

Farming	Specialization (different jobs)
Music	Storytelling
Cities	Laws
Tools	Cooperation

Government	Roads
Weapons	Writing
Irrigation	Family groups
Trade	Religion

Hunting

Pottery

Temples /
sacred spaces

Farming
villages

Art

Taxes / tribute

Sharing food

Burial rituals

Surplus (extra food)	Social classes
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Answer Guide

⚠️ A Quick Reminder: This isn't a rigid "right vs. wrong" answer key! Instead, it maps out common ways historians trace these patterns. History is full of healthy debate, and scholars frequently disagree on borderline items. Focus less on finding a perfect absolute, and more on your learners ability to articulate why they placed an item where they did. The reasoning is the real work here.

Typically Considered “Core Features”

Farming
Surplus (extra food)
Cities
Government
Specialization
Writing
Trade

Often Included as Supporting Features

Irrigation
Roads
Laws
Social classes
Temples / sacred spaces
Religion
Pottery
Art
Taxes / tribute

Clearly Helpful but NOT Required for Civilization

Music
Tools
Weapons
Family groups
Sharing food
Storytelling
Burial rituals
Cooperation
Hunting
Farming villages