**Prehistory**

**Stearns, et. al. *World Civilizations.* P. 2-18**

From Hunting and Gathering to Civilizations…

* First human species originated in Africa, 2.5 million years ago
* Early humans lived by hunting-and-gathering
	+ Takes a lot of space—2.5 square miles/person
		- Populations remain small, people in small groups
	+ Population increase=migration to find new game
* Most advanced human species, *Homo Sapiens sapiens*, migrated from Africa to Middle East>Europe>Asia>Australia>Americas
* Tools:
	+ First: stones, sticks
	+ Then: Stone, bone, wood
* Agriculture
	+ Developed independently in three regions
	+ Leads to larger groups
	+ Toolmaking/metalwork increase agricultural production
		- Allows for other jobs, leisure, activities
	+ Leads to civilization arising in river valleys (5, independently)
	+ Limited warfare
	+ More social/gender equality
		- Farming becomes seen as feminine?
			* Associated with gathering, whereas men “missed” hunting
			* Leads to gender inequality, subjugation
* “Triggers for Change”
	+ End of ice age (10,000 years ago) leads to reduction of big game animals
		- People forced to find new food sources
	+ Settled communities leads to social structure
		- Public works (irrigation)
* “Big Changes”
	+ Social Inequality (see above)
	+ Overcultivation ruins land
	+ Larger groups=more disease
	+ Political structures, states, cities
	+ Religion, art, culture
* “Continuity”
	+ Two causes
		- Invention of new devices took time
		- Because food supply was scarce, people were afraid to change
* Children
	+ Hunting/Gathering=low amounts of food=low birth rate
		- Difficult to transport children during migration
		- Breastfeed until 4-5 y.o., natural birth control
	+ Agriculture=lots of food=high birth rate
		- Children=free labor
		- High infant mortality
		- 5-7 children per family
		- Weaned at 18 months (1 ½ years)
	+ Upperclass children sent to schools to be scribes (read/write)
	+ Codes of law force children to respect/obey parents
		- Judaism: Kill a disobedient child
		- China: “No parent is ever wrong”
		- Why do you think children across the world were taught to obey? Other than it being a “good” thing, what is the point/purpose? Is there a logistical reason? If so, what?

