

**Section #2 Power Notes pages 86 CW/HW**  
**Focus the cost and benefits of farming**

P1 Cost

- P2 time
- P2 energy
- P2 uncertain
  - P3 starvation
- P2 dangerous
  - P3 nomads attack
- P2 weather

P1 Benefits

- P2 less land used 6 to 7 acres
- P2 less travel
- P2 more food
- P2 permanent homes
- P2 clothing

**Section #3 Power Notes pages 88 CW/HW**  
**Focus on how the rise of farming lead to specialized jobs.**

P1 Surplus Food

- P2 more than you need
- P2 population increase

P1 Farming success = Division of Labor

- P2 Specialized jobs
  - P3 tool makers, potters, weaver
  - P3 metal workers
    - P4 Metals tin & copper
- P2 Not everyone had to farm
- P2 Bartering - trade

**Section #4 Power Notes pages 93 CW/HW**  
**Focus on what classifies a “civilization”**

P1 Keys

- P2 Organized Gov.
- P2 Cities
- P2 Workers with specialized jobs
- P2 Managed resources
  - P4 water
  - P4 soil --- seeds
  - P4 tools

**Section #4 Power Notes pages 93-97 HW**  
**Focus** on the 8 features of a "civilization."

See  
above

**History**