



Topic: **EARLY HUMANS**

Class - 6th

Chapter - 2

Subject - Social Science

THE STORY OF
EARLY
MAN



QRickit

0654CH02

MODEL ACADEMY

The Prestigious School of MIER
Affiliated to the CBSE

ACKNOWLEDGEMENT

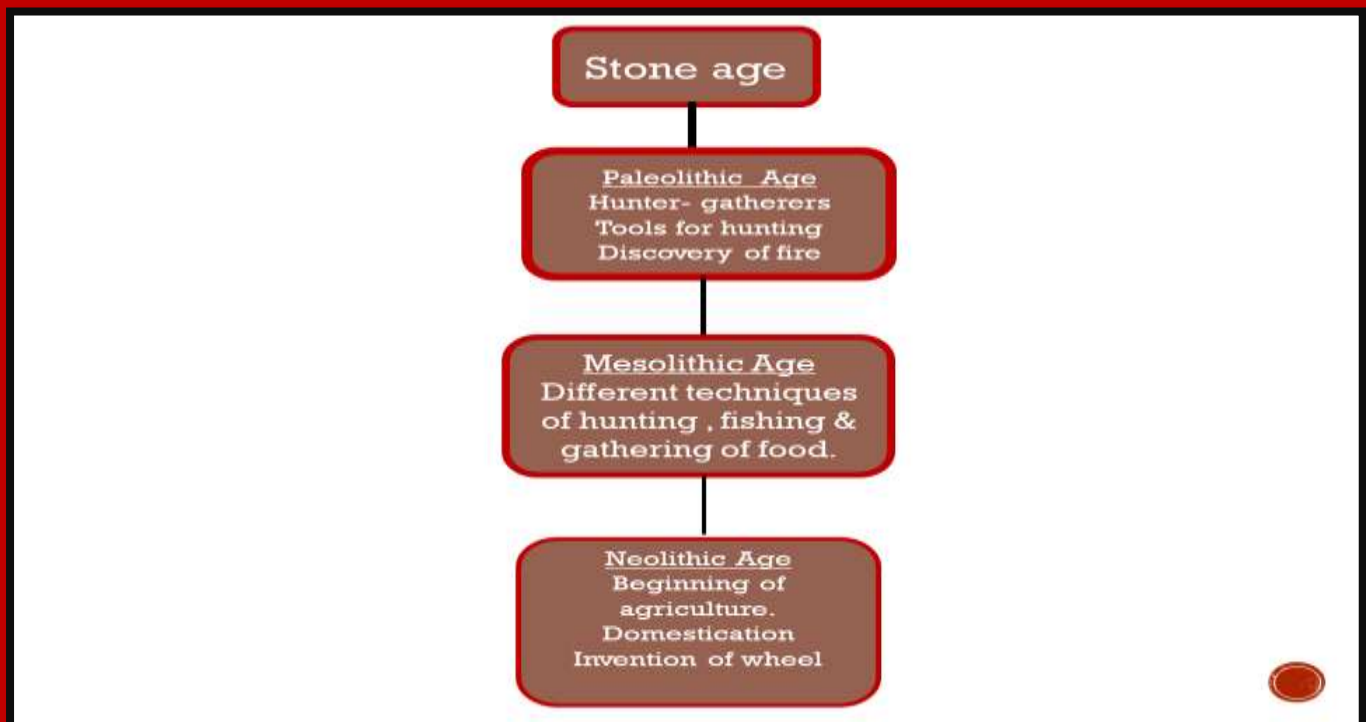
This novel would not have come to its completion without the hard work put in by the team. I would like to express my gratitude to our honorable Principal, Mr. Pramod Kumar Srivastava who provided help, guidance and also gave me an opportunity to do this wonderful project of Graphic Novel.

Concept, Script and Dialogue	Ms. Samiksha Dhingra
Training and Ideation	Mr. Sandeep Sethi(Director Education M.S.M.S.II.Museum Trust)
Coordination	Mr. Pramod Kumar Srivastava(Principal) Ms. Manju Vali (Convener Co-curricular Activity) Ms. Manjari Sehgal(Manager Academics)
Subject	Social Science
IT Support	Ms. Amisha Mehta Mr. Naresh Khullar
Art and Graphic	<u>Teachers:-</u> Ms. Sunita Tandon , Ms. Anu Anand. Student :Ishika Gupta, Tejas, Bhavish,Tisha Danista,Sonam,Avishi ,Hasina
Language Support	Ms. Manjari Sehgal(Manager Academics)

LEARNING OUTCOMES

- The chapter explains broad developments during the ancient period & relates the developments occurring in one place with another.
- This novel critically analyses various activities of early humans.
- It appreciates the things which ancients used to do, which actually served for the betterment of the society as a whole.
- Assess and evaluate the skills and knowledge that early humans had.
- This chapter highlights various reasons why hunter gatherers moved from place to place.
- The student will be able to learn about the major habitation sites during which stone age people lived in India.
- Build characters amongst themselves by discussing / communicating the importance of stone tools.
- It helps to understand that the early humans chose the places where they could get all the resources for making tools (factory sites).
- It critically analyses the journey of early humans from hunter gatherers to herders – farmers.
- This chapter relates to the origin of farming and domestication.
- The student will be able to learn about the diversification of life skills (Farming, pottery, weaving, etc.)
- They will be able to understand the factors that led to settled life- use of tools, making of houses, clay pots.