From Human Prehistory to the Early Civilizations

* Paleolithic, Mesolithic, Neolithic
* Man picks up natural objects and uses them as tools
* Use of fire allows for cooking
* Man moved from Africa>Middle East>Europe>Asia
	+ Crossed land bridge from NE Asia to Alaska (25,000 BCE), moved from Pacific Coast from Alaska to Chile
* Speech gene
* Human life in the era of hunters and gatherers
	+ Humans evolved as of 2-2.5 million years (1/4000 of world’s life)
		- If life of earth is 24 hours, man emerged at 11:55 PM.
	+ “Positives” for Man
		- Opposable thumbs
		- High/regular sex drive
		- Omnivores
		- Facial expressions
		- Elaborate speech
* Human life before agriculture
	+ Paleolithic (2.5 million-14,000 years ago)
		- Simple tool use
		- Shaped rocks and sticks
		- Erect stature, growing brain capacity, average size increases
		- Homo sapiens kill off “competition” over time, emerging as only subspecies
		- Man gathered nuts and berries, could not support large groups
		- Improved tool use, shaped stone and wood, development of speech
		- Begin to develop rituals to lower fear of death
		- Cave paintings develop goddesses
		- Culture: system of believe that help explain environment and set up rules for various kinds of social behavior
		- Fire, use of animal skins for clothing (colder climates)
	+ Mesolithic (12,000-8,000 BCE)
		- Improvements on stone tools
		- Sharpen/shape stone
		- Bones for needles and other tools
		- Log rafts, dugouts, improve fishing
		- Pots and baskets
		- Domestication (cows)
	+ Neolithic
		- Invention of agriculture
			* Population increases (improved climate) led to people searching for new sources of food
			* End of ice age led to retreat of big-game animals (mastodons)
				+ Turn to smaller game (deer, boar)
		- Creation of cities
		- Early civilization
		- Settlements due to agriculture, begin to focus on economics, politics, religious activities
		- Population boom
		- Domestication (pigs, sheep, goats, cattle)
			* Meat, skins, dairying
		- Farming initially develops in Middle East (Fertile Crescent)
			* Barley, wild wheat
			* China: Rice
			* Africa: local grains, root crops, yams
		- Neolithic Revolution: Advent of agriculture
			* Truly a revolution?
				+ Took a thousand years to develop fully and spread
			* Clearing forests for farmland pushes hunters away
			* Close quarters, small towns lead to spread of disease
		- Continuity of hunter-gatherer groups
			* Isolated groups in places like N. Japan
			* Poor climate in C. Asia (Mongols, Huns, etc.)
		- Changes of agriculture
			* Greater wealth
			* Frees people for other specializations
			* Newly developed techniques/objects to control nature
				+ Storage for seeds (baskets/pots)
			* Science
				+ Learn about weather/flooding
		- Prehistoric?
			* Technically before invention of writing systems
			* Maybe not so much “prehistoric-historic” as “preagricultural-agricultural”
	+ Bronze Age
		- Advent of metal tools (4,000 BCE)
			* Copper
		- Bronze begins being used app. 3,000 BCE
		- Makes agriculture and living easier
			* Metal hoes and tools, weapons
		- Specialization
			* Woodworking
		- Iron introduced circa 1,500 BCE
* “Civilization”
	+ Why did hunters-gatherers live in small groups? Why did agriculture lead to larger groups?
	+ Slash-and-Burn
		- People burn off trees, farm intensely until soil depleted, then move on
	+ Herding, tribal bands
	+ Settlement benefits
		- Houses built to last, wells
		- Irrigation
	+ Catal Huyuk (7,000 BCE)
		- 32 acres
		- Houses made of timber and were adjacent (like apt. building)
		- People hung out on rooftops (broken bones on found skeletons)
		- Decorated with hunting scenes and “mother goddesses” for agricultural fertility
		- Trade with surrounding hunters
			* Keep peace, not to produce economic gain
		- Specialization
			* Toolmakers, jewelers
			* Politics, military
				+ Kings rule with divine status
	+ “Definition” of civilization
		- Enough economic surplus to form divisions of labor and social hierarchy involving significant inequalities
		- Emergence of formal political organizations (states) as opposed to dependence on family/tribal ties
			* Political units capable of ruling large regions (kingdoms/empires)
		- Dependent on large cities to amass wealth and power, allow for rapid exchange of ideas, encouraging intellectual thought and artistic expression
		- Promotion of specialization and trade
		- Development of writing
			* Cuneiform (wedge-shaped writing)
			* Send messages, keep records, develop political structure, tax more efficiently, make contracts and treaties
		- Which are better or “good”? Civilizations or unorganized societies?
			* Civilizations
				+ Firm class/caste divisions
				+ Slavery
				+ Separation between ruler/ruled
				+ Warlike
				+ Inequality

Patriarchal

* + - * Hunter-gatherer/nomadic
				+ Repress anger and aggression
				+ More respect and veneration toward elders

**Strayer, et. al. *Ways of the World***

The Big Picture: Turning points in Early World History

* Four Major “Beginnings”
	+ Emergence of Humankind
		- Darwin: biological change on the planet (natural selection)
		- 20-30 different species of homininae (hominids)
			* Bipedalism
		- Changing of hominids
			* Brains increase in size>>increase of skull size
		- 2.3 million years: *Homo habilis* begins making/using stone tools and eating meat
		- 1 million years: *Homo erectus* begins migrating out of Africa into Eurasia, discovers fire
		- 250,000 years: *Homo sapiens* emerge, begin migrating out of Africa after 100,000 years ago into Eurasia, Australia, Western Hemisphere, and Pacific islands
	+ Globalization of Humankind
		- Fewer than 10,000 *Homo sapiens*
			* Small in stature, slow in pace
		- “What kinds of societies, technologies, and understandings of the world accompanied, and perhaps facilitated, this globalization of humankind?”
		- Paleolithic: “old stone age”, refers even better to food-collecting and hunting/gathering way of life
		- Paleolithic age lasted until app. 11,000 years ago, 95% of time humans were on earth
			* Why did it take humanity so long to evolve?
	+ Revolution of Farming and Herding
		- Why and how did human societies begin to practice agriculture and herding? What changes to human life did this new technology bring with it?
		- Farming and herding allowed for a substantial increase in human numbers…why??
		- “Much depended on luck of the draw—on the climate and soils, on the various wild plants and animals that were available for domestication.” (Guns, Germs, and Steel)
		- Pastoralists: herd animals, nomadic
	+ Turning point of Civilization
		- “Civilization”
			* Bustling cities and governed by powerful states
				+ Single city: Singapore
				+ Tiny country: Gambia
				+ Huge territory: Russia
			* “Political, economic, and cultural life of state-based societies everywhere gives prominence to cities.”
			* “People living in state- and city-based societies or civilizations have long constituted the most powerful and innovative human communities on the planet. They gave rise to empires of increasing size, to enduring cultural and religious traditions, to new technologies, to sharp class inequalities, to male domination (patriarchy), and to large-scale warfare.” Why???
* BC/AD vs. BCE/CE

