**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