

A Holistic World History Model

Waves Beginning Dates	Communal Wave 40,000 BP	Agricultural Wave 10,000 BCE	Urban Wave 3500 BCE	Modern Wave 1500 CE	Global Wave 2000 CE
Ecosystem Currents geography, environment, human populations, natural populations, human/nature interaction	<ul style="list-style-type: none"> *reverence and awe for nature *environment shapes adaptation strategies *humans live within nature *population limits *slow population growth *bio-diversity 	<ul style="list-style-type: none"> *environment influences crops *humans alter environment *co-domestication of humans/plant/animals *slow population growth *reverence for nature's cycles *less bio-diversity 	<ul style="list-style-type: none"> *human dominion *nature subdued for humans *populations increase *salinization/deforestation/overgrazing/soil depletion *start of monoculture 	<ul style="list-style-type: none"> *nature economic commodity *population escalates *less ecological diversity *exploitation of nature *monoculture increases *assault on non-human species 	<ul style="list-style-type: none"> *environmental assault *nature/planet fragile *population explosion *assault on biodiversity *climate change *fresh water scarcity *species extinctions
Techno Economic Currents daily life, economic systems, technology, exchange and trade, labor patterns	<ul style="list-style-type: none"> *economic reciprocity *nomadic way of life *gather and hunt for food *simple tools fit environment *few material possessions *gender division of labor *no property ownership *sophisticated gathering & hunting skills 	<ul style="list-style-type: none"> *reciprocity & redistribution *domestication of humans/plants/animals *horticulture production *sedentary villages *women produce food *specialized handicrafts *communal land ownership *slash/burn agriculture *simple technology & tools 	<ul style="list-style-type: none"> *economic redistribution *fringe market economy *intensive plow agriculture *men produce food *private property *military weaponry *monumental architecture *cross-cultural trade *division of labor *labor specialization 	<ul style="list-style-type: none"> *mercantilism & capitalism *merchants gain wealth/status/power *commercial ventures *technological innovations *industrialization *wage labor & specialization *privatization of property *mass production techniques *corporations form 	<ul style="list-style-type: none"> *versions global capitalism *global trade networks *globalized labor force *labor specialization *product specialization *privatization expands *commodification *MNCs wealth & power *state capitalism *WTO, World Bank, IMF
Social Currents groups, family, gender, social status, socialization/education	<ul style="list-style-type: none"> *cooperative social system *many egalitarian groups *strong kinship relations *group centered *social groups called bands *group socializes children *live in temporary camps *elders high status 	<ul style="list-style-type: none"> *women respected *many are egalitarian *strong kinship relations *group-centered *non-hierarchical relations *close-knit village life *village raises children *elderly high status 	<ul style="list-style-type: none"> *patriarchy & prostitution *institutionalized slavery *social hierarchies - elites, priests, commoners, artisans & peasants *inherited elite wealth *children subordinated *extended families 	<ul style="list-style-type: none"> *elite, middle, working, peasant, serf, slavery classes *elite entrepreneurs/owners *influence of middle class *rise of nuclear family *move to gender equality *schools socialize children *rise of consumerism 	<ul style="list-style-type: none"> *wide socio-economic gap *decline of nuclear family *diverse lifestyles *more gender equality *mass education *consumerism expands *media socializes children *elites concentrate wealth
Political Currents political systems, leadership, rules/laws, migration/interaction, conflict/cooperation/war	<ul style="list-style-type: none"> *informal leadership *group consensus of decisions *oral traditions & rules *group enforces rules *conflict: personal rivalry or group feuds *elders are leaders 	<ul style="list-style-type: none"> *decentralized politics *"big" man or woman leader *informal rules/sanctions *chiefs in larger villages *group enforces rules *small scale conflict *feuds a form of conflict 	<ul style="list-style-type: none"> *centralized governments *monarchy/king/emperor *organized armed warfare *codified laws *elite political control *tribute/taxes/bureaucracy *city, states, empires 	<ul style="list-style-type: none"> *sovereign nation/state *monarchy to constitutions *liberalism/communism *colonialism/imperialism *national state bureaucracies *industrialized warfare *move to universal suffrage 	<ul style="list-style-type: none"> *decline of nation/state *international NGOs *organizations WTO, UN, IMF, World Bank *elite vs. mass democracy *corporations power *immigration/interaction
Cultural Currents worldview, religion/spirituality, communication, identity/belonging, aesthetic expression	<ul style="list-style-type: none"> *no individualism *collective consciousness *animistic belief system *connection with nature *ancestor worship *earth-based spirituality *oral traditions *storytelling by elders 	<ul style="list-style-type: none"> *folk religions *goddess worship *animistic beliefs *ancestor worship *in tune with natural cycles *oral traditions and folklore *earth-based spirituality *regenerative & cyclical powers of female 	<ul style="list-style-type: none"> *state & universal religions *elite religious leaders *individual consciousness *god image displaces goddess *writing, recording *rational abstract thought *earth religions subdued *writing *formal education for elites 	<ul style="list-style-type: none"> *secular, scientific thought *Newtonian mechanistic view *Western individualism *fragmentation of traditional religions, customs, thought *Einsteinium relativity *rise of the ism's *consumerism as religion *post-modern thought 	<ul style="list-style-type: none"> *holistic perspective *secular, scientific & intuitive thought *multiculturalism *global interaction, communicate/connect *consumerism as religion *globalized, fundamental & transformative worldviews