First Peoples: Populating the Planet to 10,000 BCE

* Paleolithic man
	+ Gathering of wild foods like berries, nuts, roots, grain; scavenging dead animals; hunting live animals; fishing
	+ Stone tools, not metal tools
* Why do historians ignore the Paleolithic era???
	+ Scholars have learned a great deal about Paleolithic peoples through their material remains (albeit without writing): stones and bones, fossilized seeds, rock paintings and engravings, etc.
* Migration of Man
	+ Africa
		- Evidence of “distinctly human behavior in Africa before anywhere else.”
		- Man begins to inhabit new environments in Africa: forests and deserts
		- Begin creating new innovations to adapt to their environment (psychological, not biological)
			* Stone blades and points, tools from bones, grindstones
			* Hunting and fishing
			* Settlements based on seasonal movement of game and fish
			* Patterns of exchange covering 200+ miles
			* Body ornaments, beads, pigments, planned burials
	+ Into Eurasia
		- Africa>>Middle East>>Eurasia (45,000 years ago)
		- Settle in southern Spain and France (ice shelf covered north of that, due to Ice Age)
		- Focus on hunting reindeer and horses, using spears and maybe bow/arrow
		- Cave paintings (Lascaux Cave showing reindeer, bulls, horses, etc using colors like red, yellow, brown, black)
			* What may these paintings mean?
				+ Totemic thinking? (people associated with/descended from particular animals)
				+ Hunting magic? (enhance success of hunters)
				+ Religious ceremony? (hidden deep in caves instead of out in the open)
				+ Pass info onto new generations?
		- Man living in NE Europe develop new technology to adapt
			* Bone needles, multilayered clothing, weaving, nets, storage pits, baskets, pottery, underground dwellings
		- Female figurines (Venus)
			* Carved from stone, antlers, mammoth tusks, baked clay
			* Depict female form with exaggerated breasts, buttocks, hips, sotmachs
	+ Into Australia
		- Man moved to Australia 60,000 years ago from Indonesia (using limited land bridge and boats)
			* Very sparse population, only 300,000 people when Europeans arrive in 1788
		- Over 10,000 years, man developed 250 languages, collected variety of bulbs, tubers, roots, seeds, cereal grasses; hunted large and small animals
		- Why do you think settled people still practiced hunting/gathering way of life when Europeans arrived?
		- Dreamtime
			* Expressed in endless stories, in extended ceremonies, and in evocative rock art of continent’s peoples, Dreamtime recounted beginning of things: how ancestral beings crisscrossed the land, creating its rivers, hills, rocks, and waterholes; how various peoples came to inhabit land, how they related to animals and one another…everything in natural order was a vibration, echo, footprint of ancient happenings, which link current inhabitants intimately to particular places and to timeless events in the past.”
			* Dreamtime reflects networks of migration, communication, exchange that linked continent’s peoples
		- Exchange of stones, pigments, materials for ropes/baskets, wood for spears, feathers and shells for ornaments, and addicting psychoactive drug (pituri)
	+ Into the Americas
		- App. 30,000 to 15,000 years ago
		- Took longer for humans to get through frigid lands of E. Siberia and move into Americas
		- Land bridge of Bering Strait or down coast with boats
		- Evidence of humans in Chile by 12,500 years ago
		- Clovis people
			* Named after specific type of projectile point
			* Flourished 12,000 to 11,000 years ago
			* Camped along rivers, springs, waterholes where large game congregated
				+ Hunted specifically bison and mammoths
			* Widespread cultural diffusion (Clovis evidenced all over Americas)
			* Clovis people disappear around 10,900 years ago, Same time large animals (mammoths and horses/camels) became extinct
				+ Did Clovis cause these animals to become extinct and then themselves die out?
				+ Did drier climate that resulted from end of Ice Age cause megafaunal extinction?
		- Hunters on Great Plains continue to hunt bison, others learn to live in desert climates
	+ Into the Pacific
		- App. 3,500 years ago (contemporary with Ancient Greece)
		- Migration using oceangoing canoes (superior technology)
		- Language family of S. China
		- Carried domesticated animals and plants in canoes
		- Men and women: deliberate intention to colonize new land?
		- Two developments of Pacific settlements:
			* Creation of highly stratified society/chiefdom
				+ Hawaii

