

APWH UNIT 1 (Part 2)

REFERENCE SHEET



OVERVIEW BY REGION AND THEME	Political	Innovations/Tech	Economics	Cultural	Environment	Society
AMERICAS	<p>-Mayans</p> <ul style="list-style-type: none"> -City states ruled by kings -Kings said they were descendants of gods (theocracy) =No central government <p>-Aztecs</p> <ul style="list-style-type: none"> -Take over where Mayans used to be (generally) -Capital called Tenochtitlan -City states grouped into provinces -Emperor in charge, divine representative of gods (theocracy), central gvmt. -Used tribute for control <p>-Inca</p> <ul style="list-style-type: none"> -Split into four provinces, each with governor and bureaucracy -Provinces linked by roads for military to travel -Used mita system for people to show loyalty/control population 	<p>-Mayans</p> <ul style="list-style-type: none"> -Concept of zero -Writing system with glyphs -Linked science and religion with astronomy -Calendar decided when to go to war -Chichen Itza - important pyramid used for astronomy <p>-Aztecs</p> <ul style="list-style-type: none"> -Aqueducts for water -Architecture - pyramid -Floating gardens called chinampas <p>-Inca</p> <ul style="list-style-type: none"> -Quipu - system of knotted strings for numeric records -terrace farming for crops -Carpa Nan (road network), also bridges and other roads 	<p>-Mayans</p> <ul style="list-style-type: none"> -Taxes paid by citizens in the form of tribute (crops, etc). -Rely on trade with city states for survival <p>-Aztecs</p> <ul style="list-style-type: none"> -Tribute system: capital collects crops, sacrifices, etc from provinces and then redistributes it as needed (kind of like the Hunger Games) -Pochteca: special merchants trading luxury goods <p>-Inca</p> <ul style="list-style-type: none"> -Mita System: mandatory public service (on things like roads) -Trade limited 	<p>-Mayans</p> <ul style="list-style-type: none"> -Sacrifices used during religious ceremonies -Temples built for gods -Polytheistic (multiple gods) <p>-Aztecs</p> <ul style="list-style-type: none"> -Religion important, polytheistic -Human sacrifice (more than Mayans or Inca) <p>-Inca</p> <ul style="list-style-type: none"> -Less sacrifice than Aztec, yet sacrificed children -Religion is polytheistic and animistic (idea that anything can have spirit/soul - ex. God of thunder) -Ancestor veneration, mummified dead rulers -Temples built for gods (ex. Temple of the Sun) 	<p>-Mayans</p> <ul style="list-style-type: none"> -Southern Mexico, Belize, Honduras, Guatemala <p>-Aztecs</p> <ul style="list-style-type: none"> -Same location as Mayans, had to utilize aqueducts due to swampy geography, floating gardens (chinampas) to grow more resources <p>-Inca</p> <ul style="list-style-type: none"> -Impressive empire, due to mountainous terrain in what is now Peru. This is why terraced farming and the roadways were so important to them. 	<p>-Mayans</p> <ul style="list-style-type: none"> -Kings and priests most important -War typical between city states -Citizens required to participate in military -Women could rule if no male heir present <p>-Aztecs</p> <ul style="list-style-type: none"> -Women could be wives, priestesses, midwives, healers, merchants, sometimes scribes -Emperor (Great Speaker) at top, then land-owning nobles, then scribes and healers, then craftspeople and traders, then peasants and soldiers, then slaves <p>-Inca</p> <ul style="list-style-type: none"> -No tribute, just labor system -Priests important -Agricultural
	OVERVIEW	<p>The Mayans, Aztec, and Inca are extremely unique. Developing apart from the rest of the world, these groups in the Americas made their own achievements in architecture and science, while revolving around systems of war and polytheistic worship. All three involve sacrificial ceremonies, though differ in who is sacrificed. All three have theocracies, but differ on how those theocracies governed.</p>			DECLINE	<p>The Mayans decline due to disruption of trade, famine, deforestation, and too much war (we think - we can't know for sure). The Aztecs, who moved into this territory, end up declining due to rebellion against tribute and sacrifice (again, think the Hunger Games) as well as disease and violence from the Spanish. The Inca is divided after the death of their emperor, who leaves the empire to his sons, split in half. This causes a civil war, and this, along with diseases and violence from the Spaniards, leads to their decline.</p>

