

Studying the Ancient World

Chapter Review

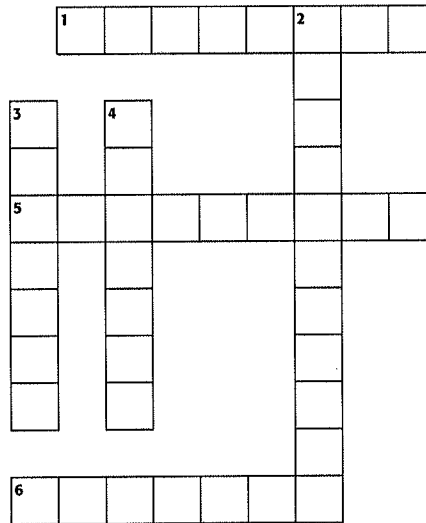


BIG IDEAS

1. Historians and archaeologists study fossils, artifacts, and written records to learn about the past.
2. Historians and archaeologists put written and unwritten clues together to learn about the past and sometimes to revise their ideas about the past.

REVIEWING VOCABULARY, TERMS, AND PEOPLE

Use the clues provided to fill in the crossword puzzle below.



Across

1. An object created and used by humans
5. Source material not created by a participant in or witness to an event
6. Source material created by a participant in or witness to an event

Down

2. The study of the past using materials people left behind
3. The study of the past
4. A community of people who share a common culture

COMPREHENSION AND CRITICAL THINKING

Read each of the following pairs of sentences, and cross out the **FALSE** sentence.

1. **a.** The way in which a society organizes itself is called social structure.
b. The way in which a society organizes itself is called cultural structure.
2. **a.** A fossil is a part or imprint of something that was once alive.
b. An artifact is a part or imprint of something that was once alive.
3. **a.** The *Ramayana* has helped historians read many Egyptian texts.
b. The Rosetta Stone has helped historians read many Egyptian texts.
4. **a.** Material culture is a term that applies to a collection of related artifacts.
b. Material culture is a term that refers to a society's level of development.

REVIEWING THEMES

In the space provided, explain how each term relates to the theme listed below.

Theme: *society and culture*

1. history _____

2. artifacts _____

REVIEW ACTIVITY: TIME CAPSULE

Create a time capsule in which you place pictures or descriptions of artifacts that will tell historians and archaeologists of the future about the society in which you lived. Include a variety of items in order to give people of the future as much information about your society and culture as possible. Include at least ten items.