

Notes for the Rise of Civilizations: Introduction

Steady food supply leads to

- Population growth
- Job specialization
 - Artisans
 - Weavers - cloth
 - Blacksmiths

Villages can grow into towns and **cities**

- Connection to **river valleys**
- Construction of **storehouses** for **surplus**
- Surplus makes **trade** possible
 - Trade leads to exchanges between communities and societies
 - Trade at this stage really means **barter**
 - Exchanges in culture and technology

So, cities are connected to

- river valleys
- storehouses
- trade

These cities require protection; construction of **defensive walls**;

Large population centers – cities – have two basic needs:

- food requires water and an **irrigation** system;
- defensive walls

These needs require organization of great numbers of people to assigned roles on these large-scale building projects;

These kinds of projects require **government** with its authority and power. So, connection between large scale projects and government;

6 Characteristics of Civilization

- cities sustained by reliable food supply
- government - authority and power to undertake large scale projects;
- writing – records, laws and directives, stories of shared history and values
- religion -
- art -
- social class – divisions based on wealth and power