**World History #8**

**Agriculture**

**Move to exact time:**

Seasons = hunting and farming

Months = farming, hunting and trade

Weeks = farming, trading and hunting

Days = farming and commerce

Hours = commerce, farming and industry

Minutes = commerce, industry and farming

Seconds = industry, commerce and service

Milliseconds

Microseconds

Nanoseconds

Picoseconds

**Hunter and Gathers**

Leader based on knowledge of hunting skills (authority not power)

Each hunter needed 1 square mile

Women could gather enough food for 3 days in about 6 hours

Birth rate for hunters and gathers 1 child every 4 years

**Pastoralism**:

Leaders based on alliances (authority and power)

Nomadic herding of livestock (Subsistence)

Follow climate change

**Agriculture Types:**

More complex society (power and authority)

Location by rivers or source of water

Subsistence Agriculture

Pastoralism Agriculture

Slash and Burn Agriculture

Rotation of crops

Terrace Agriculture

Commercial Agriculture

Plantations and Cash Crops