



A.P. World History Themes: InSPECT

Interaction between Humans and the Environment

Environments shape societies, and as population grows and changes, people in turn shape their environments.

- **Natural Environments → Human adaptations**
 - Climate Change—Ice Ages & Warmings
 - Weather & Seasons—Ex: Monsoons of Indian Ocean
 - Natural Resources—Land, Water, & Biological
 - The Columbian Exchange
- **Demography (the study of population)**
 - Factors that  human population=
Diet & health care, fertility, cultural/social norms, etc.
 - Factors that  human population
Disease, warfare, starvation, birth control, etc.
- **Migration vs. Settlement**
 - Push factors (why move out?)/Pull factors (why settle in?)
(M) Nomadism, Pastoralism, Labor/Economic need
(S) Sedentary Civilizations, Colonization, Urbanization
- **Anthropocene?**
 - Industrial Revolution: Pollution, species loss, etc.
 - The Climate Change Debate
 - The Environmental Movement

Social Interactions and Organizations

Processes by societies that group its members, and the roles & norms that determine how those groups interact.

- Egalitarian (Equal) Prehistory
- Group Cooperation vs. Competition
- Cultural "Caste"
- Economic class hierarchies
- Gender & "Patriarchy"
- Race & Ethnicity

Political Governance of "the State"

"The State" in this context is any government that exerts authority over people in a geographic region. How they get power, maintain order, project authority, & expand/contract are all parts of this theme.

- **Early State Formation**
 - Who shall rule?—Chiefs, Monarchies, Dynasties, etc.
 - How shall they rule?—Centralized Bureaucracies
 - What methods to enforce rules?—Law & militaries
 - ‘Popular States’—Democracy & Republics
- **Empires—Large-Scale State Expansion**
 - *Conrad-Demarest Model of Empire
 - Land Empires
 - Maritime Empires
 - Cultural Empires
- **Resistance & Revolution against "the State"**
 - Causes of discontent with the state
 - Violent and non-violent resistance/revolution
 - Dissent and resistance
 - Political reform movements
- **Modern "Isms" & "The State"**
 - Classical Liberalism (aka "The Enlightenment")
 - Nationalism
 - Imperialism
 - Militarism vs. Pacifism
 - Fascism & Nazism
 - Socialism, Marxism, & Communism
 - Feminism & Women's Suffrage
 - Globalism & International Organizations
 - Neo-Liberalism

Economic Systems

How a society develops, produces, exchanges/trades, and consumes goods and services.

- **Agriculture & Metals-The Early Bases of Economies**

- “Cereal” grains=seeds you eat (wheat, corn, rice)
- Cash crops=valuable plants (sugar, cotton, tobacco)
- Metals: Tin+Copper=Bronze, Iron/Steel, Gold, & Silver

- **Goods & Services**

- Luxury goods-A “want” conveying status through display and/or consumption: Examples include jewelry, textiles like silk, spices, ivory, porcelain, etc.
- Services-A non-manufacturing business that does work for consumers: Examples include trading houses, banking, health care, etc.

- **Production & Labor**

- Familial/household production→ “cottage industry”
- Specialization of Labor→ “artisanal labor”
- Agricultural→Manorialism, Encomienda, Plantations
- Industrialization→ Factory systems
- Labor systems are *relatively* “free”(f) or “coerced”(c) depending on how much choice the worker has:
 - (f) an artisan, peasant, wage laborer, migrant worker
 - (c) a slave, serf, indentured servants, mit'a, corvee,

- **Major Historical Trade Routes (terms to know)**

- The Mediterranean Sea (Greco-Roman colonies)
- The Americas (Aztec 'pochteca')
- Silk Routes (caravans & caravanserais)
- Trans-Saharan (caravans & oasis)
- Indian Ocean (trading post/port)
- Atlantic (triangular trade & the middle passage)

- **Other important Economic Terms**

- Exchange Types: barter, money, credit, commodities
- Organizations: guilds, banks, companies & corporations
- Politics in the economy?: tribute, farm taxes, tariffs, mercantilism, laissez-faire, capitalism, communism, etc.

Cultural Developments & Interactions

The stories/myths, religions, philosophies & ideas, arts, architecture, sports, entertainment, etc. that explain how groups view themselves & interact with others.

- **Early Creation Stories & Mythologies**

- Animism, Shamanism, Naturalism, etc.
- Early writing & “Epics”

- **Religions**

- Polytheistic (many gods): Ex. Hinduism, Aztec gods, etc.
- Monotheistic (1 God): Ex. Judaism, Christianity, & Islam
- Is it a Religion or a Philosophy?: Buddhism

- **Philosophies & Ideas**

- East Asian: Ex. Filial Piety, Confucianism, Daoism
- European: Ex. Greek Rationalism, Roman Philosophy, Humanism, Enlightenment, Social Darwinism, etc.

- **Arts, Architecture, Language, Sports, & Entertainment**

- **Cultural Processes**

- Cultural Diffusion=The “spread” of a culture
- Cultural Syncretism=The “blending” of 2 or more cultures
- Diaspora=A spreading of a group of people, voluntarily or involuntarily, who bring their culture into a new area to create a “Diasporic Community”

Technology and Innovation

Human advances in each theme strive to progressively increase comfort, safety, efficiency, etc., but these advances have intended & unintended consequences.

- **Interaction-Ex:** stone tools, metallurgy, saddles, energy, astronomy, sailing, steam engines, genetics, etc.
- **Social-Ex:** textile production=fashion & elite status, telephones & social media=community connection
- **Political-Ex:** military tech. like gunpowder, empires sponsoring scientists, walls, urban-planning
- **Economics-**paper money, credit & banking, stock markets, the ‘gig’ economy (eg. Uber, Airbnb)