Elite class of chiefs with political/military power ruled over mass of commoners

* + - * Impact migrations had on environment of previously uninhabited islands
				+ Many species of animals, esp. flightless birds (dodo)
				+ Destruction of forests

Lead to famine, violent conflict, population decline

Inability to leave islands (no wood for canoes)

* First human societies
	+ Groups of 25-50 people, personal relationships, kinship
	+ Low population density, slow rate of population growth (Why??)
	+ Seasonally mobile/nomadic
	+ Lack of surplus, saving (can’t take things with you when you travel)
	+ Highly egalitarian societies (why???)
		- No formal chiefs/kings/bureaucrats/soldiers/nobles/priests
		- Most have same sets of skills
		- Relative equality between men and women
			* 70% food gathered by women, 30% food hunted by men
	+ Strict rules in Paleolithic societies
		- Men=hunters, women=gatherers
		- Reciprocal sharing of goods, distributing meat from animal kill
		- Rules about incest/adultery
		- Who can hunt in what area
	+ Leaders may rise to organize a task, but without taking permanent power
	+ Low life expectancy (>35 years)
		- Why???
	+ Alteration of natural environment
		- Deliberate setting of fires to encourage growth of particular plants
			* Leads to fire-resistant trees (Eucalyptus)
		- Extinction of animals and species of man (Neanderthals and Flores man)
			* Interbreeding? Massacre? Peaceful competition?
* Realm of the Spirit
	+ Rich ceremonial life
	+ Rock art deep in caves, far from living space (ceremonial space?)
	+ Burial sites
	+ No full-time priests, but rather part time shamans, performing rituals in an altered psychotic state using drugs
	+ Types of “god” systems:
		- Monotheism
		- Polytheism
			* Creator diety
			* Territorial spirits
			* Dead ancestors
		- Pagan/animism
			* Spirits/spiritual force throughout nature
	+ Venus figurines
		- Religion with a feminist dimension
		- Cyclical view of time?
			* Phases of moon, female fertility
			* Birth>menstruation>pregnancy>new birth>death
* Settling Down
	+ Miniaturization of stone tools (microblade)
		- Smaller, more refined spear points, arrowheads, knives, scrapers mounted to antler, bone, wood handles
	+ Collection of wild grains, major expansion to food supply over roots, berries, nuts
	+ End of Ice Age (16,000 and 10,000 years ago)
		- Global warming (Natural) with period fluctuations and cold snaps
		- Animals and plants who previously struggled with cold weather begin to flourish
			* Growth of human populations (Why???)
				+ Larger populations+more food=settlement
	+ Settlement>>social/gender inequality
		- Some more energetic, talented, lucky
	+ Case study: Jomon (japan)
		- Settled in villages by the sea, consume more animals (land and sea)
		- Created first pottery, dugout canoes, paddles, bows, bowls
	+ Longhouses (house 100 people)
	+ More elaborate burial ceremonies, cemeteries for dogs
	+ Growing numbers of people=more demand for food=new styles of food production>>>agriculture

Case Studies of Paleolithic Peoples: San of S. Africa and Chumash of S. California