STORY BOARD



PREFACE

This graphic novel is an attempt to involve the learners and evoke their interest in the Story of Early Human in an all together informal and an enjoyable manner.

The novel comprises of interactions between different characters in the story. The learners will be able to observe , analyze and adopt the knowledge with reference to different ages of Stone Age.

The story comprise of characters who speak about the lifestyle of early human beings, different stages of Stone Age along with the inventions of stone, wheel, pottery, discovery of fire and beginning of agriculture.

The novel uses graphics , an effective medium , which not only integrates art into the learner but also helps them understanding the concept of different ages. It not only ensures quick learning but also help them to understand and comprehend the text.

CHARACTERS



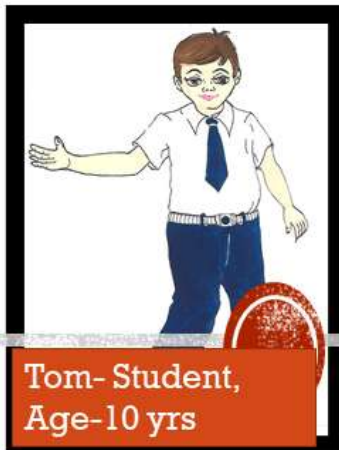
Samy- Student, Age-10yrs



Simran-Teacher,
Age-25



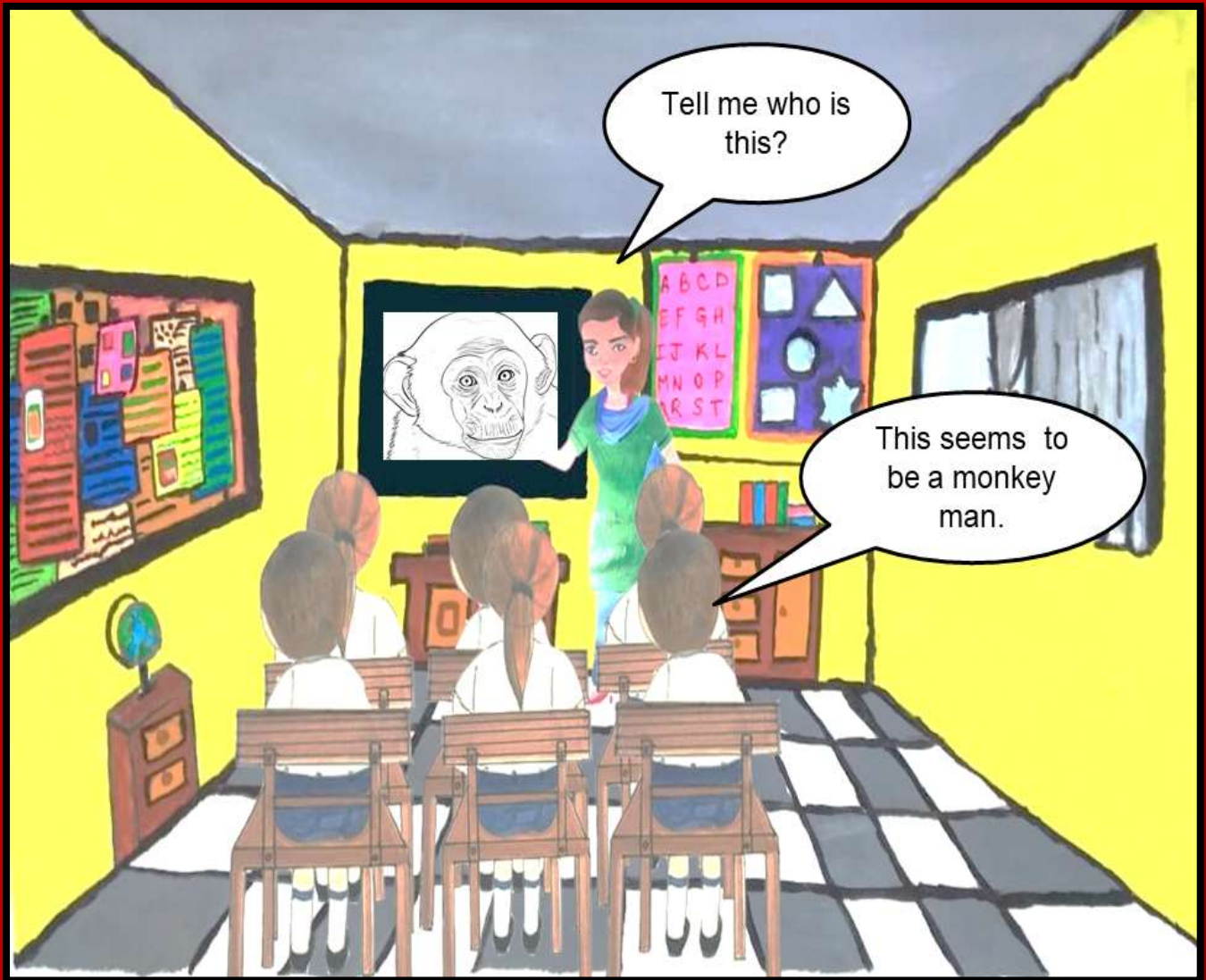
Simbha- Jungle
boy, Age-10



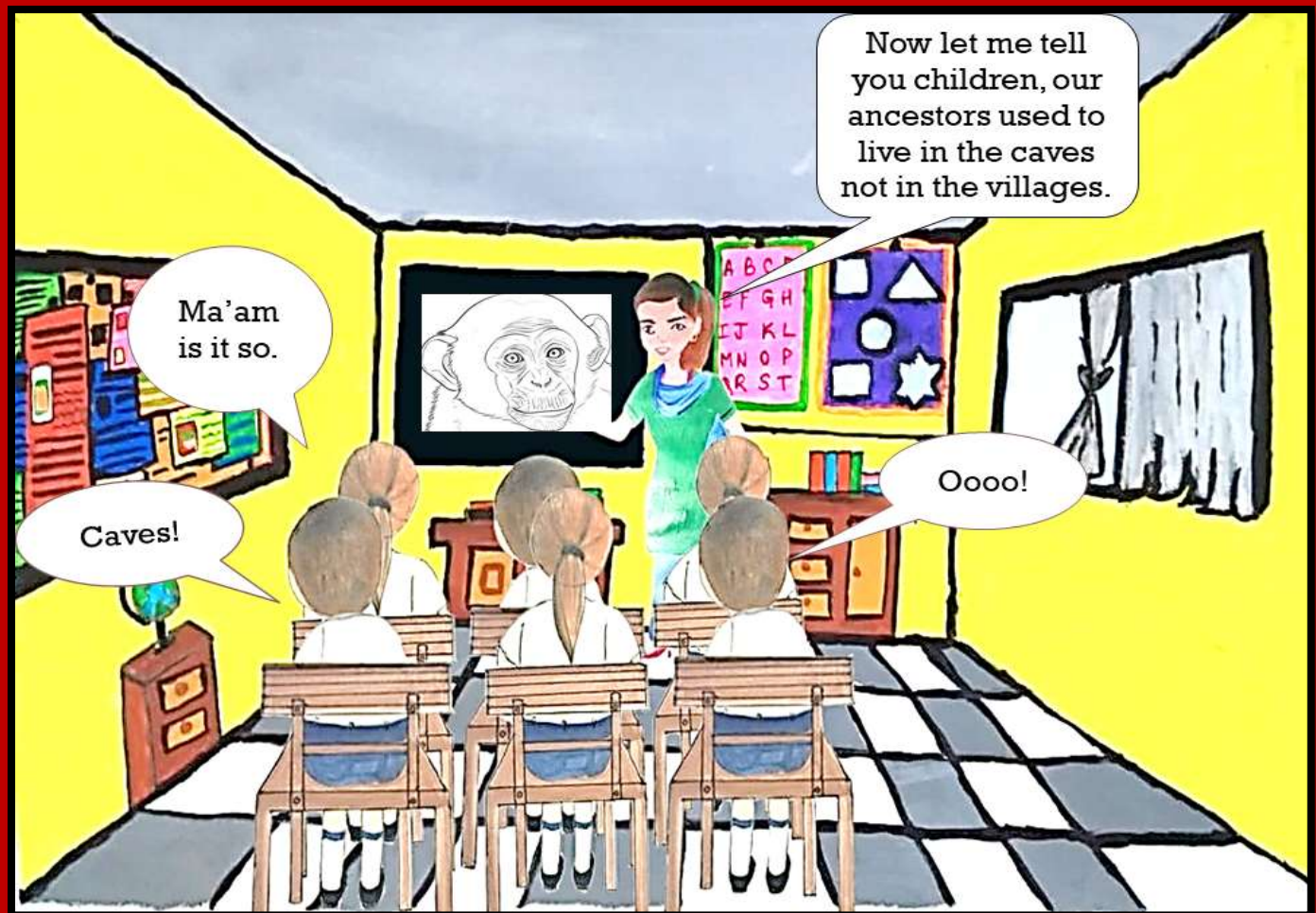
Tom- Student,
Age-10 yrs

DISCLAIMER

This novel is published as a supportive reading material to enable the students to have a better understanding of the topic. The characters used in this Graphic Novel are fictional and resemblance of any character or incident is merely a coincidence. Art work is done by students and teachers.









