

MASTER STRUCTURE of TRANSFERABLE CONCEPTS FOR HISTORY AND SOCIAL STUDIES

KEY: SLASH: major synonyms
 COMMA: closely linked, synergistic concepts
 BULLET: other synonyms and common associations

SEQUENCE LETTERS: •A before B before C, etc.
 •capitals indicate an essential concept
 •lower case indicates could be skipped
 •same letter indicates that order doesn't matter

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT
PEOPLE A • Population, concentration • Tribe/clan, city, state, ...	COMMUNITY A • Diversity	GENDER A
		ETHNICITY A
		RACE A
		STATUS, CLASS A • Caste
	ORIGIN A human evolution	MIGRATION, MOBILITY a
PLACE A • location, region, country, nation • boundary, time zone • direction, travel distance • latitude, longitude	• ENVIRONMENT A	GEOGRAPHICS a • adaptation • geographic advantage
		CLIMATE a
		DESIGNED ENVIRONMENT b • infrastructure
	RESOURCE A • relative abundance, scarcity	NATURAL RESOURCE a
		HUMAN RESOURCE b

BASIC CONCEPT		SUB-CONCEPT		SUB-SUB-CONCEPT			
CULTURE <ul style="list-style-type: none"> • innovation, diffusion • record keeping 	A	BELIEF, IDEOLOGY <ul style="list-style-type: none"> • perspective, perception • philosophy (incl. personal philosophy) 	A	VALUES	A		
				• morals, ethics			
				BIAS, PREJUDICE	A		
				FAITH	b		
						SCIENCE, MATHEMATICS	b
						• rationalism	
				ART	A	MONUMENT	a
		TRADITION <ul style="list-style-type: none"> • customs in family, trade, occupation, etc. • ritual 	A			ATTIRE	a
						FOOD	a
						ACCOMMODATION	a
						EDUCATION	b
						• Socialization	
						CELEBRATION	b
		COMMUNICATION <ul style="list-style-type: none"> • writing 	A			LANGUAGE	a
						• linguistic group	
		TECHNOLOGY <ul style="list-style-type: none"> • tools (fire, wheel, weapons) • transport, communication • habitation, textile, adornment • calendar, instruments 	A			HUNT, GATHER	a
						AGRICULTURE, METALLURGY	a
• animal/plant domestication							
• irrigation							
INDUSTRY, MACHINE	a						
• business entity							
				SERVICE	b		
				INFORMATION	B		
ENTERTAINMENT	b			SPORT	a		
				MUSIC	a		
				DRAMA	a		
				DANCE	a		
CHANGE	B	EVENT SEQUENCE <ul style="list-style-type: none"> • personality sequence • time, rate 	A				
		PATTERN <ul style="list-style-type: none"> • relationship, proportion 	B			PROGRESS, REGRESSION	A
						REPETITION/CYCLE	a
				• birth, growth, decline			
				CORRELATION, CAUSE-AND-EFFECT	a		
CONFLICT, COOPERATION friend, enemy consensus	B	BELLIGERENCE, AGGRESSION	A	REVOLT	a		
				• civil strife			
				MILITARISM, WAR	B		
				• armaments, weapons			
						CONQUEST, IMPERIALISM	b
						GENOCIDE, HOLOCAUST	b
				DISCOURSE, NON-AGRESSION	A	DIPLOMACY	a
				• Appeasement			
				• Sanctions			
				CIVIL DISOBEDIANCE	a		
				PASSIVE RESISTANCE	a		

BASIC CONCEPT	SUB-CONCEPT	SUB-SUB-CONCEPT	
GOVERNANCE <ul style="list-style-type: none"> • power, dynasty • state, nation 	LEADERSHIP 	GROUP team, tribalism a	
		(IN)DEPENDENCE <ul style="list-style-type: none"> • survival, self-interest • altruism A	
	PARTS OF GOVERNMENT <ul style="list-style-type: none"> • jurisdiction – levels of government • models of authority 	INTERNATIONAL COOPERATION a	
		DECISION MAKING <ul style="list-style-type: none"> • democracy, monarchy, theocracy, aristocracy, authoritarianism, totalitarianism B	LEGISLATIVE, EXECUTIVE, JUDICIAL <ul style="list-style-type: none"> • separation of powers • checks and balances A
	PARTICIPATION, REPRESENTATION 	OPPRESSION, EXPLOITATION b	
		RIGHTS AND RESPONSIBILITIES <ul style="list-style-type: none"> • personal freedom and individual responsibility • human dignity, inalienable right A	
ECONOMY <ul style="list-style-type: none"> • barter, currency • job, occupation • supply and demand • traditional, command, market models 	NEEDS, WANTS <ul style="list-style-type: none"> • choice • opportunity cost • risk and reward • goods and services • trade • (<i>comparative advantage</i> was removed) A	PRODUCTION <ul style="list-style-type: none"> • productive resources • factors of production • innovation A	
		DISTRIBUTION a	
		CONSUMPTION <ul style="list-style-type: none"> • possession • standard of living, quality of life • GDP A	
	SCARCITY/ABUNDANCE 	B	WEALTH, POVERTY <ul style="list-style-type: none"> • socio-economic class A
			LABOR <ul style="list-style-type: none"> • division of labor • productivity b
			CAPITAL <ul style="list-style-type: none"> • assets • interest b
	RESOURCE ALLOCATION 	c	MARKETS, PLANNING <ul style="list-style-type: none"> • traditional, command, central planning • mixed economy a
			TRADE <ul style="list-style-type: none"> • comparative advantage • urbanism a