See PowerPoint of Case Study

First Farmers: Revolutions of Agriculture: 10,000 BCE-3,000 BCE

* “Neolithic”/”Agricultural Revolution”: deliberate cultivation of particular plants as well as taming and breeding of particular animals
	+ Takes place over centuries and millennia (not an immediate revolution)
* Agricultural revolution leads to other changes
	+ Growing populations, settled villages, animal-borne diseases, horse-drawn chariot warfare, cities, states, empires, civilizations, writing, literature, etc.
* New relationship between humans and other living things
	+ Humanity now changing nature, not just using what they found
		- Directing process of evolution
	+ “Stamped” landscape with human imprint
		- Fields with boundaries, terraced hillsides, irrigation ditches, canals
		- Selected breeding of animals
			* Grow more wool, give more milk, lay more eggs
	+ Domestication: Taming and changing of nature for benefit of humankind
		- Creates a mutual dependence
			* Domesticated animals and plants can no longer survive without human action or protection
			* Humans lose skills of gathering and hunting
	+ Intensification: getting more for less
		- More food than and resources from smaller area of land than was possible with gathering and hunting
		- More food=more people=greater need for more exploitation of environment
* Agriculture occurred separately and independently in widely scattered parts of the world (between 12,000-4,000 years ago, end of last great Ice Age)
	+ Fertile Crescent, sub-Saharan Africa, China, New Guinea, Mesoamerica, the Andes, e. North America
		- How/why do you think this is?
	+ Why was the Agricultural Revolution so late in the history of humankind? What was unique about the period after 10,000 BCE that may have triggered or facilitated this vast upheaval? In what different ways did the Agricultural Revolution take shape in its various locations? How did it spread from its several points of origin to the rest of the earth? What impact did it have on the making of human societies?
* With end of Ice Age, homo sapiens begin to migrate across planet, and new conditions emerge making agriculture possible
	+ Climate change and hunting made large game extinct
		- Must find new food sources!
		- Warmer, wetter climate allows wild plants (cereal grasses)
* As people begin to settle, they develop a “broad spectrum diet”
	+ Large number of plants and to hunt both small/large animals
	+ Middle East: Development of sickles to cut wild grain, baskets, mortars and pestles, storage pits
	+ Amazon: Cutting back of plants to encourage new growth
	+ Native Australians: Elaborate traps to capture, store, harvest eels
* Because women traditionally had been gatherers, speculation is that they were first deliberate “farmers”
* As people began to settle, they settled in resource rich areas (seas, lakes, marshes, rivers)
	+ With settlement, comes loss of hunting-gathering skills
		- Food Crisis
			* Experimentation and innovation to increase food supply
* New technology needed with farming revolution
	+ Digging stick or hoe
	+ Technology specific to specific areas
		- Potatoes in Andes but not in Africa or Asia
		- Wheat and wild pigs in Fertile Crescent, but not Americas
* Luck?
	+ Some crops in some areas and not in others
	+ Some animals in some areas and not in others
* Fertile Crescent was first area to be agriculturalized
	+ Iraq, Syria, Israel/Palestine, Turkey
	+ Variety of wild plants and animals
	+ With threat of loss of animals and plants they were dependent on, domestication was required
		- 9000 BCE: figs, wheat, barley, rye, peas, lentils, sheep, goats, pigs, cattle
	+ Full revolution took about 500 years
	+ Change in culture
		- Increase in population, sizes of settlements
		- Use of sun-dried mud bricks
		- Appearance of monuments/shrine buildings
		- Displays of cattle skulls
		- Elaborate human burials (removal of skull???)
		- Sophisticated tools (sickles, axes, awls)
		- Environmental deterioration
			* Stripping of ground cover
			* Soil erosion
			* Foot shortage
* Agriculture in e. Africa (Sudan), 10,000-5,000 years ago
	+ Saharan desert may not have existed
		- Extensive grassland and was able to support human life
	+ Possible that cattle were first domesticated here, 1,000 years before Middle East and India
	+ Donkeys also domesticated
	+ Animal domestication proceeded domestication of plants
	+ Farming of sorghum, teff, enset, yams, oil palm trees, okra, kola nut
* Agriculture in the Americas
	+ Domestication of plants occurred in different places
		- Coastal Andean regions of w. S. America, Mesoamerica, Mississippi valley, Amazon Basin
	+ Domestication of plants vital because there was a lack of animals to domesticate
		- Only one domesticable animal existed in Paleolithic America: the llama/alpaca
			* As a result, people lacked protein, manure, and animal power
			* Relied more on hunting and fishing than those in Europe
	+ Lacked the cereal grains that were available in e. hemisphere
		- Instead harvested maize (corn)
			* Ancestor: teosinte, a mountain grass, 1” cob
		- To get enough nutrients, maize was supplemented with squash and beans
* Why did it take so long for agriculture to spread in Americas as opposed to Eurasia?
	+ North-south orientation
		- Different climactic zones in Americas
			* Took longer for agricultural practices to spread…needing time for natural selection
