Surplus	→	Population Growth	→	Specialization	→	Cities (Complex villages)	→	Leaders/ Organization (Government, Institutions, Records)	→	Civilization

Surplus

Notes/Vocab:

Surplus: amount produced in excess of what is needed

- Enough for people to eat

- Food could be stored

- Enough for animals to eat

- lots of trade (far and near, from surpluses)

- Not everyone needed to do everything (or focus so much on food) so they could do new things

Population Growth

Notes/Vocab:

Thousands of people

- Gov't: planning, leadership

- specialized workers

- big buildings (temples, gathering spots) that helped create a sense of community

- social classes

Increased inter- action (inter- marriage) because of trade

Specialization

Notes/Vocab:

Specialization: skill in one kind of work (Division of labor)

After years learn- ing a skill, people got better at dangerous things (less risk, more pop. growth)

Ex: _____ _____

More, better, diff- erent products

People got trained (education)

Classes:
Occupational (similar skills)
Social (similar bkgrd, customs, training, income)

Cities

Notes/Vocab:

Add'l population
Add'l specialization

Allowed development of:

_____

_____

Required management of:

_____

_____

_____

(Led to need for & development of military)

Leaders/Organization

Notes/Vocab:

Leadership/laws

- _____
  _____

- _____
  _____
  _____
  _____

- _____
  _____

- _____
  _____
  _____

(Government)

Civilization

Notes/Vocab:

Traits--
-- Advanced cities
-- Specialization
-- Complex institu- tions: gov't, army, schools, religion (group of workers with a specific purpose)
-- Record keeping
-- Advanced tech

Social levels (high: priest, leader, soldier; middle: teacher, farmer, merchant; low: slaves)

Culture: art, music, law, writing, arch- itecture, religion (distinctive)

Stable food supply