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AFRICA	<ul style="list-style-type: none"> -Kin based networks, evolved into larger kingdoms (ex. Hausa Kingdoms) -Ghana (in West Africa) centralized government -Mali (in West Africa) centralized, trading society. Notable rulers: Sundiata, Mansa Musa <u>Other notable kingdoms:</u> -Zimbabwe (in East Africa) -Ethiopia 	<ul style="list-style-type: none"> -Iron (used a lot for weapons), metallurgy (ability to manipulate metals) -Swahili - blend of Bantu and Arabic (in East Africa) -Architecture like the defensive walls (built in Zimbabwe) made without mortar 	<ul style="list-style-type: none"> -Trans Sahara Trade Route links West Africa to Middle East and beyond -Indian Ocean Trade links East Africa to the Middle East, South Asia, and East Asia -Indian Ocean Slave Trade <u>Items Traded:</u> -Gold, Ivory, Salt (West Africa, mostly) -Gold and Slaves (East Africa, mostly) 	<ul style="list-style-type: none"> -Religiously animistic, yet Christianity and Islam spread to Africa -Stone architecture -Music, visual arts, storytelling all important and part of entertainment and religion -Griots/Griottes: historians and storytellers as history was oral and not written 	<ul style="list-style-type: none"> <u>-Depends on location:</u> -North: desert, arid, impacts trade routes (use of camels and caravanserai), connected to Middle East and Europe -West: grasslands, many settle there -East: coastal regions (Swahili City States) connected to Indian Ocean and trade outside Africa -Central: rainforest 	<ul style="list-style-type: none"> -Organized around kinship,, age, gender -Elders held more respect as did males (patriarchy) -Men: specialized jobs -Women: agricultural and domestic jobs (unless griottes) -Slavery: several types including chattel, domestic, and debt bondage (prior to Europe starting slave trade abroad)
OVERVIEW Africa is a large continent and has a large history. Most societies started out as kin based societies, with chiefs making important decisions yet whole societies based off familial networks. Eventually many evolve into larger kingdoms, usually centralized with success based off of trade. Economically, African societies have been linked to Asia, Middle East, and Europe for a long time through the various trade networks they have. Items like gold and salt are typically most profitable. Africa also sees its societies keeping their own traditions, sometimes accepting Islam as a religion but typically holding onto their own animistic traditions.				DECLINE Most societies decline due to agricultural issues (ex. Zimbabwe with overgrazing) or overfarming; many will also break down or decline due to warfare.		

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MEDIEVAL EUROPE	<ul style="list-style-type: none"> -Feudalism (kings, lords, knights, serfs) -Monarchs become stronger later on (ex. France, Holy Roman Empire) -Norman England: forms English Parliament for more representation, writes Magna Carta to protect rights -Emergence of Kievan Rus (what will be Russia) 	<ul style="list-style-type: none"> -Three Field System (leads to more people) -Begin using guns and gunpowder from Asia 	<ul style="list-style-type: none"> -Feudalism/Manorial System (serfs work on manors owned by nobles) -Europe mostly agricultural at this time, begins expanding in exploration (thanks to Crusades and explorers) -Ex. Marco Polo (increases interest in Asia) -New middle class emerges (called bourgeoisie/burghers) 	<ul style="list-style-type: none"> -Great Schism: Roman Catholi Church in West, Orthodox Church in East -Church important in: art, feudal system, education, reform, war (think Crusades) -Crusades: Conflicts between Christianity and Islam -Renaissance (renewal of Greek and Latin arts, philosophy, literature) 	<ul style="list-style-type: none"> -Due to increased trade, Black Death (bubonic plague) spreads -Little Ice Age (lower temp meant less agriculture, so more disease and unemployment and crime) 	<ul style="list-style-type: none"> -Feudalism: roles of king, lord, serf, peasant) -Antisemitism toward Jews -Discrimination toward Muslims -Patriarchal, women only really have role if joining the church

	OVERVIEW	DECLINE
	<p>Medieval Europe is a time of change. When we think of this period, we think of feudalism, with kings, lords, knights, and serfs. This is the basis of the political, economic, and social system. As Europe begins to take an interest in trade beyond its borders (like China) they start to evolve. Disease begins to weaken the idea of feudalism. Religious challenges evoke conflict with Muslims and Jews. Culturally, the Renaissance will lead to the end of the Dark Ages and changes to political monarchies (like in England) bringing more centralization and questions about rights and society (ex. humanism). We are starting to see the origins of boundaries that will be nations.</p>	<p>Borders will shift, but there is not necessarily a decline just a shift in who is who...nations will begin to emerge later with specific cultural boundaries. We just aren't there yet.</p>

