



IDX G9 History S+
Study Guide Issue 1
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Chapter 1.2: The Neolithic Revolution (Turning Point: Agriculture)

Key Concepts:

Chapter 1.2: Neolithic revolution

Old stone age/Paleolithic Age: 2 million B.C. to about 10,000 B.c.

New stone age

Neolithic Age (New Stone Age) / Neolithic Revolution:

Definition: The transition from nomadic life to settled farming.

Domestication: Taming of plants (wheat, barley, rice, squash) and animals (dogs, goats, sheep, cattle) for human use. Began at different times globally.

Consequences of Farming:

-Permanent Settlements: People could live in one place year-round (e.g., Jericho, Çatalhöyük).

-New Technologies: Calendars, pottery, woven cloth, polished tools, animal-drawn plows.

-Social Changes: Population growth, accumulation of property, emergence of wealth inequality, and defined social roles (warriors, council of elders).

Chapter 1.3: Beginnings of Civilization

Main Idea:

-The first civilizations arose in fertile river valleys where agriculture could produce a surplus, leading to the development of cities and complex social structures.

Key Concepts:

I. The Rise of the First Civilizations

A. Location: River Valleys

-The first civilizations arose in fertile river valleys

-Key Rivers:

-Tigris & Euphrates (Middle East): Sumer

-Nile (Africa): Egypt

-Indus (India): Indus Civilization

-Huang (China): Shang China

Why Rivers Were Ideal:

- Provided a steady **water supply** and **transportation**.

-Floodwaters spread **silt**, renewing the soil and keeping it fertile.

-Animals gathered there were a source of food.

B. The Americas: A Different Path

-First civilizations (e.g., Inca, Olmec, Maya) arose in the **highlands** of Peru, Mexico, and Central America.

-They farmed on mountainsides or filled in swamps, not river valleys

C. The Process of Development

1. Farming Surplus: Fertile land allowed farmers to produce a food surplus (more than they needed).

2. Population Growth: Surplus food supported larger populations.

3. Rise of Cities: Villages grew into the world's first cities.

4. Job Specialization: With a food surplus, not everyone had to farm. People could specialize in different jobs (e.g., artisans, soldiers, merchants).

II. Basic Features of a Civilization

A civilization is a complex, highly organized social order.

8 Features of a Civilization:

1. Cities (Large population centers)
2. Organized Governments (To coordinate large projects like irrigation, create laws, collect taxes)
3. Complex Religions (Polytheism - belief in many gods; rituals and priests)
4. Job Specialization (People do specific jobs: artisans, soldiers, merchants, scribes)
5. Social Classes (Ranking of people by job/wealth: priests/nobles, merchants, artisans, peasants, slaves)
6. Arts & Architecture (Temples, palaces, paintings, statues to show power and beliefs)
7. Public Works (Large-scale projects like roads, bridges, walls for public benefit)
8. Writing (First used for record-keeping; began as pictographs)

III. How Civilizations Change Over Time

A. Environmental Challenges

-Civilizations depended heavily on the environment (rain, fertile soil, resources).

Causes of Change: Earthquakes, volcanoes, soil exhaustion, resource scarcity (e.g., timber).

Responses: Migration, trade for resources, or adaptation (using new materials).

B. Cultural Diffusion

-Definition: The spread of ideas, customs, and technologies from one people to another.

-Causes:

-Migration

-Trade

-Warfare (people who won imposed their culture of the conquered)

C. Political Expansion

1. City-States: A political unit that included a city and its surrounding lands and villages.

2. Empires: A group of states or territories controlled by one ruler.

Consequences: Ended wars between small communities, created common bonds, but conquest was often painful for the defeated.

Chapter unit 2.1: City-States of Ancient Sumer

I. Geographic Setting: The Fertile Crescent

-Fertile Crescent: A region in the Middle East with rich soil and golden wheat fields, curving from the Persian Gulf to the Mediterranean Sea.

-Mesopotamia: Greek for "land between the rivers. The area between the Tigris and Euphrates rivers.

-Sumer: The world's first civilization, which developed in southeastern Mesopotamia around 3300 B.C.

Geographic Challenges & Solutions:

Challenge: Unpredictable, terrifying floods from the Tigris and Euphrates rivers.

