KEY CONCEPT 1.2: NEOLITHIC REVOLUTION & EARLY AGRICULTURAL SOCIETIES

The Neolithic Revolution = 10,000 to 12,000 years ago the advent of farming created new socio-economic systems worldwide.

**Neolithic Revolution Dramatically Changed the World in the Following Ways:**

- **Pastoralism**
  - Often overlooked in Hunter Forager dynamic
  - People tend herd animals
  - Follow their migratory animals

- **Domestication**
  - Both floras and fauna
  - SE Asia: Rice
  - Mexico: Maize
  - Andes: Potatoes
  - Fertile Crescent: Wheat, Goats
  - Africa: Yams, Cattle

- **Irrigation**
  - Man had to manipulate the environment to aide food production
  - Water wells, Qanats
  - Size of civilization depended on water supply

- **Environmental Impact**
  - Humans began to impact the environments around them
  - Pastoralists overgrazing led to erosion

- **Population Increase**
  - Simple Math: Pastoralism + Agriculture = Population Increase
  - More food = More People

- **Specialization**
  - Surplus = more food than needed
  - People begin to work on other things
  - Artisans, Traders, Warriors
  - Society begins to stratify...

- **Agric, Trade & Transportation Improvements**
  - Pottery (storage)
  - Plows (agriculture)
  - Woven Textiles
  - Metallurgy (metalworking)
  - Wheeled Vehicles (transportation)

- **Stratification**
  - Egalitarian ways of the Hunter/Forager dissipated
  - Wealthy elites emerged
  - Classes/Castes formed
  - Hierarchies formed
  - Patriarchy dominated

**Historical Constant:** New technological innovations led to improvement.

The first permanent agricultural villages emerged at different times in:

- Mesopotamia
- Nile River & Sub-Saharan
- Indus River
- Yellow River
- Papa New Guinea
- Mesoamerica
- Andes

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**In Review:**

- Hunter/Forager dynamic
- Raymond Wright's theory of culture change
- Evolutionary theory
- Pastoralism
- Domestication
- Hunter/Forager
- Theoretical models

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**Freeman-Pedia**