

Progression by  
which people gather  
in a region and  
create a  
civilization...

Hunters  
&  
Gatherers

Nomads

- both are lifestyles of movement
- both of these types of societies were small in numbers
  - 1. fewer mouths to feed
  - 2. easier movement ability

Agriculture

- only invented in 4 to 6 places on earth
- usually introduced

Irrigation

- huge population growth
- creates "permanence"
- makes unfertile land fertile

Hydraulic Society

- original hydraulic societies revolved around fresh water first, ocean water later

Religion

- explains natural phenomenon, things humans can't do on their own

Central Meeting Places

- 1st Central meeting places always revolved around religion

Cities

- Always built around religious meeting places

Architecture

- To create meeting places and the cities around them

Government

- 1. People living closest to the river  
- 2. Religious people

Laws/Rules

- Helps those in power to maintain power

Military

- original purpose was to maintain laws  
- later purposes included invading & taking other territories, and defending "home" territory

Trading System

Market Place

- Merchants

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Currency System

- first banks appear

↓  
Class System

↓  
Writing System

↓  
Education System

↓  
**History**

- doesn't always happen in same order
- process takes a long time
- process accelerates as time goes along

★ Most important points...

1) There is more  
SPECIALIZED LABOR

the further the  
progression goes

2) The four most  
important types of  
spec. labor are...

religion, government,  
merchants, military  
(the buildings of these  
laborers are the first  
ones built... cities grow

around these buildings,  
3) The speed of the  
progression is influenced  
by one thing...

## Geography

-the better the  
geography for agric,  
the faster the populatio.  
will grow,  
the more specialized  
laborers there will be

G A P S