

# Theories of Development

## 1 .Protective Environment

- A civilization is able to not only advanced but flourish because they are protected from internal and external forces.

## 2. Adapt or Die

- A civilization must push itself to advancement or they will be destroyed by an external force.

# 7 Requirements of Civilization

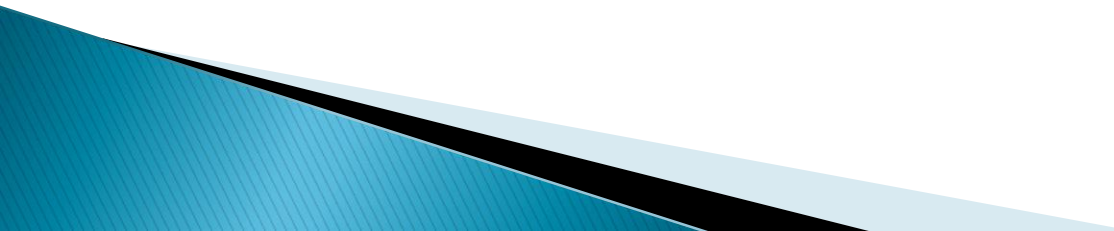
- ▶ A civilization must have all 7 to be a civilization
- ▶ 1. Pop over 5,000 people

# 7 Requirements of Civilization

## 2. Religion

- Any acknowledgment of an afterlife.
- 2 types
  - Monotheism
    - One God
  - Polytheism
    - Multiple Gods

# 7 Requirements of Civilization

- ▶ 3. Written Language
  - ▶ \*\* This requirement eliminated the African Kingdoms, Native Americans, and Aborigines of Australia
  - ▶ One exception to the rule: Inca's of South America
- 

# 7 Requirements of Civilization

- ▶ Quipos (ropes)
- ▶ Treated as a systematic language

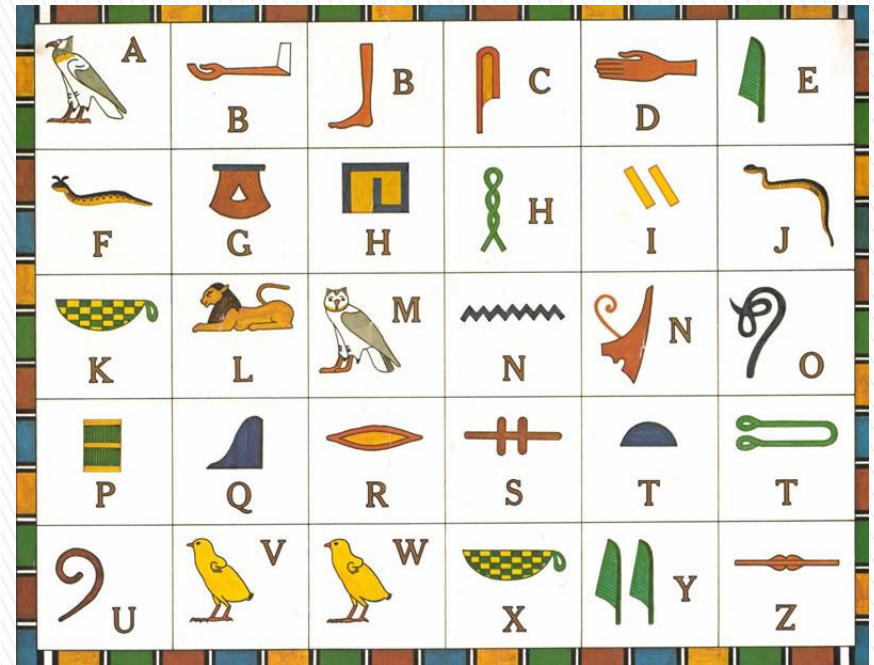
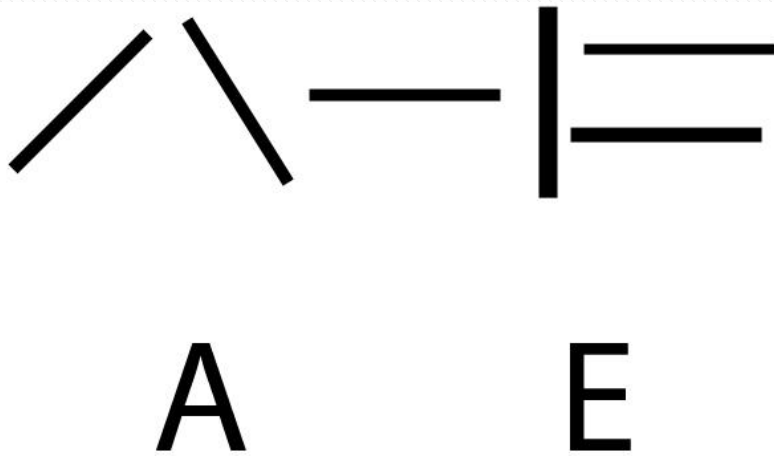


Quipos

# 7 Requirements of Civilization

- ▶ Written Language: A system of marks, symbols, or pictures created in a systematic way to relay or record information
- ▶ 2 Types
  - Symbolic
  - Pictorial

# 7 Requirements of Civilization



Symbolic

Pictorial

# 7 Requirements of Civilization

- ▶ Pictorial:  
Hieroglyphics to be pictorial, the picture must represent more than the drawing



YES

# 7 Requirements of Civilization

- ▶ 4. Political Structure: People organize and accept a body of laws and rules to live by. They also accept the leadership, protection, and enforcement of these rules
- ▶ 2 parts
  - Defense
    - Government

# 7 Requirements of Civilization

- ▶ Police
- ▶ Lawyers
- ▶ Judge
- ▶ FBI
- ▶ Military

Internal

External

# 7 Requirements of Civilization

- ▶ Democracy
- ▶ Monarchy
- ▶ Communism
- ▶ Oligarchy
- ▶ Theocracy
- ▶ President
- ▶ King/Queen
- ▶ Prime Minister

Types of Government

Names of leaders

# 7 Requirements of Civilization

- ▶ Materialism: Value is placed on materials
- ▶ Types:
  - Individual: Clothes, Jewelry, Gadgets
  - Group: Buildings, Landscaping, Maintenance

# 7 Requirements of Civilization

- ▶ Arts/Intellect: The improvement of the mind and emotional state.
- ▶ What are some examples?

# 7 Requirements of Civilization

- ▶ Economic System: A way to buy, sell, or trade goods and services

- ▶ 3 Types:

Trade: Good/Good;

Service/Service; Good/Service

Barter: Negotiate price for Good/Service,  
prices vary between interactions

Monetary: No negotiation, both parties accept  
the value and trade of an item.