

## Hands On History Mesopotamia

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[Hands-On History! Ancient Egypt](#) The Rosen Publishing Group, Inc

This book provides activities for the study of the history of various civilizations.

[The First Ghosts](#) Charlesbridge

Celebrated for numerous developments in the areas of law, writing, religion, and mathematics, Mesopotamia has been immortalized as the cradle of civilization. Its fabled cities, including Babylon and Nineveh, spawned new cultures, traditions, and innovations in art and architecture, some of which can still be seen in present-day Iraq, Iran, Syria, and Turkey. Readers will be captivated by this ancient culture's rich history and breadth of accomplishment, as they marvel at images of the magnificent temples and artifacts left behind.

[Ancient Mesopotamia for Kids](#) Random House Trade Paperbacks

Presents an introduction to ancient India, covering such topics as religion, the military, cuisine, social structure, and everyday life, with instructions for fifteen handicraft projects for recreating ancient items.

[History for the Classical Child](#) Oxford University Press  
Explores the land between the Two Rivers and explains why the Sumerians, Assyrians, and Babylonians were among the first to develop libraries, mathematics, medicine, and the science of astronomy.

[A rich history of ancient ghosts and ghost stories from the British Museum curator](#) Tundra Books

The Sumerians, the pragmatic and gifted people who preceded the Semites in the land first known as Sumer and later as Babylonia, created what was probably the first high civilization in the history of man, spanning the fifth to the second millenniums B.C. This book is an unparalleled compendium of what is known about them. Professor Kramer communicates his enthusiasm for his subject as he outlines the history of the Sumerian civilization and describes their cities, religion, literature, education, scientific achievements, social structure, and psychology. Finally, he considers the legacy of Sumer to the ancient and modern world. "There are few scholars in the world qualified to write such a book, and certainly Kramer is one of them. . . . One of the most valuable features of this book is the quantity of texts and fragments which are published for the first time in a form available to the general reader. For the layman the book provides a readable and up-to-date introduction to a most fascinating culture. For the specialist it presents a synthesis with which he may not agree but from which he will nonetheless derive stimulation."—American Journal of Archaeology "An uncontested authority on the civilization of Sumer, Professor Kramer writes with grace and urbanity."—Library Journal

[Hands-On History! Stone Age Step Back to the Time of the Earliest Humans, with 15 Step-By-Step Projects and 380 Exciting Pictures](#) Peace Hill Press

The Code of Hammurabi is a well-preserved Babylonian law code of ancient Mesopotamia, dating back to about 1754 BC. It is one of the oldest deciphered writings of significant length in the world. The sixth Babylonian king, Hammurabi, enacted the code, and partial copies exist on a man-sized stone stele and various clay tablets. The Code consists of 282 laws, with scaled punishments, adjusting "an eye for an eye, a tooth for a tooth" (lex talionis) as graded depending on social status, of slave versus free man. Nearly one-half of the Code deals with matters of contract, establishing, for example, the wages to be paid to an ox driver or a surgeon. Other provisions set the terms of a transaction, establishing the liability of a builder for a house that collapses, for example, or property that is damaged while left in the care of another. A third of the code addresses issues concerning household and family relationships such as inheritance, divorce, paternity, and sexual behavior. Only one provision

appears to impose obligations on an official; this provision establishes that a judge who reaches an incorrect decision is to be fined and removed from the bench permanently. A few provisions address issues related to military service. Hammurabi ruled for nearly 42 years, c. 1792 to 1750 BC according to the Middle chronology. In the preface to the law, he states, "Anu and Bel called by name me, Hammurabi, the exalted prince, who feared Marduk, the patron god of Babylon (The Human Record, Andrea & Overfield 2005), to bring about the rule in the land." On the stone slab there are 44 columns and 28 paragraphs that contained 282 laws. The laws follow along the rules of 'an eye for an eye'.

Their History, Culture, and Character Armadillo  
Frightened by the thought of dying, Gilgamesh braves a series of dangers in an effort to learn the secret of eternal life, but although he meets the survivor of the great flood and is offered a chance at perpetual youth, he never achieves his goal, in a retelling of an episode from the story of Gilgamesh, the world's oldest legend.

[Hands-On History: Ancient Civilizations Activities](#) Armadillo Books

Make studying history fun and interactive to motivate your students. Encourage teamwork, creativity, reflection, and decision making. Take an active approach to teaching while inspiring your students to make their own explorations of ancient history.

[Hands-on History: Ancient Civilizations Activities](#) JHU Press

Presents an introduction to ancient Egypt, covering such topics as pharaohs, religion, the cult of the dead, writing, social structure, and everyday life, with instructions for fifteen handicraft projects for recreating ancient artifacts.

[The Sumerians](#) Oxford University Press  
Uses maps, text, and illustrations to present the history of the area known as the Fertile Crescent, the Ancient Near East, and Mesopotamia, from its earliest period in the fifth millennium B.C.E. through the Sassanian Empire.

[Mesopotamia](#) Shell Education

The ancient world of Mesopotamia (from Sumer to the subsequent division into Babylonia and Assyria) vividly comes alive in this portrayal of the time period from 3100 bce to the fall of Assyria (612 bce) and Babylon (539 bce). Students, teachers, and interested readers will discover fascinating details about the lives of these people taken from the ancients' own quotations and descriptions. These detailed anecdotes from the people themselves easily convey factual material. A wealth of information is provided on such varied topics as: education; literature; mathematics and science; city vs. country life; family life; and religion, as well as many other subjects.

