**Early People**

* Paleolithic
  + Grouped hunters and gatherers
  + People cooked with fire, increasing calories intake, making them
  + Tools
  + Brain size increase over time
  + Ice age allow crossing Bering Strait to Americas
  + Use nature resources
  + Some species overhunted
* Neolithic revolution
  + Started in fertile crescent, later introduced to neighbors, spread
  + Settling down and farming
  + Since there’s no need to spend the day chasing for food, large groups can settle, and form civilization, where everyone does their tasks, help each other, live together unified, under a government, economy, communication, agreements, etc
  + Jericho (not on LI) is oldest city
    - Lowest city, by Jerusalem
  + Can lead to famines if crops fail
  + Stone tools
  + Modifying environment

**Early Civilizations**

* Mesopotamia
  + Between rivers
  + Akkad
  + Assyria
    - Semitic
    - Defended by mountains
    - Peasants
    - Controlled Syria, Babylon (looted, destroyed), Egypt
    - Good at war
    - Floating structures, tunnels, canals
    - Ruled by king having total power answering to god
    - Controlled international commerce
    - Library
    - Sculpture
    - Civil war causing them to get invaded
  + Sumer -not summer
    - Gilgamesh story
    - Afterlife gray, empty
    - Polytheistic
    - Irrigation
    - Limited natural resources
    - No natural barrier
    - Unpredictable floods/droughts
    - City wall of strong bricks
    - surplus
    - Trading
    - Gov run by priest, so communication btwn people and god
    - Priest selects a warrior to lead in wars
    - Social classes: kings >priest , landlords>wealthy merchant>free people>slaves
    - Women has rights
    - Invented wheel, sail, plow, cuneiform, math
  + Babylon (not the one on Long Island)
    - Hammurabi code
      * Rules for all aspects of the civilization, supports weak, controls strong
    - Annual flooding
    - Astrological omens
    - Men have more rights than women
    - Assyrian rule
    - Bad relations with god, worried about satisfying god
    - Bad afterlife
* Egypt
  + Hunter gather, then farming
  + Nile river
    - Easy boat travel
    - Annual flooding from Nile fertilized soil
  + Pharaohs
    - were thought to be the human representative of god
    - People angry at him when bad stuff happens
    - Counts years by pharaoh rein
    - dynasties
  + Hieroglyphic writing and scribes
  + Deities, polytheistic
    - Education attached to temples, as religion is central
    - Gods are associated with animal symbols
    - Usually have good relation, co-laboring with them
  + Keep names private, as knowledge of it is powerful
  + Cats were valued (such as preserving them), thought to chase away bad things -MEOW! :3
  + Pyramids tombs and mummies and afterlife
  + Limited water, irrigation, hoeing, surplussing
  + Men, women equal
  + Farming mainly by peasants in estates
  + wheat , barley, flax (for linen), cotton (for clothes)
  + Trading
  + Class system
  + Sphinx
  + Ramps, levers, granite, copper, sandstone, limestone for architecture
  + Sculptures
  + Lunar calendar
  + Number system based on 10s
  + Natural barriers (desert, water bodies)
  + Upper and lower Egypt
* Indus River Valley (Harappan)
  + Unified government, no social classes, no military,
  + Same construction as Mohenjo-Daro
  + Annual flooding
    - Had wall protecting city
      * Bricks were standardized size
  + Trading with neighbors
    - Items have depiction of animals
    - Had seals that’s associated to merchant
  + Monsoons
  + Plumbing system
  + Himalayan
  + Flat fertile plain btwn 2 rivers
  + Thar desert
  + Monsoons shifting wind direction regularly
  + Undeciphered writing
  + Public bath
  + Precise grid city layout, uniform design
* Aryans
  + Noble people
  + In India
  + Vedas
    - Truths, prayers, wisdom, knowledge, hymns to gods, like poem to god about something they value
    - Dasas: enemies
    - In Sanskrit
  + Caste system affecting rights, privileges
    - Brahmins/priests> warriors>traders, landowners> peasants, other traders
    - Jati: Hierarchy within caste
  + Battle over resources with Dravidian
  + Patriarchal
  + Struggles for power

