

History in Action

CIV GAME

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Phase I: Establish settlements.

# overview

For millions of years human beings lived as **hunter-gatherers** ~ as **nomads** wandering in search of food. Nomadic family **clans** had a culture of their own, but their wandering prevented them from developing advanced societies in set locations. But everything changed roughly 10,000 years ago. The **Agricultural Revolution** transformed human history by producing permanent settlements as clans learned to farm the land and **domesticate** animals for their own productive uses.

# overview

Not every farming settlement, however, turned into a highly sophisticated civilization. Some village sites had advantages that made it easier for their populations to grow and store a food **surplus**. Others lacked these advantages, and their inhabitants regularly faced the prospect of food **scarcity**. Those settlements with “food advantages” generally developed highly-productive economies. Many of the less advantaged populations have lagged behind economically, struggling to compete.

# task challenge

You are a nomadic clan from Africa. The year is roughly 8,000 bce. The recent Ice Age has caused a decline in the availability of wild plants and animals. The hunting/gathering lifestyle has become more difficult; you have to wander more frequently and across larger distances in search of food. Frustrated, you decide it is time to settle down in one place ~ to assume a **sedentary** lifestyle ~ and to try agriculture. The only problem: You don't know where to settle.

# task challenge

Your team needs to pick an **absolute location** on the earth from which you will grow your civilization. You will have to evaluate the agricultural productivity of the earth's many geographic regions, ultimately selecting a precise spot of **latitude and longitude**. You will need to justify your decision by identifying the **high-yield** crops and domesticable animals that are **indigenous** to your region, explaining why your specific plants and animals are particularly advantageous.

# task challenge

Finally, you will want to be familiar with the advantages and disadvantages of nearby geographic features (rivers, mountains, deserts, channels, etc). You will, therefore, need (and want) to know your site's **relative location** in the region.

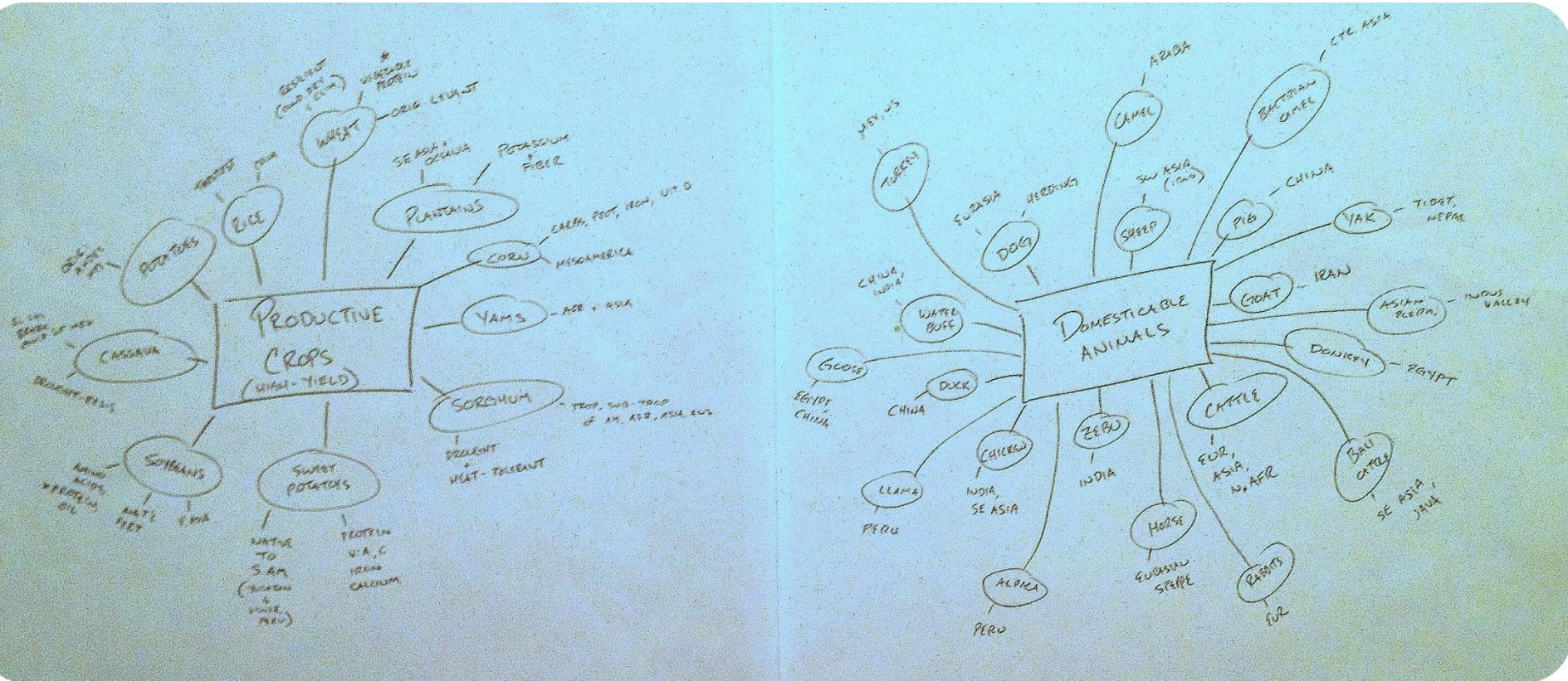
# task challenge

Your work will occur in five stages:

- 1) Research the origins of the world's most productive crops and domesticable animals.
- 2) Layer your research onto a physical map, thereby creating a **Geographic Information System (GIS)**.
- 3) Use your GIS to evaluate the productivity of different world regions.
- 4) Select a productive region, establish an absolute location for settlement, and identify its relative location.
- 5) Justify your selection in light of the site's agricultural advantages.

