

WORLD - Unit 4 of 8 Chinese Opium



Discover the politics behind the drug war that changed China forever. Role play the traders from the "Honorable East India Trading Company" and plot the smugglers' journeys across the globe.

Create algorithms using variables that take Sphero on a journey from Britain to China in the 1800s.

LEARNING OBJECTIVES:

- I can design a program that will take Sphero along a predetermined route.
- I can describe the causes of the Opium Wars and the journey from Britain.

Tags: motion geography measurement science history if then, else block coding world history
government exploration

Grades: 5 to 9 | **Duration:** Up To 1 Hour

CCSS: CCSS.ELA-Literacy.RH.6-8.8, CCSS.ELA-Literacy.RH.9-10.3, CCSS.ELA-Literacy.RH.9-10.4

Key Stages: Computing.KS3.1, History.KS3.H3, History.KS3.H7, Science.KS3.BS22

Supplies: Large map of the world for Sphero, and smaller (see image) maps for testing.

Step #1: Exploration - Opium Wars

Watch the first 4 minutes of the video below. Pay close attention to the details pertaining to the two Opium Wars fought between China and Britain in the 1800s.

- *What did Britain want from China?*
- *Why did Britain not simply pay for what it wanted?*
- *What is a trade deficit?*
- *What did Britain discover it could do to get what it wanted?*

See what else you can find out about the Opium Wars and their ultimate effect they had on China. Take notes and create a diagram that explains the roles of the "Honorable East India Company," the smugglers, and the Chinese people.

Draw an image to show the roles of the "Honorable East India Company," the smugglers and the Chinese people.

YouTube video: <https://youtu.be/kd2CYPdYwcY>

Educator Tip:

This educational --> [video](#) <-- has a great summary of the Opium Wars for your reference. As a warning, it contains strong language so may not be appropriate for students (the video here in the Instructor Tip, not the video students see in this step).

In summary, the Opium Wars were fought between the British and Chinese in early to mid 1800s. The British needed to find a way to import luxuries such as tea and silk (which were very in demand) but were running out of silver. The 'Honorable East India Company' started to grow opium in India and smuggle it across to China through independent agencies. The results were devastating - millions of Chinese were soon addicted. The Qing dynasty (pronounced 'Ching') tried to stop the trade by destroying tonnes of opium and punishing traders. The two resulting wars forced China to open over 80 ports to the world and hand over their land such as Hong Kong to Britain.

Have a discussion with the whole class to discuss the questions above.

Step #2: Exploration - Opioids

Drugs are substances that have various effects on the body: medicines help with pain or disease, while recreational drugs are taken for pleasure.

Some recreational drugs are legal (caffeine, tobacco and alcohol) and others are illegal.

Watch this [educational video](#) on the history of opioids.

- *What effect do opioids (or narcotics) have on the body?*
- *What drug is pictured here?*

Millions of Chinese were addicted to opium in the 1800s. British officials made it easy to purchase at the border. *What effect do you think the arrival of so much opium had on Chinese society?*



Educator Tip:

The drug pictured is opium, it is an opioid made from poppies.

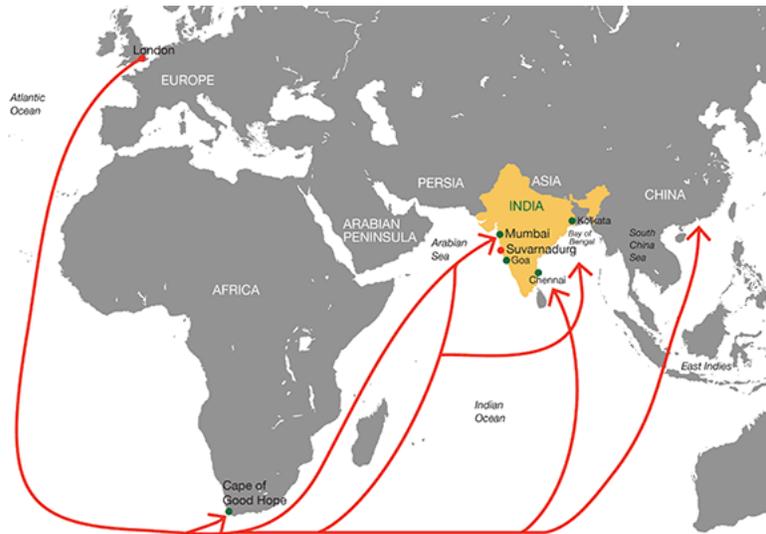
Step #3: Exploration - The Cape Route

Do you know where the opium that was imported to China was grown?

Find a map and locate Guangzhou (Canton) in China.

The attached image shows the routes of the "Honorable East India Company" along the Cape Route.

- *How long do you think it took to get from Britain to India? From India to China?*



Educator Tip:

Image source: <http://www.severndroogcastle.org.uk/the-east-india-company.html>

It would have taken anywhere from 4 to 6 months to travel from Britain to India.

Step #4: Exploration - The Journey

Open up the Opium Wars program attached and have a look at the blocks used. *What do you think this program will do?*

Place Sphero on Britain on the map, facing the English Channel (so its blue tail light will face away from you). Run the program and discuss how well it works. *How could you improve it?*



Educator Tip:

Print the attached map on A3 (11 x 17") for this step.

(Image source: <https://commons.wikimedia.org/wiki/File:BlankMap-World-1840.png>)

Step #5: Skills Building - Scaling the Journey

Using the template program as a guide, create a program that will scale up on the larger map your teacher has provided. You will need to travel the Cape Route.

Place your Sphero on Britain on the larger map and test out the program.

- *What changes do you need to make?*
- Think carefully about the angles that Sphero is turning.

When you're happy with your algorithm, share and evaluate your program.

Educator Tip:

Sphero's heading sensor is static. It always travels at the angle from which it initially started (hence the need to aim carefully at the beginning). Students can think of it like North, South, East, and West - those directions don't change based on the direction you're standing in.

Step #6: CHALLENGE - British & Chinese Ships Meet

Work with another group to recreate a battle between British and Chinese merchant ships. One team will start in England and the other in a port in China. *What will happen when the meet/collide?* Make the program exciting!

Educator Tip:

Students can start the China ship anywhere on coast of China. Have students start the 2nd sphero at different locations to see how that affects where the two ships will meet.