



IDX G9 History S+

Study Guide Issue 1

By Dora

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1.2 The Neolithic Revolution

The Old Stone Age (Paleolithic Period)

- From 2 million BCE to 10,000 BCE
- People were nomads
 - **Nomads: people who move from place to place**
 - 20-30 people in bands
 - Survived by hunting and gathering food (men hunted and fished, women and children gathered nuts and berries)

- Found ways to adapt surroundings to needs
 - Made weapons out of stone, bone, or wood
 - Built fires and used animal skin for clothing
 - Developed spoken language
 - Learned to travel across water → spread into new places
- Religious Beliefs
 - Bury dead with great care → belief of spiritual world/afterlife
 - Probably believed in animism
 - **Animism: belief that spirits and forces resided in animal, objects, or dreams**
 - Cave painting may be part of animist religious rituals

New Stone Age (Neolithic Period/ Neolithic Revolution)

- 1000 BCE to end of prehistory
- Produced own food
 - Could remain in one place throughout the year
 - Settled first permanent villages
 - **Transition from nomadic life—Neolithic Revolution**
- Domesticate plants and animals
 - **Domesticate: raise in a controlled way that makes them best suited to human use**
 - Plant domestication—realizing seeds scattered would produce new plants
 - Animal domestication—rounding up usually hunted animals
 - Farming began in different times/domesticated different plants and animals
- Earliest Villages Established
 - Unearthed Catalhuyuk and Jericho
 - **Catalhuyuk**
 - Modern day Turkey
 - Developed around 7000 BC
 - About 6500 people
 - Hundreds of mud-brick houses, connected and same size
 - **Jericho**

- Modern day Israel
- Between 10000 and 9000 BC
- Few thousand people
- Had a huge wall (government or leader)
- Changed ways of life
 - Men dominated family, economic and political life
 - Heads of families (old men) formed councils
 - More personal property
- Technology
 - Way to protect field/measure seed/measure times
 - Learned to use oxen
 - Separate workshops for ax heads and arrowheads
 - Weaving cloth

1.3 Beginnings of Civilization

- Earliest civilizations were all near major rivers
 - Regular water supply
 - Means of transportation
 - Animals for food
 - Water to drink
 - Farming
- Able to produce **surpluses—more food than necessary**
- Could support growing populations→world's first cities
- Led to job specialization—jobs other than farming
- Departure from traditional economies—relies of habit, custom, or ritual and doesn't change
- River Valley Civilizations
 - Civilization: complex, highly organized social order
 - Sumer (between Tigris and Euphrates)
 - Egypt (along the Nile)

- Indus (Indus River)
- Shang (Huang River)
- Americas (highlands, farm on sides of mountains/fill swamps)
- Many continued to hunt and gather on steppes
- CIVILIZATION
 - Organized Government
 - Council of elders/chief ruled farming villages
 - Well organized gov. oversaw large-scale efforts to benefit the people
 - Rulers relied on officials to help govern—issuing laws/collecting taxes/systems of defense
 - Warrior kings claimed right to rule from gods—gained religious power
 - Complex Religions
 - Most ancient people were **polytheistic—belief in many gods**
 - Appealed to sun gods, river goddesses, or just gods that controlled natural forces/human activities
 - Priests and worshippers sought to gain favor through ceremonies/ dances/ prayers/ hymns
 - Built temples and sacrifices animals/crops/other humans
 - Job Specialization
 - Developed many new crafts→single individual could not master all
 - Individuals began to specialize in a certain job
 - **Artisans: skilled craftspeople**
 - People learned to make tools and weapons
 - Bricklayers/ soldiers/ merchants ...
 - Social Classes
 - People were ranked according to jobs
 - priests and nobles->merchants->artisans->farmers->slaves(mostly women and children)
 - Arts and Architecture
 - Expressed talents, beliefs and values

- Temples usually dominate landscape, rulers build to remind people of strength and power
 - Decorated with painting, statues and other design work
- Public Works
 - Projects include irrigation systems/roads/bridges/defensive walls
 - Benefit city by protecting from attack/ ensuring food supply/ enhancing reputation
 - Great deal of human labor/ loss of lives
- Writing
 - First used in temples/ public monuments
 - Masses of writing on clay tablets, vases, stone statues, walls
 - Used pictographs→developed words, syllables, letters
 - **Scribes (specially trained people who can read and write) kept records**
- Environmental Impacts
 - Needed ample rain and fertile soil to produce crops
 - Stone/timber/metals were also important
 - Drastic events would devastate community
 - Farming too much could destroy the soil
- Culture Changes
 - **Cultural diffusion: the spread of ideas, customs, and technologies from one people to another**
 - Natural disaster brought migration→interacted with others
 - Trade introduced people to new goods
 - Warfare forced own culture on the defeated
- City States
 - Rulers gained more power and conquered territories beyond boundaries
 - Led to the rise of **city states—political unit that includes a city and surrounding lands and villages**
 - Forced peasants to give crops→sometimes significant portion of harvest is used to support gov.

