Immigration/Urbanization Notes (Chapter 10)

1. Immigration
	1. Europeans Flood into the US
		1. Majority of “new immigrants” come from Eastern and Southern Europe
			1. Italians, Greeks, Poles, Slavs, Slovaks, Russians, Armenians
			2. 14 million Jews
			3. Push factors: avoid forced military service, avoid religious persecution, break away from class system
			4. Pull factors: plenty of jobs in the US, few immigration restrictions, democracy=move up the social ladder
		2. Atlantic Voyage
			1. Immigrants booked passage in steerage (most basic and cheapest accommodations on a steamship)
			2. “crowds everywhere, ill smelling bunks, uninviting washrooms”
			3. End of 14 day journey, reach Ellis Island starting in 1892
		3. Ellis Island
			1. Takes a day to pass through
			2. Medical examination-first inspection, then those who are suspicious are put in a cage and marked for a second inspection
			3. Those who failed the second inspection might be separated from their families and returned home
		4. Ethnic Cities
			1. Immigrants live in major cities, like New York, Chicago, Milwaukee, and Detroit
			2. Ethnic neighborhoods within cities
				1. Ex: Little Italy, Chinatown, Jewish “Lower East Side”
				2. Speak their own native languages, recreate churches/synagogues, newspapers, etc.
				3. Success depended on if they learned English, adapted to American culture, or if they had money/marketable skills/settled among members of their ethnic group
			3. One in three returned to Europe
	2. Asian Immigration
		1. Chinese Immigration
			1. Begin arriving in the mid-1800s
			2. Push factors: huge population in China, resulting in severe unemployment, poverty, and famine
			3. California Gold Rush in 1848 (Chinese leave to escape Taiping Rebellion, which resulted in 20 million deaths)
			4. Build Central Pacific’s portion of the Transcontinental Railroad
		2. Japanese Immigration
			1. Numbers remained small until 1900
			2. Left as a result of Japan growing its industry and empire
		3. Angel Island in San Francisco
			1. Opened in 1910
			2. Most immigrants are young males and may have to wait months at Angel Island
2. Nativism
	1. Preference for native-born people and a desire to limit immigration
	2. Surfaced in the early 1800s=focus on Irish
	3. In late 1800s/early 1900s, focus on Asians, Jews, and Eastern Europeans
	4. WASPS
	5. Reasons
		1. Influx of Catholics (Eastern and Southern Europe) would swamp the mostly Protestant US (giving Catholics too much power in govt)
		2. Labor unions oppose immigration because immigrants work for less wages and work as strikebreakers, which undermines American workers
	6. American Protective Association
		1. Founded by Henry Bowers to stop Catholic immigration in 1887 (Northeast and Midwest)
		2. Declined after recession of 1893 ended
	7. Workingman’s Party of California
		1. Organized by Denis Kearney (an Irish immigrant) to fight Chinese immigration
		2. Party won major seats and made opposition to Chinese immigration a national issue
	8. Immigration Laws
		1. 1882 law that banned convicts, paupers, and mentally disabled from immigrating to US, plus added a 50 cent head tax on anyone who entered the US
		2. Chinese Exclusion Act 1882
			1. Barred Chinese immigration for 10 years and prevented the Chinese in the US from becoming citizens
			2. Some opposition from Chinese but protest was unsuccessful
			3. Renewed in 1892 and made permanent in 1902
			4. 1890: 105,000 Chinese in US, but by 1900: 74,000
			5. Repealed in 1943
3. Urbanization
	1. Immigrants in Cities
		1. Urban population grows from 10 million in 1870 to 30 million in 1900
		2. City size grows and number of cities in the US grow
		3. Immigrants lack money to buy farms or education to get high paying jobs, so they live in city slums working for little pay in factories (standard of living had improved for them though)
		4. US offers immigrants a chance at social mobility (different from Europe)
		5. Some rise, some do not
		6. Farmers move to cities because more jobs offered and higher wages
		7. Cities have bright lights, running water, modern plumbing, entertainment (museum, library, theatre)
	2. New Urban Environment
		1. Skyscrapers (tall steel frame building)
			1. Demand raised price of land, so owners must grow upward, not outward
			2. Chicago’s Home Insurance Building in 1885 was first skyscraper
			3. New York becomes prime example
			4. Chicago’s Louis Sullivan and his student Frank Lloyd Wright (big windows)
		2. Mass Transit
			1. At first, cities rely on horse car (railroad car pulled by horses)
			2. Starting with San Francisco in 1873, cable cars which are pulled along tracks by underground cables
			3. 1887 Frank Sprague developed electric trolley car (Richmond, Virginia)
			4. Congestion in large cities, leads to Boston and New York building subway systems
	3. Separation by Class
		1. Wealthy, working, and middle class live in different parts of town
		2. Wealthy families live in fashionable districts or hearts of cities
			1. Ex. Vanderbilt’s grandson has a $3 million French castle build in New York
		3. Middle Class: doctors, lawyers, engineers, managers, social workers, architects, and teachers
			1. Move away from central city, using commuter rail lines
		4. Working Class: live in crowded tenements (multi-family apartments)
			1. To make more money, children are sent to work in factories or rent living space to boarders
	4. Urban Problems
		1. Crime, violence, fire, disease, pollution, especially for the working class and the poor, which is only made worse by rapid growth of cities
		2. Nativists often blamed immigrants, but crime rate for immigrants was not that much higher than that for other Americans
		3. Alcohol did contribute to violent crime
			1. Ex. Jacob Riis accuses saloons of breeding poverty
		4. Disease and pollution made worse by improper sewage disposal contaminated city drinking water (typhoid fever and cholera), plus horse waste in streets, smoke from chimneys, and soot/ash from wood/coal fires
	5. Urban Politics
		1. System that provides essential city services in return for political power
		2. Political Machine and the Party Boss
			1. Informal political group designed to gain and keep power
			2. In exchange for votes, political machines provide jobs, housing, food, heat, and police protection to immigrants
			3. George Plunkitt
		3. Graft and Fraud
			1. Party bosses controlled city finances
			2. Many political machine politicians became rich through fraud or graft (getting money through dishonest or questionable means)
				1. Ex. Party boss finds out where a park is being built, he buys land next to the park location and then sells the land to the city for a higher amount
			3. Outright fraud=party bosses accept bribes from contractors to build streets, etc.; sell permits to friends to build public utilities
		4. Tammany Hall
			1. New York Democratic political machine
			2. William M. “Boss” Tweed is corrupt leader during 1860s and 1870s, then George Plunkitt