

TASK AND FATE FACTS

ARTISAN



Study the Task and Fate Facts for your role each day. The facts will give your clan members information to help complete Tasks and make decisions when confronted by Fate. Be prepared at all times to contribute what you know to help your clan.

Arts

Ancient people used arts and literature to glorify and please their gods. Art and literature reflected the values and beliefs of their society. Artists created works of art to instruct the people about the greatness of their gods and leaders.

Literature was an important part of religious worship. It explained the origins and will of the gods. Literature also helped people understand their place in the divine order and explained natural events.

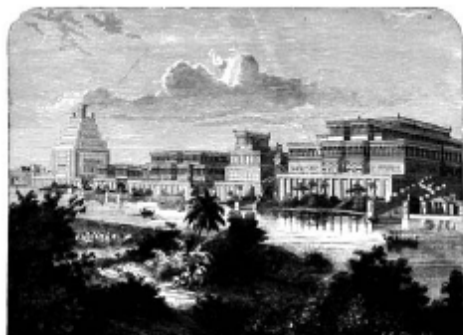


Architecture

Architecture also glorified the gods and reflected the power and correctness of the society. Ancient people built massive temples for religious worship. They built impressive palaces for governmental leaders. The large size of the structures inspired and awed the common people. The temples and palaces were a source of pride for the city. They provided a focus to everyday life for the inhabitants. Massive food warehouses ensured adequate food, even in years when harvests were meager. Some cities built schools to train scribes and priests.

Public Works Projects

Ancient governments started public works projects to improve the lives of city dwellers and farmers. The most important factor in the development of a city was a steady source of food. The first public works projects were dikes and dams to control flooding. Ancient people used dams to store excess water from rivers. Canals brought water from the rivers to the fields. These irrigation projects allowed farmers to grow crops in times of limited rainfall. City-states started huge public works projects to protect themselves. They built massive walls around their city. The farmers' fields were outside the city walls, and the farmers would move inside for protection when necessary. The city walls also surrounded warehouses that stored extra food.



Artisans

A new class of people, *Artisans*, emerged in the early civilizations of the Fertile Crescent. Artisans were skilled laborers who made everything by hand. They created products necessary for the society. They made valuable and highly desired consumer goods. Artisans created pottery, furniture, boats, household items, weapons, tools, etc. Artisans also made important discoveries and innovations. They developed wheeled vehicles and learned to forge iron. The job specialization of artisans in cities encouraged and was a part of the development of social classes.