

Theme	Characteristics at Beginning of period	Key Continuities		Analysis of Changes/Continuities
		Key Changes	Characteristics at End of period	
1. Human-Environ Interaction (Demography, disease, migration technology)	<ul style="list-style-type: none"> • small groups of nomads (20-30/tribe) • world pop ~5 million • hunter-gatherers • stone tools, fire • humans settled on all continents • little/no medicine • unreliable food supply 	<ul style="list-style-type: none"> • dependence on environ for survival (water, food, energy) 	<ul style="list-style-type: none"> • world pop ~100 mill • more reliable food supply • agricultural diversity • writing systems • early, medicine 	<ul style="list-style-type: none"> • Neolithic/Ag Rev • cultural/tech diffusion → spread of disease, tech • Ag Rev → agric diversity • tech innovations → improved agric, trade, transportation
		<ul style="list-style-type: none"> • River Valley Civs founded (3000 BCE) • Neolithic/Ag Rev • pottery, plows, textiles, metallurgy, wheels & vehicles • domesticated animals 		
2. Culture (Religions, philosophies, Science, technology, art, architecture)	<ul style="list-style-type: none"> • animistic religion • no agriculture • cave paintings • no human architecture 	<ul style="list-style-type: none"> • relig tied to environ and/or political elites • human desire for creativity, expression 	<ul style="list-style-type: none"> • writing, record keeping, literature • Religions: Vedic/Hinduism, Judaism, Zoroastrianism 	<ul style="list-style-type: none"> • increase in pop → surplus of goods → need to account • human desire/need for meaning for "big questions" → religion
		<ul style="list-style-type: none"> • invention of writing, record keeping, literature 		
3. Politics (State-building, conflict, Political Structures, Empires, Revolts and revolution)	<ul style="list-style-type: none"> • no organized political units, cities, or states • largest community of humans were H-G bands, 30-50 people 	<ul style="list-style-type: none"> • unequal treatment favored elites • rulers/elites often claimed divinity or divine support 	<ul style="list-style-type: none"> • Empires & Civs: Sumeria, Akkadia, Egypt, Nubia, Olmec, Shang, Zhou, Bantus, Greece, Maurya 	<ul style="list-style-type: none"> • increase in pop → need to organize, control, & coordinate populations
		<ul style="list-style-type: none"> • codification of laws (Hammurabi, Manu) 		

Theme	Characteristics at Beginning of period	Key Continuities Key Changes	Characteristics at End of period	Analysis of Changes/Continuities
4. Economics (Agric. trade, commerce, labors systems, industrialization, capitalism, socialism)	<ul style="list-style-type: none"> • hunting-gathering • small scale/short distance trade for goods unavailable locally • men (likely) hunted, women gathered • pastoralism 	<ul style="list-style-type: none"> • trade for unavailable goods, no one civ/ had all desired goods. • specialization of labor • cooperative agriculture (irrigation) • development of slavery 	<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"> • desire for more food, goods, "better life" • spec of labor → more efficient production • cultural & tech diffusion (pastoralists)
5. Social (Gender roles/relations, family, racial & ethnic constructions, social and economic classes)	<ul style="list-style-type: none"> • (likely) gender-based division of <i>type</i>, but not <i>value</i> of labor 	<ul style="list-style-type: none"> • patriarchy (since beg of Agric. Rev.) • development of social hierarchies (elites, Brahmin, rulers, etc.) 	<ul style="list-style-type: none"> • social hierarchies, political & relig elites • patriarchy in politics & relig 	<ul style="list-style-type: none"> • Agric Rev → social hierarchies, specialization of labor