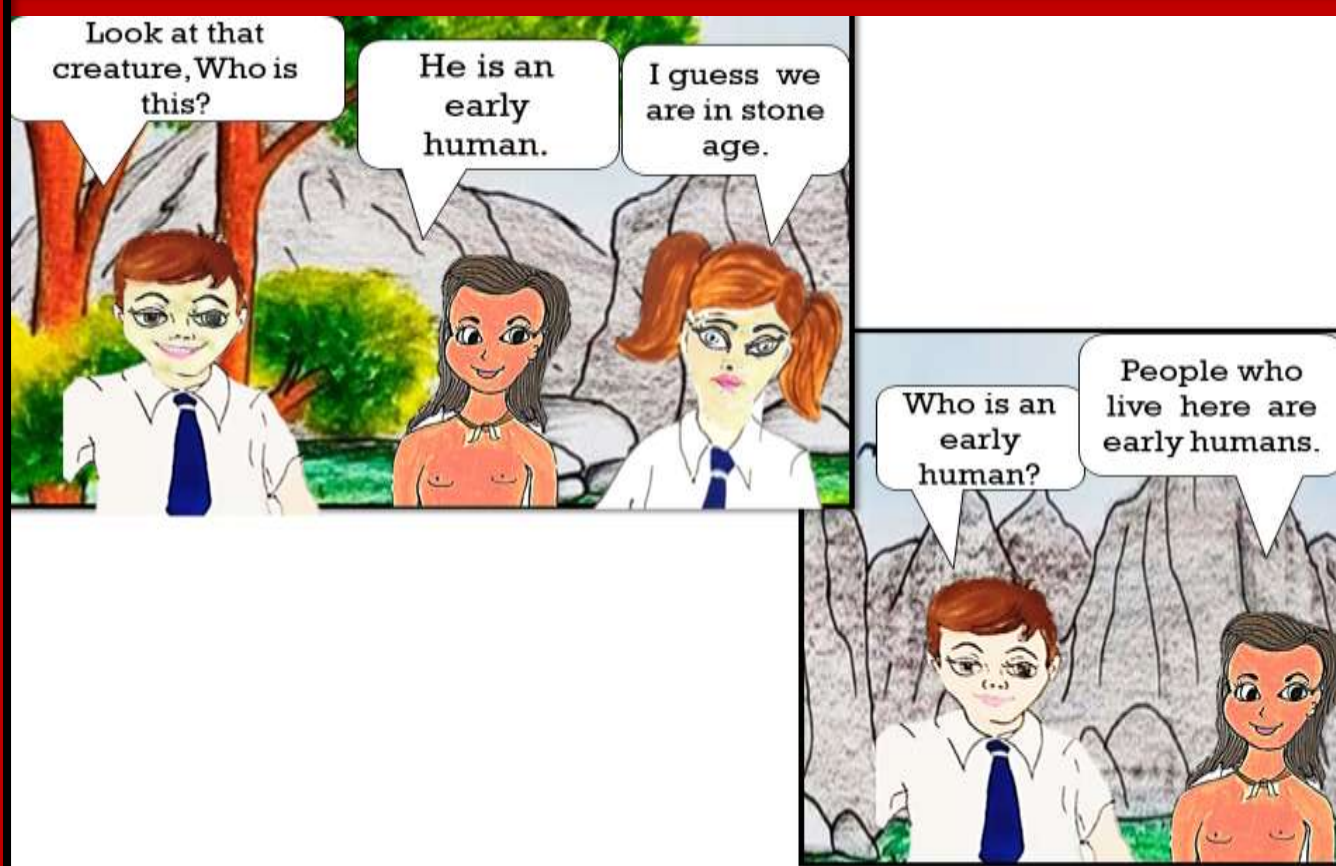
Children are sitting with their parents in the dinning room having dinner.



And papa ma'am told us that they used to live in caves!

After the conversation Tom dreamt about early humans that night , accompanied by Simbha and his sister .







Look ! What
are these
people doing?

Why are they
hunting the
animals?



Hunting the
animals.

For food.