**Rising and Falling Civilizations**

* China
  + Great Wall to keep out northern barbarians (ex Mongols)
    - Created isolation
      * Also had Yellow River, Xi River, Long River, mountains
  + Belief systems
    - Taoism (Daoism)
      * Laozi (Laotse) and Zuangzi (Chuangtse)
      * Don’t fight
      * “Go with the flow”
      * Free life of unnecessary things
    - Confucianism
      * Respect elder
        + They have innate goodness
    - Legalism
      * People are designed to do bad things
      * Laws and punishments are needed to control people’s badness
  + Han fell to rebellion
  + Silk road
    - Trade in Eurasia, relay style
    - Lead to cultural, technological diffusion
  + Division between nobles and peasants
  + Family linked to religion
  + Animism: everything has spirit
  + Chinese characters
  + Dynasties rose and fell
  + Shang moved capital
* India
  + Mauryan
    - Several kingdoms that fight each other
      * Later, some consolidation
      * Later, taken over by Alexander the Great, but didn’t make great impact on the people, but impacted politics
      * Mauryan was center of the unified India
    - Ashoka
      * Conquirer
      * Make sure everyone followed his rules
      * Taxes
      * Army
      * Expanded agriculture
      * Impact gone after death
      * Economic hardship after his death
      * Ashoka pillars
        + Animal with public announcement
    - Buddhism
      * Siddhartha Gautama
      * Truth can be a burden
      * Do good
      * Don’t crave, it adds burden
      * Karma
        + The good and bad one does during lifetime
      * Rebirth
        + Reborn up a realm for good karma
        + Down for bad
        + Until reaching Nirvana
      * Noble truths
        + all of life is suffering
        + the cause of suffering is desire
        + the cure is to overcome desire
        + only way to overcome is following the eightfold path
  + Hinduism
    - Hierarchy
      * Ruler, warriors> priests, scholars, wise men> merchant, traders, farmers> peasant laborers> slaves
    - Atman - self
    - Maya- world is illusion
    - Dharma - moral duty in a life
      * Completing duty improves karma
    - Karma- positive, negative force make a person’s life, impacting their future life
    - the end goal is to become one/reunite with brahman
    - All souls make universal soul
    - Progress in life can join a person with the Brahma, universal spirit
    - Monotheistic, but gods with many form
    - Yoga
    - Reverence to some animals, such as cows
* Persian
  + Achaemenid
    - Largest ancient empire
      * From Anatolia, Egypt to western Asia, northern India, Central Asia
    - Unified by systems of gov and roads
    - War with Greek to force them to acknowledge Persian power
  + Conquered many
    - Tolerant of conquered people’s cultures, diplomatic
  + Had chemical weapons
  + Full of mineral
  + Roads
  + Ruled with absolute power
  + Metal coins
  + Patriarchal
  + Classes
    - Warriors, priests, peasants
* Greek
  + Bunch of islands
  + Mountains
  + Ocean travel
  + Varying climate
  + Athen rival Sparta
    - Sparta
      * Sparta had harsh, military camp like life
      * Boys taken to be trained for military
      * Women seen as soldier makers
      * Peloponnesian
      * Good at fighting on land
      * Ruled by 2 King, 5 overseer, council/senate, assembly
      * Hierarchy
        + military>neighbors>serfts
    - Athens
      * Good education
      * Democratic
        + Council of 500
        + Assembly
        + jury
      * Athen’s corrupt in its union (don’t let people out, charged high fees), prompting war with Sparta
      * Delian
      * Strong navy
      * Hierarchy
        + aristocrats> farmer>craftsmen>non Roman>slaves
  + Thebes had strong military of gay men (sacred band) even when outnumbered
  + Alexander the Great built a large empire, broken after death by betrayal
    - Believed to be a good conquirer, tolerant of believes
  + Minoan age
    - Bronze age
    - Minotaur myth
  + Mycenaean age
    - Cultural achievements
  + Dark ages
    - Readoption of writing
    - Civil war
  + Archaic period
    - Some went nomadic
    - Invasions from northern barbarians Dorians, loses Mycenaeans
    - States interact with each other
    - Wealthy ruled
      * Had tyrants
    - Later democracy
  + Classical period
    - Conflict with Persia
  + Hellenistic
    - Between conquest of Persia and establishment of Roman supremacy
* Rome
  + Small city later large empire
  + 12 table laws
    - Record of unwritten laws
  + Etruscan influence
  + Gov
    - Balanced gov
    - Ruled by council of elected officials
      * Elected by free white men
    - Patricians
      * Wealthy
      * Inherit power from ancestry
    - Plebeians
      * Farmers, merchant
    - Senate of 300
    - Centuriate
      * Citizen soldiers
    - Tribal assembly
      * Grouped based on where they live
    - 8 judges
    - Unstable after expansion
  + Landowner serves military
    - Legion of 80 men
  + Trade
    - Access to Mediterranean sea
  + Punic wars between Rome and Carthage
  + As Rome grew, gap between rich and poor grew
    - Rich looked down to those helping poor
  + Pax Romana
    - Fighting lowers
    - Roman peace
    - People went out, trading
    - Julius Caesar
      * Politician worked to go from Roman Republic to Empire
    - Gov held together
    - Augustus
      * Most effective
      * Stabilized frontiers
      * Glorified Rome
      * Enforced civil service
        + Allowed controlling large empire
      * Senate drawing from all classes
    - Roads
    - Coinage
    - Slaves
    - Gov linked to religion
    - Culture defined by society classes
    - Many people can’t afford necessities
    - Rich, gov, tossed out free stuff to distract poor from poor lifestyle
  + Spread of Christianity
    - Spread helped by warless Pax Romana
    - Originated from Jesus Christ
      * Later arrested by Roman
    - Has bases in Jewish ideas
    - Favored
      * ignores social status
        + Special to poor, as it give them hope
      * Embraced by everyone
      * Eternal life promise
      * Personal relationship to God
    - Roman officials resisted recognizing Christianity, blamed issue on it
      * Many Christians persecuted
      * Lead to crumbline of Pax Romana
    - Hearsery
    - Disputes on church values
      * New Testaments creating standards
    - Hierarchy
      * bishop>priest>Christians
    - sacraments

**Belief Systems**

* Christianity, Buddhism, Hinduism, Legalism, confucianism and taoism above
* Judaism
  + Semitic, Jewish, Hebrew
  + Where Mesopotamia was
  + Abraham rejects ideas from his homeland
    - Crosses Syrian desert to Mesopotamia
      * Open to their ideas
  + Yahweh
    - Reward those who obey
    - Punish those who don’t
  + Once enslaved by Egyptians
  + Monotheistic
  + Torah, Ten Commandments religious laws
  + Falls to Assyrians
* Zoroastrian
  + Earth is a battlefield