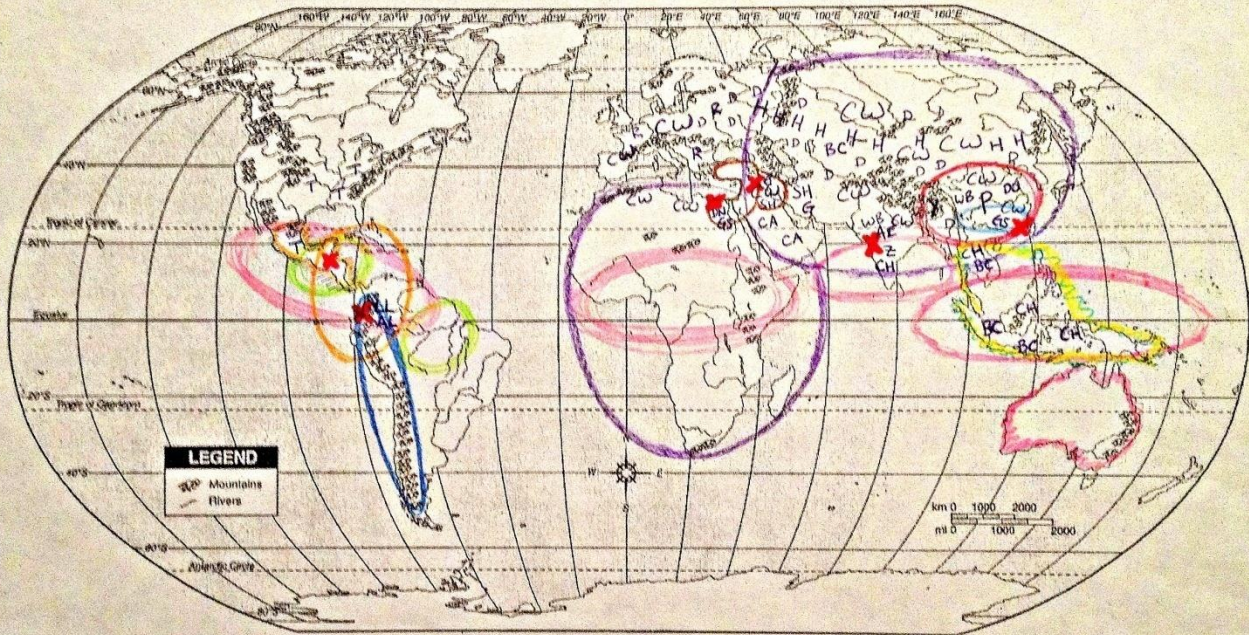
# Example:

Analyses of **productive crops & animals** with details including sites of origin



- CA (CAMEL)
- SH (SHEEP)
- BC (BACT. CAMEL)
- P (PIG)
- Y (YAK)
- G (GOAT)
- AE (ASIAN ELEPH)
- DN (DONKEY)
- BC (BALI CATTLE)
- CW (CATTLE)
- R (RABBITS)
- H (HORSE)
- Z (ZEBU)
- AL (ALPACA)
- CH (CHICKEN)
- LL (LLAMA)
- DU (DUCK)
- GS (GOOSE)
- WB (WATER BUFF.)
- T (TURKEY)
- D (DOG)

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Civilization Game: *Establishing Settlement*



- WHEAT (SW ASIA)
- PLANTAINS (SE ASIA, OC)
- CORN (MESOAM)
- YAMS (AFR, ASIA)
- SORGHUM (TD/SUD-TE - AFR ASIA AUS AM)
- SWT. POT. (CTEC, S. AM)
- SOYBEANS (E. ASIA)
- CASSAVA (BRAZIL, GULF OF MEX)
- POTATOES (ANDES)
- RICE (CHINA)
- SUPER-PRODUCTIVE
  - CTL AM
  - S. AM
  - NE AFR.
  - SW ASIA
  - INDIA

Example:

# Geographic Information System

Data is layered (indigenous crops & domesticable animals), which allows researchers to evaluate regions according to their strategic advantages.

# Settlement Pattern



Teams that do not meet the deadline will continue in the game as nomadic herders.

If you successfully engage this unit, then you will learn how to use Geographic Information Systems (GIS) to solve practical problems  
i.e.

How do we determine where to build our capital city?

Understanding GIS processes is essential if your goal is to earn an A or a B for this unit...

# PREVIEW

## LEVEL-3 TEST QUESTION

Imagine you were hired by the city of Baltimore, MD, to determine the site of a new high-end shopping mall. How would you use a Geographic Information System to help you evaluate potential sites?

1. Identify 3-4 questions that you would want to research before picking your site. (i.e. *Where are the wealthy neighborhoods?*)
2. Explain what a G.I.S. would do with your data?
3. Justify HOW the use of a G.I.S. would help you figure out the most strategic site for your shopping mall.