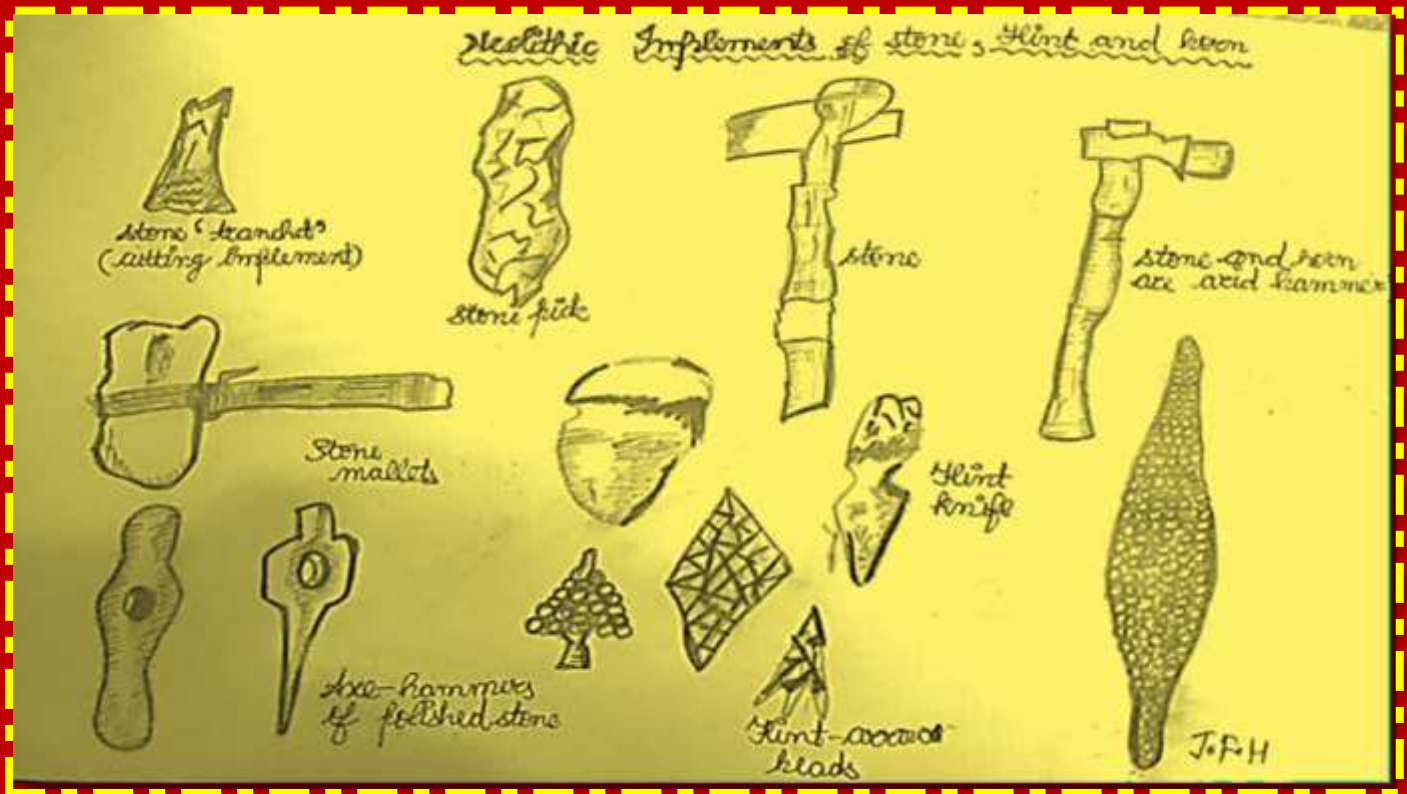
Why is he taking
the deer in the
cave?

They are
going to
eat it.

Where is
he going
to cook?



One day the early human rubbed two stones accidentally and the fire was lit he ran away out of fear, from that very day fire was discovered. Stone tools have been found from many sites as well. Many of these are different from the earlier Paleolithic tools and that is why they are called Neolithic. These include tools that were polished to give a fine cutting edge and mortars and Pestles were used for grinding grain and other plant produce.



Lets Revise:

Q1. Define the stone age.

Q2. The discovery of fire brought about a change to the life of early man. What do you think those changes were?



Q1. Name the three phases of the Paleolithic Age.



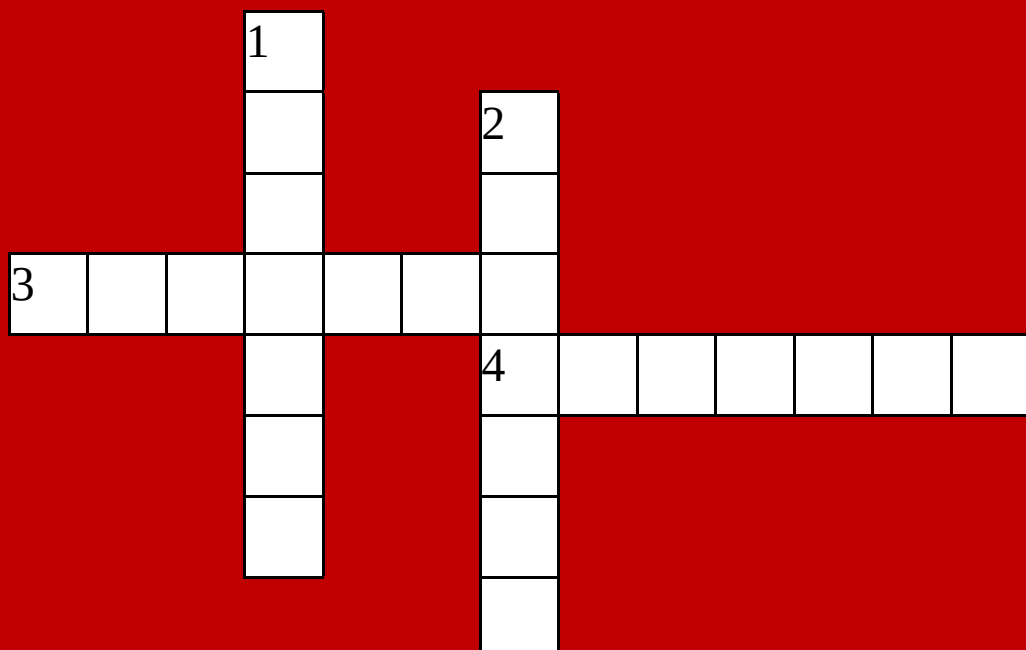
Look! they have started fishing and hunting too.

Yes, early humans are gathering fruits, hunting animals and catching fish ,that is why they are known as hunter gatherers.



Q1. Why did hunter- gatherers move from one place to another ?