-Lack of natural resources (e.g., timber, stone).

-Solution: People worked together to build dikes (to control floods) and irrigation ditches (to water fields).

-They built with clay bricks (made from mud and water), constructing great cities like Uruk

-Trade brought in needed resources and riches. The Sumerians may have invented the wheel, facilitating transport.

II. Sumerian Civilization: Key Features

A. Political Structure: City-States

- Sumer was composed of at least 12 independent city-states.
- City-states often battled each other for land and water.
- Rule evolved from war leaders to hereditary rule.
- The ruler was the chief servant of the gods and was responsible for:
 - Maintaining city walls and irrigation systems.
 - Leading armies and enforcing laws.
 - Employing scribes to collect taxes and keep records.

B. Social Structure: A Strict Hierarchy

Sumerian society was a hierarchy (a system of ranking groups):

Highest Class: Ruling family, leading officials, high priests.

Middle Class: Lesser priests, scribes, merchants, artisans.

Lowest Class : Peasant farmers (the majority), who worked land owned by the king or temples.

Slaves

-Usually prisoners of war or people sold into slavery to pay debts. |

- Role of Women: Had a higher status than in later civilizations (likely due to the importance of goddesses). Some royal women had power and were educated, but they never had legal rights equal to men.

C. Religion: Polytheistic

- Polytheistic: Worshipped many gods (e.g., Inanna, goddess of love).
- Gods were thought to control all aspects of life, especially nature, and behaved like humans.
- Duty: To keep the gods happy to ensure the city's safety.
- Ziggurat: A massive, stepped platform with a temple on top, dedicated to the city's chief god or goddess. It was the center of religious and city life.
- Afterlife: Believed in a grim, dreary underworld with no release.

III. Lasting Legacy: Sumerian Advances

A. Writing: Cuneiform

- Invented around 3200 B.C., it is the earliest known writing.
- Cuneiform means "wedge-shaped"; scribes used a stylus to make wedge marks on clay tablets.
- Evolution: Started with tokens for record-keeping → pictographs → complex cuneiform symbols.
- Use: Recorded myths, prayers, laws, business contracts, and economic exchanges.
- Scribes: Underwent years of strict schooling to learn the skill.

B. Mathematics & Astronomy

- Mathematics: Developed a number system based on 60.
 - Legacy: We have 60 minutes in an hour and 360 degrees in a circle.
- Astronomy: Studied the skies, recorded planetary movements, and mapped constellations (e.g., Leo, Scorpio).
 - Their knowledge was the foundation for later Babylonian and Greek advances in algebra, geometry, and calendars.

C. Literature

- The Epic of Gilgamesh: The world's oldest known epic poem. It explores themes of friendship, the quest for immortality, and the acceptance of death.

D. Cultural Diffusion

- Although Sumerian power faded by 1900 B.C., their culture was adopted and adapted by later peoples like the Akkadians, Babylonians, and Assyrians.
- This knowledge eventually passed to the Greeks and Romans, profoundly impacting the development of the Western world.

Unit 2.2 Review: Invaders, Traders, and Empire Builders

I. First Empires Arise in Mesopotamia

A. Sargon of Akkad (c. 2300 B.C.)

- Built the first known empire in history
- Invaded and conquered the Sumerian city-states
- Appointed local rulers to oversee conquered lands
- His empire fell apart after his death

B. Hammurabi of Babylon (c. 1790 B.C.)

- United much of Mesopotamia under the Babylonian Empire
- Best known for Hammurabi's Code:
 - First major attempt to codify (arrange and write down) all laws of a state
 - Nearly 300 laws carved on a stone pillar for public view

Types of Law in the Code:

- Civil Law: Dealt with private rights (business, property, marriage, taxes)
 - Some protections for women and slaves
 - Emphasized orderly household management

- Criminal Law: Dealt with offenses against others (robbery, assault, murder)
- Principle of "an eye for an eye"
- Aimed to limit personal vengeance and encourage social order

Other accomplishments: Improved irrigation, built a strong army, repaired temples, promoted the god Marduk for religious unity

