

CIVGAME

challenge

You are a nomadic clan of hunter-gatherers in Africa. The year is 8,000 bce. An Ice Age has killed off a lot of wild plants and animals; consequently, your hunting-gathering lifestyle has become more difficult. You have to wander more frequently and across farther distances in search of food. You decide at last to give up nomadism, to settle in one place, and to try agriculture (farming and animal domestication).

But there is a problem...

You have

NO IDEA

where to settle!

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Eventually, your team will pick a settlement site, and you will grow your civilization from that site.

You know your civilization needs to be able to produce a food surplus in order to succeed. You need food and animal assets to move you forward. The big question, therefore, is this:

What are the assets, and what sites have the highest asset value?

What are the assets that my civilization will need to survive, and what geographic sites have the highest asset value?

TODAY'S GOAL

- I can research and accurately record the origin sites of high-yield plants and agriculturally productive domesticable animals.