CROSSWORD PUZZLE



Across

3. Tools used for grinding grains.
4. a profession of killing animals.

Down

1. The natural home or an environment of an organism.
2. Primary occupation on coastal land.



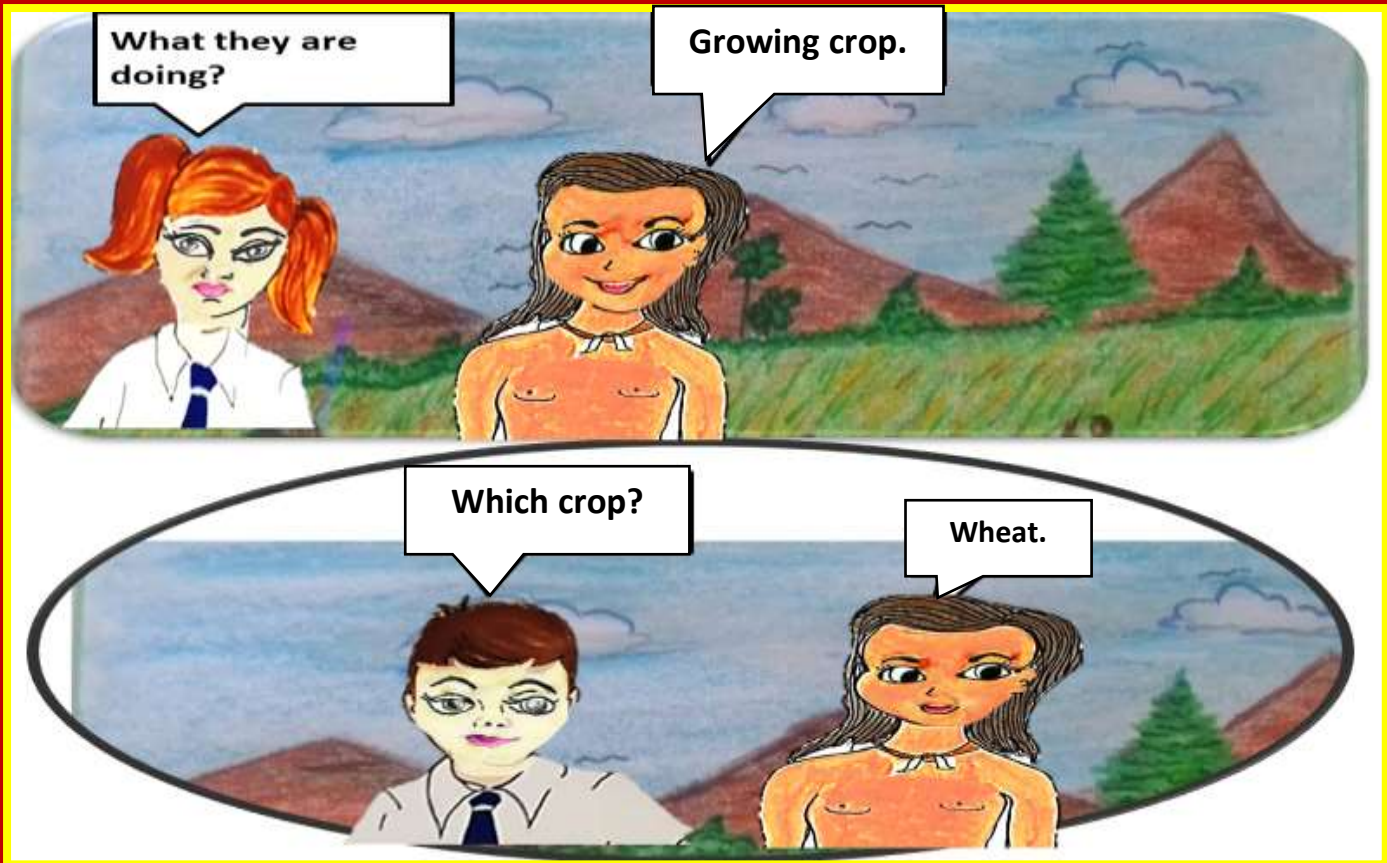
Q3. Choose the words from the box below & complete the sentences.

Food caves hunting shelter digging food-gatherers

Early humans moved from one place to another in search of _____ & _____.

They were _____.

