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