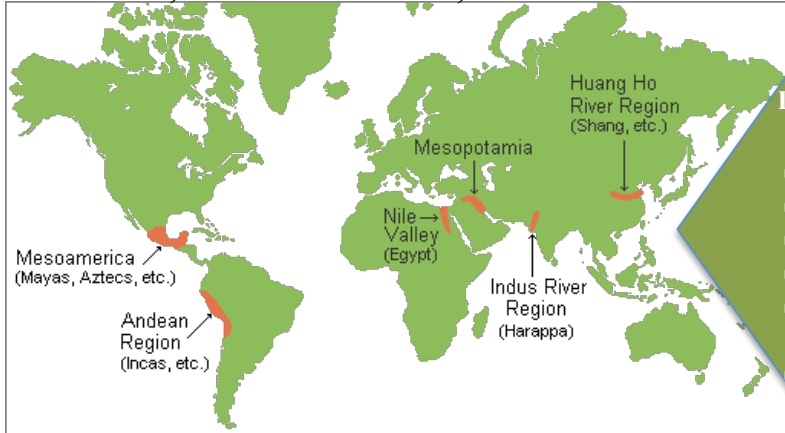


## KEY CONCEPT 1.3: THE DEVELOPMENT & INTERACTIONS OF EARLY AGRICULTURAL, PASTORAL & URBAN SOCIETIES

ABOUT 5,000 YEARS AGO, "CIVILIZATION" BEGAN IN THE FOLLOWING FOUNDATIONAL AREAS:



### KNOW THESE SIX GEOGRAPHIC LOCATIONS

DON'T WASTE YOUR LIFE DELVING DEEP INTO THESE SOCIETIES. INSTEAD FOCUS ON THE FOLLOWING SIMILARITIES:

- THESE WERE LARGE, POWERFUL STATES
- AGRICULTURAL SURPLUSES ALLOWED SPECIALIZATION
- CITIES w/COMPLEX BUREAUCR., RELIGION, ARMIES, etc.
- LONG DISTANCE TRADING RELATIONSHIPS
- GROWTH HAD TO BE BALANCED AGAINST ENVIRONMENTAL CONSTRAINTS
- WAR (& War Technologies) COINCIDED WITH THE INCREASE OF WEALTH (both with other Civilizations & Nomads/Pastoralists)

THE  COLLEGEBOARD DIVIDES THESE FOUNDATIONAL/CORE CIVILIZATIONS INTO TWO CATEGORIES:

# CULTURE



- Monumental; Ziggurats, Walls, Roads, Sewers
- ELITES & ART



- Promoted the arts from Sculpture to Weaving
- RECORD KEEPING



- Cuneiform, Hieroglyphs, Alphabets, Quipu
- LEGAL CODES



- Reflected the Hierarchies (see **HAMMURABI**)
- RELIGION



- Developed here; huge impact later on
- TRADE



- Expanded to include ideas, technology, etc.
- SOCIAL/GENDER HIERARCHY



- Growth coincided with Empire/state growth
- LITERATURE

- Reflected the culture of the authors

# POLITICS



- Mobilized surplus resources over large areas
- Usually DIVINE with support from the Army

## LEADERS

### COMPETITION FOR RESOURCES



- The better your location, the bigger your society (see Jared Diamond)
- Ex. Hittites had a huge Iron deposits
- Easier for them to build empires
  - Ex. Mesopotamia, Babylonia, Nile



### PASTORAL INNOVATION

Developed/Disseminated new Weapons and Transportation methods to use against the more settled Agrarian Civilizations