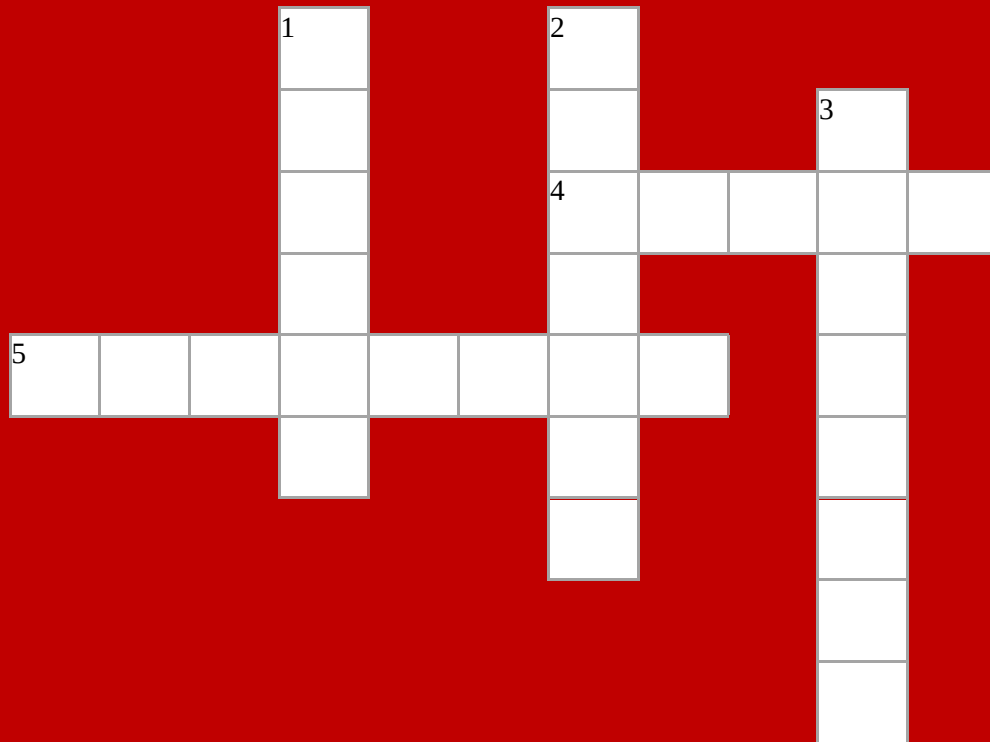
They lived in _____ or on trees. Early humans needed sharp tools for
_____ & _____.



This was also a time when several grain bearing grasses, including wheat, barley and rice grew naturally in different parts of the sub continent . Men, Women and Children probably collected these grains as food and learnt how to grow and reap them. This may have led them to think about growing plants on their own. In this way people became farmers.



