

Theme	Characteristics at Beginning of period	Key Continuities		Analysis of Changes/Continuities
		Key Changes	End of period	
1. Human-Environ Interaction (Demography, disease, migration technology)	<ul style="list-style-type: none"> world pop ~ 100 mill reliable food supply agricultural diversity writing systems early, medicine 	<ul style="list-style-type: none"> dependence on geog for raw materials demand for raw materials & luxury goods better medicine, architecture, metallurgy road/transportation systems & routes Muslim Ag Rev/Irrigation (canals, norias) ← new technologies (stirrup, saddle, yokes) domestic pack animals (camels, horses, oxen) longer migration & trade routes 	<ul style="list-style-type: none"> world pop ~ 200 mill environmental damage, deforestation, desertification, erosion) cities/capitals served as centers of relig, trade, & political activity 	<ul style="list-style-type: none"> imperial gov'ts → environ damage (Han, Rome, Maurya, Gupta)
2. Culture (Religions, philosophies, Science, technology, art, architecture)	<ul style="list-style-type: none"> writing, record keeping, literature Religions: Vedic/Hinduism, Judaism, Zoroastrianism 	<ul style="list-style-type: none"> shamanism / animism ancestor veneration Hebrew scriptures, Diaspora Vedic relig / Hinduisms → scriptures New religions/faiths lit & arch developed cultural styles 	<ul style="list-style-type: none"> cities served as cultural centers, relig, politics each empire had its own religion(s) (e.g. Buddhism, Christianity, Confucianism, Hinduism, Judaism) 	<ul style="list-style-type: none"> Cities provide the "critical mass" req'd Relig: Axial Age theory relig & geog influenced arts & literature political & relig rule(rs) often merged
3. Politics (State-building, conflict, Political structures, Empires, Revolts and revolution)	<ul style="list-style-type: none"> Empires & Civs: Olmec, Egypt, Zhou, Greece, Bantus, Maurya 	<ul style="list-style-type: none"> rulers often claimed divinity / support military threats from "outsiders" # & size of states grew dramatically administrative techniques (bureaucracies, legal systems, diplomacy) 	<ul style="list-style-type: none"> Empires: Large, Regional in Size (Byzantium, Gupta, Han, Maya, Nazca, Persia, Rome, Toltec) established administrative bureaucracies 	<ul style="list-style-type: none"> empires grew beyond their ability to administer tech of the day limited imperial administration, communication, control

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4. Economics (Agric. trade, commerce, labor systems, industrialization, capitalism, socialism)	<ul style="list-style-type: none"> trade = regional/inter-regional specialized labor in urban areas slaves do least desirable work 	<ul style="list-style-type: none"> demand for raw materials & luxury goods slavery (debt, political/relig opponents, war prisoners) trans-regional trade networks (Silk Roads, Trans-Saharan, Indian Ocean, Mediterranean, American) 	<ul style="list-style-type: none"> wide range of work, corvée, slavery, rents, tributes, family-based trade networks made diffusion quicker, easier, cheaper 	<ul style="list-style-type: none"> Agriculture still the predominant occupation most people had little access to distant/luxury goods
5. Social (Gender roles/relations, family, racial & ethnic constructions, social and economic classes)	<ul style="list-style-type: none"> social hierarchies, political & relig elites patriarchy in politics & religion 	<ul style="list-style-type: none"> patriarchy shaped gender & family relations in all empires social tensions created by inequality of wealth, military defeats, economic decline 	<ul style="list-style-type: none"> social structures including farmers, unskilled laborers, slaves, artisans, merchants, elites & caste groups, soldiers 	<ul style="list-style-type: none"> difficulties of administering large empires → social tensions inequality among social classes → envy, hostility