

Name:

**Mesopotamia Chapter 3.1 Reading Review**

Complete this after reading Ch 3.1 pages 4-8

- 1) Which statement best explains why historians chose the name Mesopotamia for the region where Iraq and eastern Syria are now located?
- A) The region had highly fertile soil.
  - B) The region was bordered by rivers on two sides.
  - C) The region contained the world's first unified nation.
  - D) The region was occupied by a diverse group of peoples.

- 2) The major cities of ancient Mesopotamia were located along which two rivers? (spelling counts)

- 3) What did ancient Mesopotamia have in common with other early civilizations?
- A) Mesopotamia contained a fertile river valley.
  - B) Mesopotamia developed a strong central government.
  - C) Mesopotamia was settled by people who migrated out of Africa.
  - D) Mesopotamia relied primarily on trade to provide its food supply.

- 4) How did ancient Mesopotamians benefit from the flooding of the Tigris and Euphrates Rivers?

- 5) Why was it important to control the annual floods in ancient Mesopotamia?

- 6) Which problem would the ancient Mesopotamians have faced without the annual flooding of the rivers?

- 7) Mesopotamian's irrigation systems helped control the \_\_\_\_\_ on the Tigris and Euphrates Rivers and to bring \_\_\_\_\_ to their \_\_\_\_\_.

- 8) Ancient Mesopotamians built dams primarily to provide \_\_\_\_\_.

- 9) Developments in metalworking in ancient Mesopotamia provided which tool for farmers?

- 10) In Mesopotamia, cities continued to grow because of \_\_\_\_\_ production.

- 11) How did people get good or services that they needed?

- 12) What is commerce?

- 13) What was a guffa? Describe how they were made.

- 14) Mesopotamia used \_\_\_\_\_ and \_\_\_\_\_ to create an asphalt-like pavement.

- 15) Local traders carried goods in packs on their \_\_\_\_\_. They used \_\_\_\_\_ for far-away trading centers.

Write a few notes about each of these Sumerian (Mesopotamia) inventions:

1. Levee

2. Dam

3. Seed Plow

4. Pavement

5. Guffa