

Name: _____ Number: _____ Period: _____

Geography and Global Inequality: Setting the World Stage

PowerPoint Notes

1. Geographical Factors determined the development of civilizations and patterns of conquest.
2. Proximate Causes (such as guns, germs, and steel) were the result of Ultimate Causes (such as access to plants and animals that could be domesticated).
3. Different societies developed at different rates due to unequal starting points.

What makes it more likely to develop advanced civilizations?

The easier it was for people to farm (using domesticated plants and animals)

4. Areas where grains with large seed sizes grew were naturally more conducive (better suited) for settlement and farming.

5. Key to successful sedentary villages (those that remain in one place) is the ability to domesticate animals for food, energy, and other services.

6. What kinds of temperaments must animals have in order to be domesticated? passive

Examples of domesticated animals: sheep, cows, goats, oxen, pigs, and horses

7. How is running a race in which some of the runners are given a head start similar to the formations of settlements and civilizations?

Not everyone has access to the same advantages, different places start with different resources. Not all plants and animals created equal.

8. Trade between villages could be limited by physical geography, such as mountains, large bodies of water, deserts, and harsh climates.

9. Crop and animal diffusion depends upon similarity of climates, which can be understood as a result of similar climates along an East-West Axis.

10. Crops and domesticated animals lead to advanced civilizations and conquests because:

1. Once people can stop moving around and have access to stored food they have more leisure time to devote to innovation and technology
2. More food and more time also results in more births
3. As populations increase societies adopt rules and codes of conduct to regulate the increasing interactions between people and groups
4. Population pressures also lead to competition for scarce resources (the roots of conflict and wars), as resources increasingly become scarce and populations continue to grow, people look elsewhere for new resources
5. Ultimately nearby populations are forced to either adopt their neighbors' technological advantages or be conquered (either through violence or overwhelming numbers)

11. Most deadly diseases are mutations of animal disease. Proximity of animals usually helps to transmit the disease.

12. Climate change and overuse of land in the Middle East led to the collapse of many of the advanced societies in the region (but not before their technology spread.

13. Europe was the beneficiary of the Middle East's head start because of similar climates and ease of transportation.

Even though Europe didn't have the same geographical advantages that we've discussed, these factors gave them a technological head start in the race toward guns, germs, and steel.

14. Global Inequality is a result of which societies had natural and geographical head starts leading to advances in technology.

15. What do guns, germs, and steel represent?

Guns – weapons of war developed due to conflict over resources and ultimately used to conquer others

Germs – the diseases resulting from domesticated animals, which devastate unexposed populations (intentionally or not)

Steel – technological innovations (especially in tools, communications, and transportation) which provide conquering civilizations the advantage over competing societies