

## IR Info

- didn't have to go to school
- overtime; no pay
- little rest
- unsafe machines
- NO safety regulations
- small populated towns
- beaten
- some safe factories
- very little medical attention
- gross ~~stains~~
- close houses

Overcrowding

- Urbanization
- modernizing
- factory inspections
- poor diets
- certain orders
- pollution
- unpaved streets
- some nice villages
- merchants criticized
- machines
- luddites
- reduced manual labor
- no writing

# IR Effects

Workers  $\neq$  slaves  
physically exhausted  
not well educated  
people died  
disease  
tight quarters  
no privacy  
forced to work  
depression  
poverty

Manual labor  
safe factory  
mass suicide  
nicer houses

rise of middle class  
slums  
workers had freedom  
workers were replaced

Children  
Children