2.1 City-States of Ancient Sumer

- number of early civilizations arose in the **Fertile Crescent**
 - **region in the Middle East named for rich soils and wheat fields**
 - **curves from Persian Gulf to eastern coast of Mediterranean Sea**
- **Mesopotamia (meaning between the rivers)** lies within Fertile Crescent
 - Between Tigris and Euphrates (flow from modern day Turkey→Iraq→Persian Gulf)
 - **World's first civilization developed in southeastern Mesopotamia called Sumer**
- Floods and Irrigation
 - Control of two rivers was key to development
 - **Epic of Gilgamesh** mentions great flood that destroys the world (historical context!)
 - channeled water to the fields→leadership was provided by priests and royal officials
 - organized projects to build dikes and irrigation ditches
- Cities
 - Lacked timber and stone→built with clay and water
 - Building blocks for first great cities Ur and Uruk
 - Trade brought riches to Sumerian cities
 - Found goods in Egypt and India
- Complex Gov.
 - Ruler was responsible for maintaining walls and irrigation systems
 - Led armies, enforced law, collect taxes, keep records
 - Chief servant of gods and led ceremonies
- Societal Structure
 - Each city state had distinct social hierarchy—system of ranking groups
 - ruling family / leading officials higher priests→ lesser priests/ scribes/ merchants/ artisans→ peasant farmer→ slaves
 - women held higher social standing than in other civilizations but never had rights equal to men
- Religion
 - Polytheistic
 - Thought to control every aspect of life like forces of nature

- Some believed they behaved like ordinary people→favored truth and justice but cause violence and suffering
- Ensured safety of city-state by making gods happy→**built ziggurats—large, stepped platform thought to have been topped with temple dedicated to chief god/goddess**
- Believed in afterlife→grim underworld with no release
- Writing
 - Earliest known writing called **cuneiform—from latin word cuneus for “wedge” because scribes wrote it by making wedged shaped marks on clay tablets**
 - Developed out of pictographs used to record goods brought to temple warehouses
- Legacy
 - Was replaced at around 1900 BC
 - Newcomers adopted many ideas and innovations
 - Akkadians, Babylonians and Assyrians all adapted cuneiform
 - Developed astronomy and mathematics
 - Established number system based on 6 (hour into 60 mins/ circle into 360 degrees)
 - Was passed to Greek and Romans

2.2 Invaders, Traders, and Empire Builders

- **Sargon**
 - ruler of Akkad, invaded and conquered neighboring city-states of Sumer
 - Built first empire known to history
 - Appointed local rulers who served as king of the land he oversaw
 - After he died invaders ruined his empire
- **Hammurabi**
 - King of Babylon, brought much of Mesopotamia under his control
 - Published a set of laws called the Hammurabi’s Code
 - Had artisans carve nearly 300 laws on a stone pillar for all to see
 - First attempt by a ruler to **codify (arrange and set down in writing)** laws to govern a state

- codified **civil law**
 - **Deals with private rights and matter (business contracts, property inheritance, etc.)**
 - Gave husband both legal authority over wife and legal duty to support her
 - Gave father unlimited authority over his children
 - Believed in an orderly household
- Crime and Punishment (**criminal law**)
 - **Deals with offense against others**
 - Limited personal vengeance and encouraged social order
 - Laws often seem cruel→but they resulted in more social order
- Other Accomplishments
 - Improved irrigation/ organized army/ ordered temples to be repaired
 - Encouraged religious unity, promoted Marduk over older Sumerian gods
- Hittites
 - Had knowledge of how to extract iron from ore
 - Weapons were harder and had sharper edges than ones of bronze and copper
 - Knowledge spread after the collapse of the empire
- Assyrians
 - Also learned how to develop iron
 - Became one of the most feared warriors in history
 - Boasted of conquests for some reason (keep others from attacking or please god Assur?)
 - Encouraged well-ordered society, made well-planned cities, develop laws regulating life within royal household
 - Made world's first libraries
- **Nebuchadnezzar** Revives Babylon
 - Stretched empire from Persian Gulf to Mediterranean Sea
 - Oversaw rebuildings of canals, temples, walls and palaces
 - Surrounded Babylon with defensive moat
 - May have built the hanging gardens of Babylon for his wife
- Persians

