

Student Name: _____

EMPIRES

The Fertile Crescent

The Tigris and Euphrates Rivers form a vast watershed system that stretches from what is now Turkey through Syria and Iraq to the Persian Gulf. In ancient times the people called this area *Mesopotamia*. We often refer to this area as the *Fertile Crescent*. Throughout Mesopotamia, native cereal grains provided food for tribes of nomadic hunter-gatherers.

Early Civilizations

Through time the nomadic hunter-gatherers learned to cultivate these native grains in the rich soil. They began to harness the water of the mighty rivers to increase their crop yields. The nomads became farmers living in settled villages. Ample food supplies led to the development of larger communities. People developed technologies and organized social structures. These developments enriched their lives and ensured their survival. The ancient farmers developed the first civilizations.



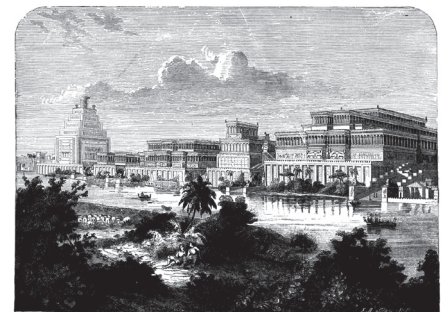
What is a Civilization?

To be considered a civilization, a society must possess five key elements:

1. Centralized Government
2. Organized Religion
3. Job Specialization and Social Classes
4. Arts, Architecture, and Public Works
5. Writing

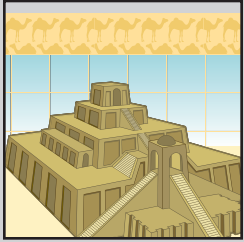
Fertile Crescent Empires

You are about to study several civilizations of the ancient Middle East. Some of the ancient civilizations that you will study existed at the same time. Their citizens both competed with and cooperated with each other. Some of these civilizations ceased to exist long before others developed.



Ancient Lessons

As you explore the rise and fall of these civilizations you will learn about human nature. You will find that ancient human history and modern human experiences share many similarities. People strive to improve their own lives. They seek basic necessities for themselves and their families. They do what they must in order to survive. Apply both these ancient and modern lessons as you create your own classroom empire.



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Empires

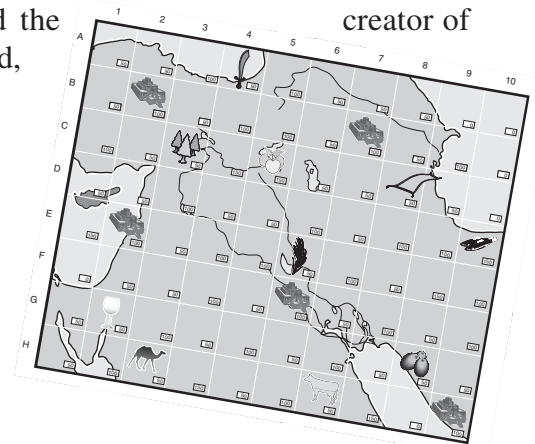
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You are now a member of an ancient hunter-gatherer clan living at a subsistence level. You are struggling to survive and establish a more secure and comfortable life. You are about to establish a civilization. Your clan will form a Tribe, settle a Village, and build a City-state. You will complete Tasks, solve Challenges, cope with Fate, Trade with other clans, and make daily Strategic Decisions. Your success will earn Civilization Points, Moves, Coins, and/or Resource Coupons. If your clan can obtain all of your needed resources, and can conquer and control many provinces, you might become a Mighty Empire. The clan that amasses the highest number of Civilization Points will be crowned the Greatest Civilization and Empire of the Ancient World! Work hard, cooperate, and make wise decisions. Good luck!

Fertile Crescent Map

Study the **Fertile Crescent Map** in your Clan Folder. Your clan begins with one square of land (your *Home* square).

- Locate your own *Home* square and the *Home* squares of the other clans.
- Locate all *Resource* squares.
- Note the coin value of each *Province* square.
- Learn to locate each square by its reference numbers. Use these reference numbers as you move armies to conquer and control *Province* squares.



Resources

The civilizations that developed in the Fertile Crescent relied on basic resources. The amount of each resource needed varied from one civilization to another. Civilizations obtained resources that they lacked in two ways—they took them by conquest or they traded for them. Throughout history, many wars started because one civilization needed resources controlled by another. Study the **Resources Needed** list in your Clan Folder. Your list is adapted from (but is not identical to) what ancient people really had available. Protect your **Resources Needed** list. Do not let rival clans learn exactly what resources you have or need.



Strategic Moves and Empire Building

Your clan can only become an empire by moving armies to take control of *Province* and *Resource* squares every day.

- Your clan begins with eight armies and 20 moves.
- Evaluate the value of *Province* squares and the location of needed *Resource* squares.
 - Determine what resources your tribe already possesses or can easily control.
 - Decide where to expand your land holdings and deploy your armies.

Remember that other clans are attempting to enlarge their territory and gain resources, also. Someone else may already control or want to control a certain *Province* or *Resource* square that your clan decides to occupy.

- This will result in a battle between your competing armies.
- Be prepared to take land by force and to defend your own land with force.



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Tasks

Every day your clan works to advance your level of civilization. At each level of civilization your clan must complete a Task relating to each of the five key elements of civilization. How well and how quickly you complete Tasks determines how quickly you progress to the next level of civilization. Each time you advance from one level of civilization to the next the value of completed Tasks increases. You must work harder, but success results in more Civilization Points and bonus Moves.

From Clan to Empire

Study how your Clan gains Civilization Points, Moves (especially Bonus Moves), and Coins.

| Each Task Completed | Civilization Points Each Task | Bonus Moves Each Day |
|--|-------------------------------|----------------------|
| Tribe Level | 25 | 0 |
| Village Level | 50 | 10 |
| City-state Level | 75 | 20 |
| Empire Level | 100 | 30 |
| Extra Tasks after mastering Empire Level | 100 | 40 |

Your teacher will determine whether a Task is successfully completed. Work that reflects research and effort will earn the target number of Civilization Points for that Task. Work that does not address the topic or is otherwise unsatisfactory will earn fewer Civilization Points. Your Clan must then complete additional work to earn enough Civilization Points to progress to the next level of civilization. You may earn bonus Civilization Points for exceptional Tasks.

EARNING CIVILIZATION POINTS, MOVES, AND COINS

| Activity Descriptions | Rewards | | | | |
|---|---------|-------|----|-------|----|
| | CP | Moves | BM | Coins | RC |
| Tasks Clans that quickly progress from one level of civilization to the next have an advantage. (Extra moves can help overcome bad strategy! Moves might be the most valuable factor in your ultimate success.) | ✓ | | ✓ | | |
| Challenges Challenges are based on historic Fertile Crescent civilizations. Your clan must read carefully, analyze information, cooperate, and think critically. | | ✓ | | | |
| Fates Fates are based on historic events. They pose problems, questions, or decisions that your clan must solve by using logic, reason, and critical thinking. Discuss the options presented in the Fates carefully. Wise decisions concerning Fates can help tremendously; poor decisions can hurt. | ✓ | | | ✓ | |
| Trade Day A civilization grows because the people control all the resources they need or produce enough surplus goods to trade with others for resources they lack. You will trade with others on special Trade Days. Your successful will earn an increase in Civilization Points. Try to determine the resources controlled or needed by other civilizations. | ✓ | | | | |
| Moves Conquering territory increases income and resources. Plan wisely, both short term and long term. | | | | ✓ | ✓ |