Culture Hearth Project: The Genesis Plan

**Background**

This unit has been all about patterns. Ancient civilizations were born in Culture Hearths. Those culture hearths shared similar characteristics: access to natural resources need for life. Those civilizations faced similar problems, and created solutions that worked.

We have also seen exceptions to our patterns. The Incas did not write. The Mesopotamian people could over rule a king. The Chinese built a giant wall. We *now* see that patterns occur throughout history, but that there *are* exceptions to every rule.

**Objective**

It is time to put your wisdom to the test. You have studied how six ancient civilizations dealt with some fundamental problems. Now you will design a new civilization that must attempt to address the same problems with solutions that could work. This will be your *genesis plan*. Genesis means ‘beginning’ or ‘start’. We are not using this in the religious sense. People use this word to describe the beginning of many things. Your proposal will detail how, where, and why your new civilization will be created.

Along the way, you will demonstrate your understanding of how culture hearths developed and how civilizations grew and developed.

**Timeline**

You will have four days to complete and submit your proposal, your genesis plan.

**Details**

* Mission Statement-This is a simple, clear statement of goals. What is your civilization trying to achieve? Get rich? Be fair? Live long lives? Racial equality? Set fashion trends? While ancient civilizations probably did not create a mission statement, they would have had a mission. It was their purpose or goal. Begin by creating your mission statement. What is the goal of your new civilization? This must be put into 1 clear sentence.
* Location-You need to pick a physical spot to begin your civilization. This is tricky. Today, much of the physical earth is already covered in civilization. We are going to imagine that the earth is a blank slate. You can set up wherever you like. But, you must be able to justify how this location serves your wants and needs. Think about the ancients. They are reason behind their decisions. This must be explained in a 5-7 sentence paragraph.
* Government-We have seen that life without a government is not great. As much as we complain about rules, authorities, police, and taxes, we would not have a great life if we got rid of all that stuff. Your civilization must have a form of governance. Some laws and rules. Most of the ancient civilizations settled on a monarchy (king or emperor). What will you decide? Remember, it must be in harmony with your mission statement. It should be explained in a 7-10 sentence paragraph, including the 3 most important rules for you civilization.
* Achievements-Every civilization builds monuments to honor the things that are important to them. Ziggurats for the gods, Great Wall for the enemies. Our city has the Soldier and Sailors Monument and Lucas Oil Stadium. Each tells us about something about priorities. Your civilization must build a monument. What does it look like? What does it honor? Where is it? Why did you build it? This should be explained in a 5-7 sentence paragraph.

**Format**

Your team may decide how to submit your genesis plan. Below are some suggested formats, but feel free to ‘think outside the box’:

* PowerPoint of Google Slides
* Prezi
* Poster board
* 3-D model
* Sketch book
* Epic poem
* Composed song
* Edited essay

**Rubrics**

See the following pages for the rubric you should use to evaluate your work.