- Darius
 - Divided empire into provinces (satrapy) with governor (satrap)
 - Had to pay taxes based on resources and wealth
 - Officials visited to check on the satraps
 - Adapted laws from people he conquered and made single code of laws, built roads and moved from one capital to another
 - Set up common weights and measures, encouraged coins → **money economy—goods and services are paid for through the exchange of some token of an agreed value**
 - **Barter economy—exchange goods and services for another**
- **Zoroaster** rejected old Persian gods and taught to worship one single god Ahura Mazda (monotheistic)
- Phoenicians
 - Manufacturing and Trade
 - Made glass from sand, produced “Tyrian purple” dye
 - To promote trade, set up **colonies (territory set and ruled by people of another land)** from North Africa to Sicily to Spain
 - Went as far as Britain
 - Alphabet
 - Called them “carriers of Civilization” because spread culture around Mediterranean
 - **Alphabet—writing system in which each symbol represents and single basic sound**
 - Had 22 symbols that stood for consonant
 - Later adapted by the Greeks and added vowel sounds

2.5 Roots of Judaism

- Israelites and their Belief System
 - Also called Hebrews, were **monotheistic—belief in only one God**
 - Believed in all-knowing, all-powerful god that was present everywhere

- Believed that history and faith were interconnected→recorded events and laws in the **Torah—their most sacred text**
 - Includes first five books of the Hebrew Bible—Genesis, Exodus, Leviticus, Numbers, Deuteronomy
 - Includes a total of 24 books
 - Additional laws and customs make up the Talmud
- History
 - **Abraham is considered the father of the Israelite people**
 - Believed god had a **covenant (binding agreement)** with Abraham
 - He would have a special relationship with Abraham and his descendants (why Israelites viewed themselves as God's chosen people)
 - Canaan would one day belong to the Israelite people
 - **Moses later renewed the covenant in Genesis and Exodus**
- Kingdom of Israel
 - Had twelve separate tribes at first, then **David united them into a single nation**
 - Pay attention that there was Saul before David (the second king)
 - **Solomon** followed him as king and undertook the task of turning Jerusalem into an impressive capital
 - Projects required high taxes and after his death, split into Israel in the north and Judah in the south
 - Assyrians conquered Israel, Babylonians conquered Judah→called Babylonian captivity
 - Persians freed them and became known as Jews
- Law and Morality
 - Society was **patriarchal—men held the greatest legal and moral authority**
 - Ten commandments were a guide on how to act→duties towards god and then duty towards others
 - **Prophets (spiritual leaders to interpret god's will)** warned about disaster
 - Also taught strong code of **ethics→urged both personal morality and social justice**
- Maintaining Beliefs

- **Left homeland and spread to different parts of the world—Diaspora**
- maintained identity through living in close-knit communities and obeying religious laws and traditions

3.1 Early Civilizations of India and Pakistan

- Geography
 - Indus Valley is in the **Indian subcontinent (large landmass that juts out from a continent)**
 - Geographical (Mts and borders) limited contact with other cultures → unique
 - 3 major landmarks
 - Gangetic Plains are watered by the Indus, Ganges and Brahmaputra rivers → made agriculture possible
 - Deccan **Plateaus** lacks melting snow, agriculturally unproductive and sparsely populated
 - Coastal Plains has rivers and made fishing and highway for trading possible
 - **Monsoons (seasonal winds that blow regularly)** supported flood based farming
- Indus Civilization
 - Had at least five large cities → 2 capitals
 - **Harappa** had mud and unbaked bricks/ complex plumbing, baths and water chutes that led to sewers
 - **Mohenjo-Daro** was organized with long wide streets and standard sized brick houses
 - Polytheistic: creation goddess, animals (buffalo and bulls) → **veneration (special regard) for cattle**
 - Quality of life declined probably because of natural events → got conquered
- Aryans
 - Nomadic people that migrated to the Indian subcontinent
 - Built no cities and left little to no evidence
 - What we know of them comes from **Vedas**
 - Aryans appear as warriors in chariots