II. Conquests Bring New Empires and Ideas

A. Hittites (c. 1400 B.C.)

- Brought the secret of ironworking to Mesopotamia
- Iron tools and weapons were harder and sharper than bronze
- After their empire collapsed (c. 1200 B.C.), ironsmiths spread the technology, beginning the Iron Age

B. Assyrians (c. 1350-612 B.C.)

- Fierce warriors; expanded across Mesopotamia
- Used iron weapons and terror tactics
- Well-ordered society: built planned cities, palaces, and developed laws for the royal household
- King Assurbanipal founded one of the world's first libraries at Nineveh, preserving cuneiform tablets

C. Nebuchadnezzar and the New Babylonian Empire (c. 612-539 B.C.)

- Revived Babylon after the fall of Assyria
- Expanded empire from Persian Gulf to Mediterranean Sea
- Rebuilt Babylon with magnificent structures like the Ishtar Gate

III. The Persians Establish a Huge Empire

A. Cyrus the Great (c. 539 B.C.)

- Conquered Babylon and began building the Persian Empire
- Policy of tolerance toward conquered peoples

B. Darius I (522-486 B.C.)

- Skilled organizer; unified the empire

Government Reforms:

- Divided empire into satrapies (provinces) ruled by satraps (governors)
- Officials checked on satraps to prevent corruption
- Drew up a single code of laws

Economic Improvements:

- Built and repaired roads to improve communication and travel
- Introduced a common set of weights and measures
- Set up a uniform system of coins, moving toward a money economy (away from barter)

Religious Influence:

- Zoroaster (c. 600 B.C.) introduced a new religion:
 - One wise god, Ahura Mazda, vs. evil Ahriman
 - Emphasized individual choice, final judgment, heaven, and hell
 - Influenced later religions like Christianity and Islam

IV. Contributions of Phoenician Sea Traders

A. Trade and Manufacturing

- Expert sailors and traders along the Mediterranean coast
- Produced purple dye (Tyrian purple) and glass
- Established colonies from North Africa to Spain and Britain

B. Alphabet

- Developed a 22-letter alphabet representing consonant sounds

- The Greeks adapted it, adding vowels
- This Greek alphabet is the basis for the modern alphabet we use today
- The Phoenicians are often called "carriers of civilization" for spreading culture and writing

Unit 2.5 Review: Roots of Judaism

I. Unique Beliefs of Ancient Israelites

A. Monotheism

- Israelites were monotheistic, believing in one god
- All other ancient peoples were polytheistic
- God was all-knowing, all-powerful, and present everywhere

B. Sacred Texts

- Torah: First five books of Hebrew Bible (Genesis, Exodus, Leviticus, Numbers, Deuteronomy)
- Hebrew Bible: 24 books total
- Talmud: Additional laws and customs written later
- Dead Sea Scrolls: Oldest known Hebrew Bible texts, discovered in 1947

II. Early History of the Israelites

A. Abraham and the Covenant (around 2000 B.C.)

- Abraham migrated from Ur to Canaan
- God made a covenant (binding agreement) with Abraham containing two key promises:
 1. Special relationship with Abraham's descendants, called "chosen people"
 2. Canaan would belong to Israelites, called "promised land"

B. Moses and the Exodus

- Israelites enslaved in Egypt
- Moses renewed God's covenant

- Led exodus (departure) from Egypt
- 40 years in wilderness before reaching Canaan

C. Kingdom of Israel (1000 B.C.)

- David united 12 tribes into one nation
- Solomon built Jerusalem temple
- Kingdom split after Solomon's death (922 B.C.):
 - Israel in the north
 - Judah in the south

D. Conquest and Exile

- Assyrians conquered Israel (722 B.C.)
- Babylonians conquered Judah (586 B.C.)
- Babylonian Captivity: 50-year exile
- Persians freed Jews (539 B.C.)
- Many returned to rebuild temple

III. Jewish Law and Morality

A. Society and Law

- Patriarchal society: Men held legal and moral authority
- Torah contains many laws, called "Books of the Law"
- Laws covered cleanliness, food, and criminal behavior

B. Ten Commandments

- Religious duties toward God
- Moral conduct toward others
- Includes keeping the Sabbath holy day

C. Prophets and Ethics

- Prophets like Isaiah and Jeremiah interpreted God's will

- Strong ethical code emphasizing:
 - Personal morality
 - Social justice
 - Protection of poor and weak
 - Equality before God
- Leaders seen as human, bound to obey God's law

