
Factory		
Commodity		
Assembly Line		
Mass Production		
Specialization or Division of Labor		
Efficiency		
Monotony		
Labor		
Management		

On the back: Think about how you felt about your toy and your fellow artisans in 1700. How did working on the assembly change your attitude about toy-making? How did your attitude change toward your co-workers?