- Valued cattle
- Measured wealth in cows and bulls
- Mingled with the people they conquered and settled into villages to cultivate crops
- Led by chiefs called **rajahs (often the most skilled war leader)**
- Social Hierarchy
 - Brahmins (priests)→ Kshatriyas (warriors)→ Vaisyas (herders, farmers, artisans, merchants)→ Sudras (farmworkers, servants, laborers with little to no Aryan descent)
- Religion
 - Worshipped gods and goddesses who embodied natural forces
 - Chief deity was **Indra who controlled lightning**
 - Some religious thinkers moved towards notion of **brahman—spiritual power that existed beyond gods**
 - **Mystics—people who seek direct communication with divine forces**
- Literature
 - Through **acculturation (blending of two or more cultures)** common culture written in Sanskrit rooted in both Aryan and Dravidian emerged
 - Mahabhrata—through nearly 1000,000 verses we hear about 5 brothers who get their kingdom back and learn about immortality of the soul and value of religious duty
 - Ramayana—Rama who rescues his wife Sita from demon king Ravana, sets mold for ideal king and wife

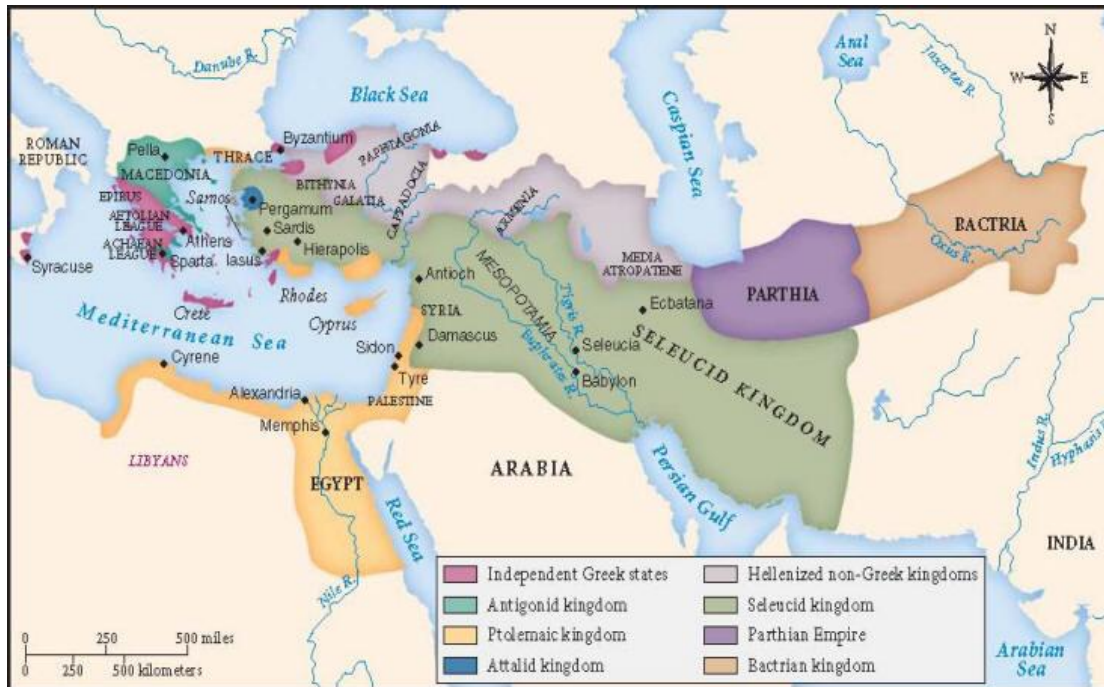
Writing

1. Historical Context

- Try to answer the following questions
 - When did it happen?
 - What led to it?
 - Where did it happen?
 - Why did it happen when and where it took place?

- Understand the circumstances and why it happened when and where it took place
2. ACE
- Like CER, you answer a question, cite the evidence and explain why it matters
 - You should try to restate the question and define terms in the question
3. Thesis Statements
- Contains a central idea/theme that unifies the argument
 - Specific and insightful claim or argument
 - Previews organization
 - Follow this formula
 - Although X, Y because ABC where X is the strongest counterargument you can think of, Y is your argument and ABC are your points.
 - Please be specific and provide context for EVERYTHING
4. Source Analysis
- Will usually include 2 parts: the historical context and a source evaluation where you answer if this source is valuable to historians studying a specific time
 - Analysis only has H (historical context) right now but will include the following later
 - **H**istorical context: when and where it happens/ impact on time period
 - **I**ntended audience: who the source was made for/who was it addressing
 - **P**urpose: why source was created/what does it want the audience to think or do
 - **P**oV: who created it→remember that everyone sees things differently
 - Remember to read the source description
 - While writing the source evaluation, ask yourself: does the context and creator's perspective make this source trustworthy? Is it relevant and accurate for your question towards a certain period of time?

Maps



This is a map I found online and it has most of the things you need to include.

Sumer, the Indus river valley, Mesopotamia, Mohenjo Daro, Ur, Harappa, Phoenicia, Jerusalem, Babylon, the Tigris and Euphrates and India.