

## Key Vocabulary

<b>leisure</b>	Time spent doing something you enjoy.
<b>entertainment</b>	Something used to help people enjoy themselves.
<b>economy</b>	How money is spent and made by people. The economy means the wealth of the country.
<b>golden age</b>	A period of time in which there is lots of prosperity and creativity. It often describes a time when a type of art is at its best.
<b>broadcast</b>	To send information through radio or television.
<b>society</b>	This describes people who live in the same place as each other, defined by their thoughts and interests as a group.
<b>technology</b>	Scientific inventions that aim to make everyday tasks easier.

## Life in the 20th Century

During the **20th century**, working conditions became better for many people. The government limited working hours and workers had the right to paid holidays. This meant that people had more spare time to enjoy leisure activities.

The **economy** also grew, meaning that people had more money to spend on buying and doing the things they enjoyed.



## Holidays

At the beginning of the **20th century**, seaside holidays were popular.

The 1938 Holidays with Pay Act meant that employees were able to have one week of paid holiday per year. This meant that more people could afford holidays.

In 1936, the first Butlins holiday camp opened in Skegness. Holiday camps were very popular at this time and offered accommodation, food and **entertainment** all in one place.

As air travel became more affordable, holidays in other countries in Europe were becoming more popular.

## Sport

In the **20th century**, many people had more **leisure** time than before. This meant that there was more time for sports, such as football.

As well as playing sport, more people could listen to or watch sport at home. The first live radio **broadcast** of a sporting event, a boxing match, was in 1926.

When television became popular a few **decades** later, live sports were an important form of **entertainment**.

The 1966 World Cup Final was watched by 32.3 million people on television.



## Music

**Technology** for listening to music developed quickly during the **20th century**. In the early 20th century, the gramophone was a popular way to listen to music at home. By the 1990s, portable music players were becoming more affordable and people could listen to music wherever they went.

Popular music became an important form of **entertainment** that reflected the mood of **society** at the time.



## Chronological and Investigatory Vocabulary

<b>20th century</b>	The century that came before the one we are in now, which is the 21st century. When historians talk about the 20th century, they are talking about the time period between 1 <sup>st</sup> January 1901 to 31 <sup>st</sup> December 2000.
<b>decade</b>	A defined time period of ten years starting with a year which is a multiple of ten.
<b>primary source</b>	Information and objects that come from the time being studied.

## Cinema and Television

Cinema experienced a **golden age** in the 20th century. Lots of well-known films were created and many film stars gained recognition. One of the reasons that the **golden age** of cinema ended was the increase in the popularity of television.



Many inventors created **technology** that is used in televisions today.

Television allowed people to experience world events that they could not experience in person. Queen Elizabeth II's coronation (1953) and the Moon landing (1969) were **broadcast** live and were television highlights of the **20th century**.



## Gaming

Computer games were invented in the early **20th century** and have become a regular **leisure** activity for children and adults.

The first computer game was invented at a university in 1958. It was called 'Table Tennis for Two'. As computer **technology** improved, smaller sized computers meant more access to games. The arcade game 'Pong' was launched in 1972. In 1989, Nintendo launched Game Boy, one of the first handheld and portable games consoles.

By the end of the century, computer games could also be played on consoles at home, such as PlayStation, as well as on desktop computers.



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