Large Group \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Color \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Civilization Creation – Large Group**

Today you are given 4 things

* This information sheet – All of your instructions for the assignment
* A large piece of Poster Board – Here is where you will put all of your information
* And a map with your rivers – This needs to be labelled according to the information sheet
* A set of 5 Dice – just in case you can’t come up with a decision.

\*\*\*Any question that is written in **Bold,** this information has to be placed on your map\*\*\*

Assume that 300 years have passed by and your civilizations have met along the rivers, you have grown into each other and now it is time to start making major decisions for your larger civilization.

*Decision 1* - Cities – When the groups meet, there should be 9 different cities. Label them on your map according to the instructions below.

1. **Which city is center is your most powerful? Why?**
   1. **Which city is #2 ?**
   2. **Which city is #3?**
2. Give each city these new populations.
   1. #1 City - 100 000 people – This should be represented by a red square on your map
   2. #2 and #3 – 75 000 people each – These are represented by a blue circle
   3. #4,#5 and #6 – 50 000 people each – These are represented as a green dot
   4. #7, #8 and #9 – 25 000 people each – These are represented as a black dot
3. Which 3 cities are the centers of trade? Underline these cities on your map.

Decision 2 – Trade – How do you get goods back and forth when these 3 cities meet? Seeing that we are more evolved and have bee mining gold for years we have currency.

1. **Create a currency that can be used throughout the civilization. It should be a gold coin and have markings/symbols that represent something important in your civilization (It needs 2 sides). Draw this and place it on your poster board.**
   1. **Why did you choose these markings symbols?**
   2. **How do you make the coins?**
   3. **Who is in charge of this process?**
   4. **How do you prevent people from making counterfeit coinage?**
   5. **Create or combine or use a number system from one of the groups to help with recording transactions?**
2. **Now that trade has grown throughout the new civilization**
   1. **How do you get goods between all 9 cities?**
   2. **How are goods bought and sold?**
   3. **How are goods transported?**
   4. **What technology helps Trade? What jobs are created?**

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*Decision 3* – Religion – Look at all 3 civilizations religions and compare them to make a new religion

Are there any similarities? What are they?

1. **Create a new religion and create new gods using input from all 3 civilizations?**
   1. **What is the new symbol of your religion?**
   2. **Which city is considered the holy city? Why**
   3. **Who is the head of your religion on earth? What do your people call him/her?**
   4. **What are your religious celebrations? Describe them – what do you do to celebrate?**
   5. **What is the structure of your religion? For example – Catholics have the Pope – Cardinals – Archbishops – Bishops – Priests**
2. **Draw the major place of worship in this city? What do these places of worship look like in the other cities? (Remember you don’t have to create all new buildings use what you created from before)**

*Decision 4* – Writing – Look at all 3 groups writing symbols and compare them.

Are there any similarities? What are they?

1. **Create a new written language for your civilization. Use what symbols are the same and add others that you may need for your new civilization. – Still use pictographs (Pictures representing actual things)**

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*Decision 5* – What is the name of your civilization/empire?

**Using input from everyone, what will historians call your civilization/empire?**

**The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Empire, the people are called**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.**

**Draw a picture of what the average citizen in your empire wears on a daily basis. (Both male and female). (Use the textbooks for examples)**

*Decision 6* – We have a math system, religion and writing. How are you going to pass this information on to future generations? Using input from all 3 civilizations create both and formal and informal education system.

1. **How do you pass on the skills for the trades workers/ craftsmen?**
2. **How do you teach people to read and write?**
   1. **Which children get to learn to read and write? Which ages**
   2. **Where do they go to school?**
   3. **Who are the teachers?**
   4. **What is taught at these schools?**

*Decision 7* – Politics - Take a look at the 3 groups forms of government and civilizations social structure.   
  
**Come up with a social structure for your empire; make sure to use all the people from your societies.**

**How do the people dress in these different social groups?**

**What separates these people? (Why are certain people more important?)**

**Whose is the leader of the new empire? What is her/his title?**

**What does this person represent? What is their job?**

**Where does he/she reside? What is your capital city?**

**Draw the temple/palace/ or place your ruler lives.**

How was this person chosen, how is he next leader chosen?

Is this person related to your religion? If so how?

How do our people show respect to your leader?

How are laws shown or passed or interpreted to our people?

How are these laws enforced?

*Decision 8* - Military  
  
Let’s look at your army. Seeing that your empire has grown, you need away to enforce your laws and keep the peace. Also your scouts have noticed while searching for more fertile farm land that there are other cities and people on the island. **1) On your map draw a border for your empire. It needs to include:**

* **All of your cities**
* **All of you rivers**
* **And can extend out 3 cm around your cities and rivers**

**Explain the makeup of your army, are they trained professional soldiers or do they have other occupations. Is it a combination of both (remember your society still needs to function and produce if everyone becomes a soldier then your civilization starves).  
  
1) Who leads the army?**

**2) Who trains the soldiers? How and when are they trained?**

**3) Who in your society can become a soldier?**

**4) What ages are citizens allowed to fight**

**5) What can these soldiers do if there are no wars to fight?**

**6) Use this criteria to help determine your number of Soldiers**

The Population of your civilization is 475 000 and let us assume that usually people live to be about 50 years old on average.

* + Divide 475 000 by 50 = 9500
  + Figure out what are the eligible ages of military service ex. 18-40
  + Basically this means that you have (9500 x 22) = 209 000 eligible soldiers. If only men or only women can serve cut that number in half.

**Your Total amount of Soldiers = \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**7) What does your army specialize in? (Think Tactics)**

**8) Draw a picture of a soldier. What does he/she wear? What are his/ her weapons? How do you make these weapons?**