WORLD HISTORY notes Day 2

TRAITS OF CIVILIZATIONS

1)Rise of Cities

* Farming allowed people to begin staying in one area instead of searching for food
* more food = more people
* in time, also needed to “protect”

2)Development of Specialized Labor (Artisans)

* As farming increased, farmers produced more food than they needed – Crop Surplus
* So fewer people were needed to farm
	+ people needed to learn different jobs to meet the needs of the developing society
		- people must cooperate
		- trader, potter, weaver, metal worker, soldiers
			* Infrastructure developed
				+ Roads
				+ Canals
				+ Walls
* Social Classes developed
	+ became a “Patriarchal” society
		- “male dominated
		- priests/king, merchants, artisans, farmers, slaves
		- Priests tried to figure out the “will of the gods”
			* appease the gods to give them good crops
				+ this made them very powerful, religiously and politically
			* all land was owned by the city’s “god,” but was administered by priests
			* priests acted as kings
* Trade (Bartering) developed
	+ trade goods for goods
		- as different people met Cultural Diffusion developed, which is the exchange of goods/ideas, willingly or unwillingly

3)Advanced Technology

* irrigation, plow, boat, bronze
* made life easier

4)Complex Institutions

* need for organization and cooperation as population increased
* government, schools, military
* Temples

5)Writing System / Calendar

* keep track of trade
	+ scribes
	+ allowed info to be retained
		- records, discoveries, religion, etc…
* pictographic
	+ cuneiform
	+ language, laws, literature, art, music
* important to keep track of planting / harvesting / rainy season
* important to keep trace of religious holidays to honor the gods

NEGATIVES OF NEOLITHIC REVOLUTION

* Wars begin
	+ conquer land
* Women lost power to men
	+ men provided protection
* Disease
* Slavery
	+ people conquered in battle
	+ rulers began forcing people to work