		- In Eurasia, same climactic zones east-west, allowing for more rapid spread of farming techniques and crops
* Globalization of Agriculture
	+ For awhile, agriculture coexisted with hunting-gathering
	+ Extension/spread of farming occurred in two ways:
		- Diffusion: gradual spread of agricultural techniques (maybe plants and animals themselves?) without extensive movement of the agricultural people
			* Spread in down-the-line communication
		- Colonization/migration of agricultural people as growing populations pushed them outward
			* Conquest, absorption or displacement of earlier peoples
	+ “Triumph and Resistance”
		- Agriculture spread from SW Asia into Europe, C. Asia, Egypt, and N. Africa between 6500-4000 BCE
			* Leads to spread of culture as well (including languages)
				+ Indo-European language spread through Eurasia
		- African movement
			* Bantu-speaking peoples move from central to S. Africa, 3000 BCE
			* Bring agricultural, cattle-raising, ironworking skills as they move, as well as language
				+ Majority of Africans today speak a Bantu language
			* Absorbed, killed, drove out indigenous Paleolithic peoples
		- Some areas did not transition out of Paleolithic to Agricultural lifestyle
			* Australia remains untouched from New Guinean agriculture
			* Regions of western North America, arctic, SW Africa
			* Some people live in tundra or deserts, so life is unsuited to agriculture
			* Some live in resource-abundant areas and don’t see a need to move to agriculture
	+ “Culture of Agriculture”
		- Agriculture leads to increase in human population, as it supports larger numbers than hunting-gathering did
		- Larger communities do not equal better life
		- Farming=more work than hunting-gathering
		- Deterioration of health (tooth decay, anemia, shorter stature, diminished life expectancy)
		- Close to animals=more animal-borne diseases (smallpox, flu, measles, chicken pox, malaria, tuberculosis, rabies)
			* Close proximity to others=epidemic
		- Crop failure, drought, etc.
		- Settled lifestyle
			* Banpo (Xian, China)
				+ Millet, pigs, dogs domesticated, supplemented y wild plants, animals, fish
				+ Forty-five houses covered with thatch housed 500 people
				+ 200 storage pits allowed for accumulation of grain
				+ Six kilns/pottery wheels allowed for production of pots, vases, dishes
				+ Large central space for politics or religion
				+ Trench surrounding community for protection?
		- Settled technologies
			* Pots, weaving of textiles, looms (women)
			* Metallurgy (use of gold, copper, bronze, iron) for jewelry, tool, or weapons
		- Secondary Products Revolution (4000 BCE)
			* New uses for domesticated animals (not just meat and hides)
			* Milk, wool, manure
			* Use animal power, riding/transportation
		- Environmental impacts
			* Removing natural groundcover, irrigation, grazing animals
			* Villages abandoned after soil erosion, deforestation
* Different types of agricultural societies
	+ Result of differences in natural environment, encounter with strangers, deliberate choices
	+ Pastoral societies
		- Mainly found in areas where farming was difficult or impossible
			* Arctic tundra, grasslands, deserts
		- Dependent on animals (sheep, goats, cattle, horses, camels, reindeer
		- Animal husbandry: depending on milk, meat, blood of an animal
		- Mobile peoples, moving from place to place following seasonal patterns of vegetation necessary as pasture for animals
		- Domestication of horses by 4000 BCE
		- Lived in kinship communities, tribes…strong military confederations
		- Domestication of camels allows for living in harsh environments
		- No pastoralism in Americas (why???)
	+ Agricultural village societies
		- Settled village-based farmers (Banpo, Jericho)
		- Retained equality and freedom of hunting-gathering communities
		- Catalhuyuk (S. Turkey)
			* Population of several thousand
			* Buried dead under houses, filled dead’s home with dirt and build on top of old house
			* No street, as houses were built adjacent (like apts.)
				+ Travel “around town” on top of houses
			* No social inequality or gender dominance
		- Organized in terms of kinship group or lineages
			* Created framework to enforce rules, maintain order, settle disputes without war (performed function of government without a governmental system)
				+ Power dispersed throughout society instead of a group or individual
		- Sometimes had social inequalities
			* Elders exploited labor of junior members, control reproduction of women
			* Igbo of s. Nigeria: title socieities allowed men/women of wealth to earn prestigious “titles” that set them apart, but not inheritable
			* Lineages try to expand power and size, control reproduction of women and incorporate slaves and POWs
	+ Chiefdoms
		- Inherited positions of power and privilege introducing inequality
			* Chiefs could seldom use force to compel subjects (unlike kings)
				+ Instead rely on generosity, gift giving, ritual status, charisma
		- Some chiefs also possessed priestly power (theocracy)
			* Mesopotamia
				+ Chiefs also organized irrigation systems, controlled trade with others
		- Chiefs derived from senior lineage, tracing descent to first son of imagined ancestor
		- Secular and religious jobs
			* Led rituals, ceremonies
			* Organized warfare, directed economy, sought to resolve internal conflict
			* Collected tribute