IV. Diaspora and Legacy

A. Jewish Diaspora

- 500-year period of spreading out from homeland
- Maintained identity through:
 - Close-knit communities
 - Religious laws and traditions
 - Survived centuries of persecution

B. Lasting Influence

- Major world religion
- Influenced Christianity and Islam
- Shared heritage: Judeo-Christian tradition
- All three faiths honor Abraham, Moses, and prophets

Key Concepts

- Covenant established special relationship with God and promise of land
- Law central to Jewish life and identity
- Ethical teachings emphasized social justice
- Monotheism distinguished Judaism from other ancient religions
- Diaspora helped spread Jewish beliefs while maintaining cultural identity

Chapter 3.1: Early Civilizations of India and Pakistan

I. Geography of the Indian Subcontinent

A. Physical Features

- Large peninsula extending into Indian Ocean
- Northern border: Hindu Kush and Himalayan mountains
- Three major zones:
 1. Fertile Gangetic Plain in north (watered by Indus, Ganges, Brahmaputra rivers)
 2. Dry Deccan plateau
 3. Coastal plains on either side of Deccan

B. Climate and Monsoons

- Winter monsoons (October): Northeast winds, hot dry air
- Summer monsoons (mid-June): Southwest winds, heavy rainfall
- Monsoons crucial for agriculture but can cause famine or floods

II. Indus Civilization (c. 2600-1900 B.C.)

A. Discovery and Archaeology

- Discovered in 1920s by archaeologists
- Sir Mortimer Wheeler led key excavations at Harappa and Mohenjo-Daro
- Civilization covered largest area of any ancient civilization until Persia

B. Major Cities and Features

- Harappa and Mohenjo-Daro: Possible twin capitals
- Carefully planned cities with wide streets, rectangular blocks
- Standardized brick sizes
- Advanced plumbing: baths, drains, sewer systems
- Uniform weights and measures
- Large warehouses and massive hilltop structures

C. Economy and Culture

- Farming: wheat, barley, melons, dates, cotton
- Trade: Cotton cloth, grain, copper, pearls, ivory
- Contact with Sumer but developed unique writing system
- Polytheistic religion: Mother goddess, male god, sacred animals
- Veneration (special regard) for cattle

D. Decline (c. 1900 B.C.)

- Quality of life declined
- Writing disappeared
- Possible causes: Environmental damage, floods, earthquakes
- People returned to simpler village life

III. Aryan Civilization and Vedic Age (1500-500 B.C.)

A. Migration and Settlement

- Nomadic people from southern Russia
- Entered India through mountain passes
- Brought horses, cattle, chariots
- Gradually settled as farmers

B. Social Structure (Varna System)

1. Brahmins: Priests
2. Kshatriyas: Warriors
3. Vaisyas: Herders, farmers, artisans, merchants
4. Sudras: Farmworkers, servants, laborers (mostly conquered Dravidians)

C. Government

- Rajahs: Tribal chiefs, often elected by warriors
- Council of elders advised rajahs

- Hereditary rule developed over time

D. Religion and Beliefs

- Polytheistic: Gods of nature (sky, sun, storm, fire)
- Chief god: Indra (god of war)
- Developed concept of brahman: Single spiritual power in all things
- Mysticism: Meditation, yoga for direct contact with divine
- Sacrifices and rituals to gain health, wealth, victory

IV. Epic Literature and Cultural Blending

A. Cultural Development

- Acculturation: Blending of Aryan and Dravidian cultures
- Sanskrit: Written language for sacred texts
- Strong oral tradition

B. Major Epics

- Mahabharata: India's greatest epic (100,000 verses)
 - Includes Bhagavad-Gita: Teaches duty over personal desires
 - God Krishna instructs Prince Arjuna
- Ramayana: Story of Rama and Sita
 - Teaches ideal behavior and virtues
 - Rama = model king, Sita = ideal woman

Key Archaeological Evidence

- Standardized bricks and city planning
- Uniform weights and measures
- Advanced plumbing systems
- Clay seals with writing
- No royal names or tax records found
- Oral traditions later written down (Vedas, epics)