



Notes/Vocab:

Surplus: amount produced in excess of what is needed

Enough to eat (stored surpluses)

More animals would survive

- specialized workers

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

Notes/Vocab:

Thousands of people

- Gov't: planning, leadership

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

- occupational/social classes

Increased interaction (inter-marriage) because of trade

Specialization: skill in one kind of work

Division of labor

Years learning skill, people got better at dangerous things (less risk, more pop. growth)

Ex: weavers, potters, artisans

More, better, different products

People got trained (education)

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

Notes/Vocab:

Using the surplus, food could be stored

Allowed:
Population increase
Specialization
Development of artisans
Trade

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

Notes/Vocab:

Leadership/laws:

- created order, planning
- provided organizational structure
- managed jobs that needed to be done
- managed surpluses
- kept records
- settled disputes

Notes/Vocab:

Traits:

- Advanced cities
- Specialization
- Complex institutions: 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, architecture, religion (distinctive)

Stable food supply