[Religion in Ancient Mesopotamia](#) Greenwood Publishing Group

Provides instructions for craft projects based on authentic artifacts using easy-to-find materials, and explores the cultures of ancient peoples, including the Mesopotamians, Egyptians, Minoans, and Etruscans. The Last Quest of Gilgamesh Teacher Created Materials  
There are few things more in common across cultures than the belief in ghosts. Ghosts inhabit something of the very essence of what it is to be human. Whether we personally 'believe' or not, we are all aware of ghosts and the rich mythologies and rituals surrounding them. They have inspired, fascinated and frightened us for centuries - yet most of us are only familiar with the vengeful apparitions of Shakespeare, or the ghostly spectres haunting the pages of 19th century gothic literature. But their origins are much, much older... The First Ghosts: Most Ancient of Legacies takes us back to the very beginning. A world-renowned authority on cuneiform, the form of writing on clay tablets which dates back to 3400BC, Irving Finkel has embarked upon an ancient ghost hunt, scouring these tablets to unlock the secrets of the Sumerians, Babylonians and Assyrians to breathe new life into the first ghost stories ever written. In The First Ghosts, he uncovers an extraordinarily rich seam of ancient spirit wisdom which has remained hidden for nearly 4000 years, covering practical details of how to live with ghosts, how to get rid of them and bring them back, and how to avoid becoming one, as well as exploring more philosophical questions: what are ghosts, why does the idea of them remain so powerful despite the lack of concrete evidence, and what do they tell us about being human?

Britannica Educational Publishing

A rich and vivid overview of ancient Mesopotamia, the "cradle of civilization". Ancient Mesopotamia, a region that mainly corresponds to modern-day Iraq, has a record of human activity dating back nearly fifteen thousand years. Writing was invented in Mesopotamia at the end of the fourth millennium BCE, and urbanization reached new heights of social, economic, and architectural sophistication there. A cultural melting pot, Mesopotamia was the source of many myths, which in turn influenced Greco-Roman, Judeo-Christian, Arabic, and Persian traditions. For these reasons and many others, it is still considered the "cradle of civilization." Mesopotamia: Civilization Begins presents a rich panorama of ancient Mesopotamian history, from its earliest prehistoric cultures to its conquest by Alexander the Great in 331 BCE. This catalogue records the beauty and variety of the objects on view in the Getty's exhibition, on loan from the Louvre's unparalleled collection of ancient Near Eastern antiquities: cylinder seals, monumental sculptures, cuneiform tablets, jewelry, glazed bricks, paintings, figurines, and more. Essays by international experts explore a range of topics, from the earliest French excavations to Mesopotamia's economy, religion, cities, cuneiform writing, rulers, and history—as well as its enduring presence in the contemporary imagination. [The English Reading Tree](#) Mesopotamia All About Ancient Assyria and Babylonia, With 15 Step-by-Step Projects and More Than 300 Exciting Pictures  
Modern-day archaeological discoveries in the Near East continue to illuminate man's understanding of the ancient world. This illustrated handbook describes the culture, history, and people of Mesopotamia, as well as their struggle for survival and happiness.

[Mesopotamia](#) Macmillan

The cuneiform script, the writing system of ancient Mesopotamia, was witness to one of the world's oldest literate cultures. For over three millennia, it was the vehicle of communication from (at its greatest extent) Iran to the Mediterranean, Anatolia to Egypt. The Oxford Handbook of Cuneiform Culture examines the Ancient Middle East through the lens of cuneiform writing. The contributors, a mix of scholars from across the disciplines, explore, define, and to some extent look beyond the boundaries of the written word, using Mesopotamia's clay tablets and stone inscriptions not just as 'texts' but also as material artefacts that offer much additional information about their creators, readers, users and owners.

[Ancient Mesopotamia](#) Armadillo Books

Explores the Land between the Two Rivers, one of the most ancient civilizations, including why the Sumerians, Assyrians, and Babylonians were among the first to develop writing, mathematics, and the science of astronomy, and offers projects.

[Step Into Mesopotamia](#) Penguin UK

Mesopotamia was one of the earliest regions to produce writing, literature and the fine arts, as well as being one of the first areas to construct states. This comprehensive and detailed survey of the region's prehistory and protohistory shows how these fascinating developments were possible. Petr Charvát explores the economic, social and spiritual spheres in Mesopotamia from the Palaeolithic to the time of the early states, c. 100,000 BC to 2334 BC. The narrative is supplemented by numerous descriptions of the principal archaeological sites for each phase, and by conclusions outlining the most important developments and changes.

[Daily Life in Ancient Mesopotamia](#) Teacher Created Materials  
Presents an introduction to the Stone Age, covering such topics as shelter, hunting, migration, social structure, art, religion, and warfare, with instructions for fifteen handicraft projects for recreating prehistoric artifacts.

[The Written World](#) Macmillan

Making learning fun and interactive is a surefire way to excite your social studies students. This book includes game-formatted activities for major historical topics. While the goal of these activities is to create excitement and to spark interest in further study, they are also standards based and include grading rubrics and ideas for assessment. Encouraging teamwork, creativity, intelligent reflection, and decision making, the games of Hands-on History Activities will help you take an active approach to teaching while inspiring your students to make their own explorations of history. 176pp.