**Commonly Used World History Terms and their Definitions:**

**Kingdom:** Area ruled by an inherited ruler, often a king or queen.

**Civilization:** Arose roughly 5,000 years ago. Possess the following:

A. Cities: Cities specialized in certain niches and were elaborate places. Cities equate to civilization

B. Central government and law codes: This established order and structure to societies

C. Writing and record keeping: This allowed future generations to build from the learning and achievements of those who came before them.

D. Highly organized religions: This added another layer of structure and order to civilized man.

E. Specialized jobs: A complex civilization needs specialized tasks to be performed in order for survival.

F. Complex technologies: Innovation and invention took the place of simple stone-age technologies.

G. Social Classes- For the first time in human history, great disparities arose between those that possessed wealth and those who did not.

**Empire:** Form of government in which an individual or a single people rules over many other peoples and their territory.

**Society:** An abstraction of a collection of relationships between individuals, usually including distinctive cultural, economic, or political properties and vary greatly in complexity and scope.

**Dynasty:** A succession of people belonging to the same family, who, through various means and forms maintain power, influence or authority over the course of generations.

**City-State:** An independent, self-governing city that incorporated its surrounding territory, including smaller towns and villages.

**Hegemony:** Domination, influence, or authority over another, especially by one political group over a society or by one nation over others

**Cultural Diffusion:** The process of spread of an idea, feature, belief system, custom, or trend from one place to another over time.

**Diaspora:** The forced migration of a people to another land and the maintaining and influence of the homelands’ culture on the new land.

**Push/Pull Migrations:** Push factors are unpleasant events that force a people off their land, whereas, pull factors are incentives that cause people to migrate of their own free will.

**Historiography:** the writing of history based on the critical examination of sources. Evaluating whether a source is authentic and reputable when you cite it.

**Syncretism:** the combination of different forms of belief or practice. Similar to cultural diffusion, but specific to religiosity.

**Cognitive Dissonance:** the feeling of discomfort that results from holding two conflicting beliefs. When there is a discrepancy between beliefs and behaviors, something must change in order to eliminate or reduce the dissonance.