

Essential ? What does it take to build a successful state?

BIG Think: Location matters; site + situation = big deal

Understand: Some regions are geographically set up to be more successful than others, beginning with food. Early societies that settled in places where surplus food could be sustainably produced were set up to develop and advance their economies faster than people in places where surplus food was harder to produce.

CIVGOAL: Establish your civilization in 8,000 bce on a site with a high agricultural asset-value – a location where food assets (high-yield plants and domesticable animals) are indigenous to the region.

What sites on the earth in 8000 bce have the highest agricultural asset value?

TARGETs

- **Last class:** I can research and accurately record the origin sites of high-yield plants and agriculturally productive domesticable animals.
- **Today:** I can produce a simple Geographic Information System (G.I.S.) with a layered mashup of my plant and animal asset data.

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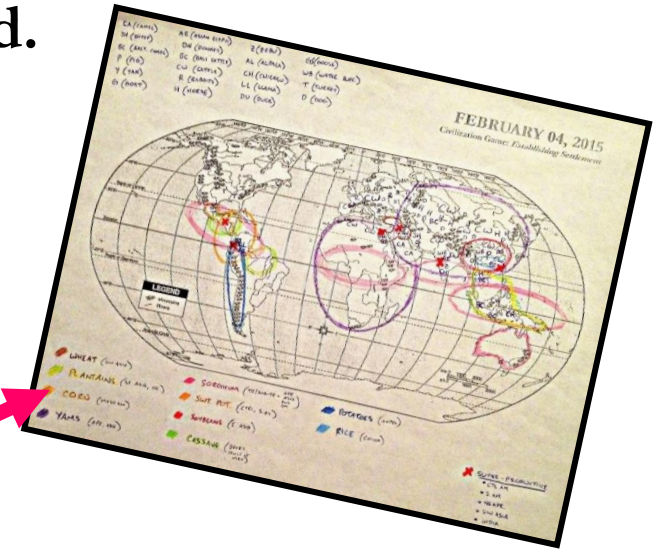
I can create thematic maps showing the major natural disaster threat zones in the world.

INSTRUCTIONS

1. Use your asset data sheet to layer your plants and animal asset data on the **G.I.S. map**.

- Animal ex: Write “G” in the regions where goats originated.
- Plants ex: Draw brown circles around the origin sites of wheat.

Use a different color for each plant.



2. After all team members have finished creating their G.I.S., go to www.prather.yolasite.com. Click on “Geography of CIVGAME.” Open 04, Enrichment – Threat Zones, and follow the instructions provided.