

Africa and the Americas



West-African Civilizations	Ghana	Mali	Songhai
Time Period	700's – 1000's	1200's – 1400's	1400's –1600's
Location	West Africa	West Africa	West Africa
Government	Kingdom, ruled by king or Ghana who acted as a religious leader, chief judge and military commander. Charged taxes to neighboring chiefs.	Empire, ruled by a mansa. Large empire was broken into provinces with appointed governors.	Empire, ruled by king. Largest and the wealthiest of all the kingdoms of the Sudan. Well-administered state, probably the most highly organized of all the African states.
Religion	Began as animism which most common people continued despite the fact that rulers converted to Islam as a result of trade.	Traditional African beliefs – some converted to Islam	Islam
Economy	Gold-Salt trade	Agriculture and gold-salt trade Niani, capital of empire and trade	Timbuktu, major trading center connecting North Africa with West Africa
Achievements	Built large empire by forcing taxes from neighboring chiefs. Controlled gold-salt trade.	Mansa-Musa's pilgrimage to Mecca spread Mali's wealth. Built city of Timbuktu. Ibn Battuta's travels spoke of Mali's wealth and mosques.	A great trading empire and a center of Muslim scholarship and learning.
Cause of Decline	Conquered by Muslim Almoravids from North Africa which disrupted the Gold-Salt trade.	Weak leaders, shifting of Gold-Salt trade routes.	Defeated by Songhai warriors

Pre-Columbian Civilization of the Americas

	Maya	Aztec	Inca
Dates	<ul style="list-style-type: none"> • 2400's BCE-1300's CE 	<ul style="list-style-type: none"> • 1200's – 1500's 	<ul style="list-style-type: none"> • 600's – 1500'S
Location	<ul style="list-style-type: none"> • Central America 	<ul style="list-style-type: none"> • Mexico 	<ul style="list-style-type: none"> • Andes mountain region
Groups in society	<ul style="list-style-type: none"> • United culture • Kings • Priests • Artists / Craftspeople • Farmers 	<ul style="list-style-type: none"> • United culture • Ruler • Priests • Artists / Craftspeople • Farmers • Warriors 	<ul style="list-style-type: none"> • United culture • Emperor [The "Inca"] • Priests • Artists / Craftspeople • Farmers • Warriors
Religion	<ul style="list-style-type: none"> • Plays a major role in society and government • Many gods • Sun god • Corn god • Gods of the rain and earth 	<ul style="list-style-type: none"> • Plays a major role in society and government • Many gods • Sun god • War god • Human sacrifice practiced for religious offerings 	<ul style="list-style-type: none"> • Plays a major role in society and government • Sun-god king • Many gods • Sun god
Government	<ul style="list-style-type: none"> • City-state ruled by priests and kings • Loyalty to the king • Theocracy • Independent city states 	<ul style="list-style-type: none"> • Warrior-kings • Ruler and council • Empire built of tribute states -- local kingdoms ruled indirectly, but paid taxes to the Aztecs • Theocracy • Loyalty to the emperor • Powerful army 	<ul style="list-style-type: none"> • Hereditary Emperor ruled over the entire empire • Theocracy • Loyalty to the emperor • Built a type of welfare state with a huge bureaucracy: cared for entire population during good and bad times
Achievements	<ul style="list-style-type: none"> • Calendar • Writing using heiroglyphics • Stone Pyramids • Jade and Gold Jewelry • Carved Stele • Math system with zero • Developed astronomy to support religious beliefs. • Intensive agriculture, more food production feeds a large population • Trade links between city-states and other Meso-American groups. 	<ul style="list-style-type: none"> • Floating gardens • Largest Indian city in the Americas • Canals • Calendar • Picture Writing • Pyramid builders • Trade links between city-states and other Meso-American groups. • Land, power, prisoners and wealth are used for religious sacrifices 	<ul style="list-style-type: none"> • Beautiful jewelry and statues of gold • Domesticated llama • Terraced agriculture • Quipu to keep records • Extensive road network • Fine stonework • Anesthetics • NO WRITING SYSTEM!
Reason for decline	<ul style="list-style-type: none"> • Many physical and religious resources funneled into religious activities • Frequent warfare occurs between kingdoms • Population growth creates need for more land 	<ul style="list-style-type: none"> • Many physical and religious resources funneled into religious activities • Need for prisoners changes warfare style to less deadly and less aggressive • Tribute states are rebellious and need to be controlled 	<ul style="list-style-type: none"> • Many physical and religious resources funneled into religious activities • Enemy could also use roads to move troops • People struggle to care for themselves with the end of the welfare state