CROSSWORD PUZZLE



Across

4. Invention of this helped vehicles to move.
5. Someone from whom one is descended of.

Down

1. Person who makes pots with clay.
 2. Uncooked food also known as.
- A Neolithic site present-day in Pakistan.

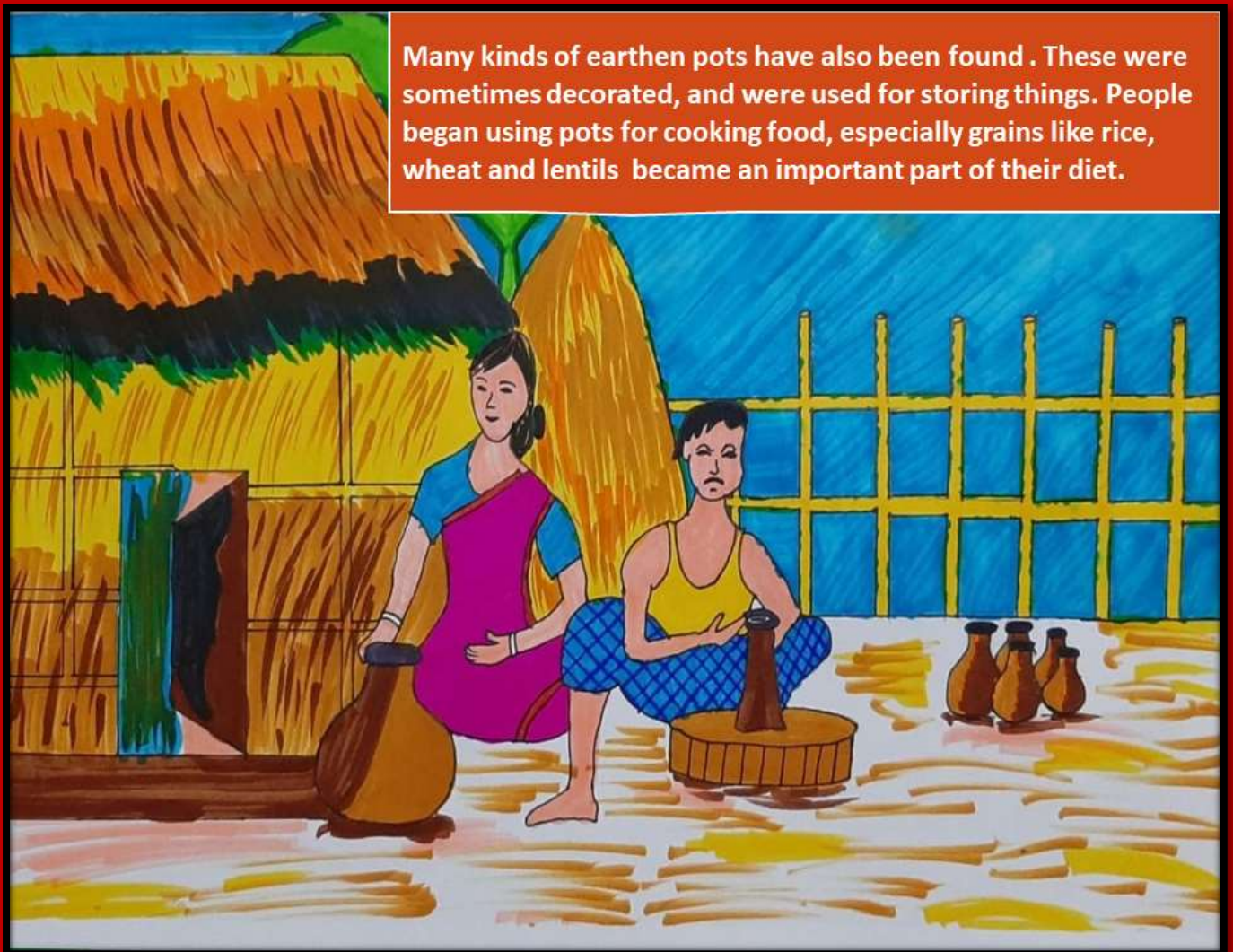
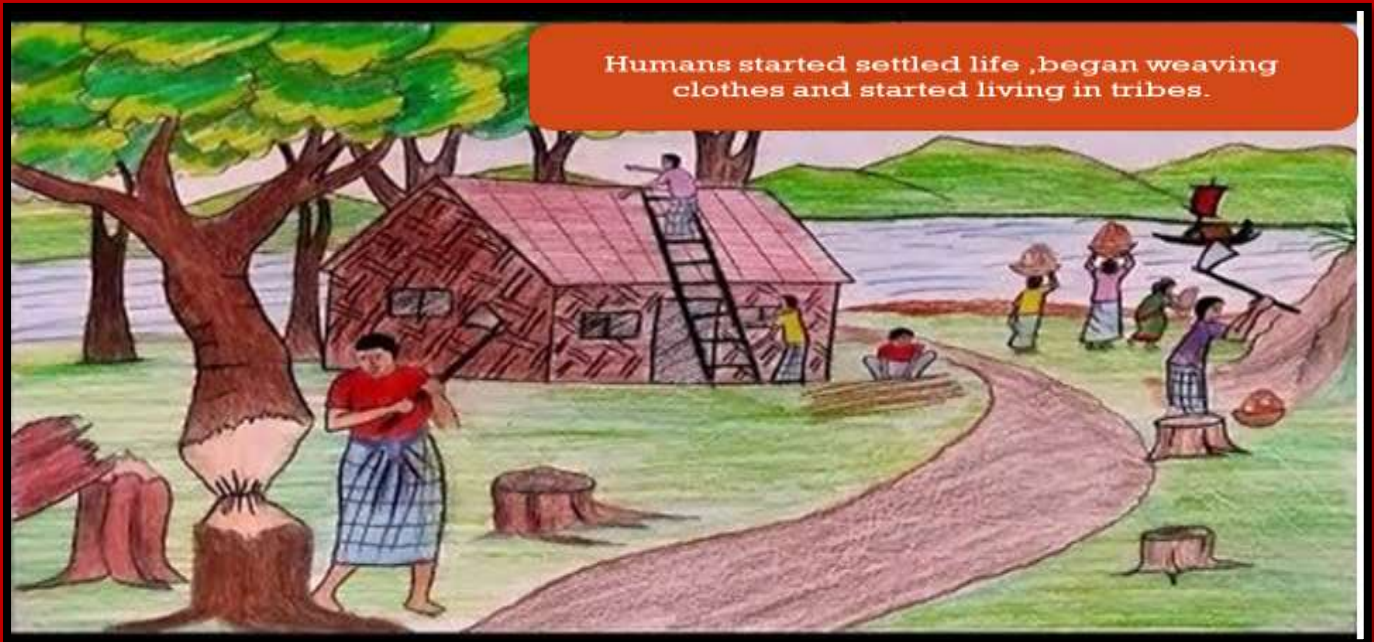
Q1. In what ways did the beginning of agriculture change the life of early humans?



People used to attract animals by leaving food for them near their shelters and then tamed them. The first animal to be tamed was the wild ancestor of the dog. Later people encouraged animals that were relatively gentle to come near the camps where they lived. These animals were sheep, cow, Buffalo, etc. People protected these animals from attacks by other wild animals. This is how they became Herders.



Q. List two animals that were domesticated during the Neolithic age.



Q2. Choose the correct options:

- a) The early humans domesticated animals for-
i) milk ii) wool iii) to plough land iv) all of these
- b) The discovery of fire-
i) gave them warmth & light ii) scared away animals iii) lighted up their caves iv) all of these
- c) The two occupations of early humans were-
i) hunting & fishing ii) farming & rearing of animals iii) making tools & fire iv) none of these

Q2. Fill in the blanks:

- i) Man began to grow crops in _____ age.
- ii) The old stone age is divided into _____ phases.
- iii) The first animal to be tamed was the _____.
- iv) _____ was used by Paleolithic man for taking shelter.
- v) The early humans used tools made of _____.

Q3. Differentiate between the Paleolithic Age and Neolithic Age .



Q4. Name the two village settlements found in the Kashmir region that belong to the Neolithic age.



Tom woke up from his dream with a smiling face.



WORD BANK

- **Paleolithic** – it is related to or denoted to the early phase of the stone age, lasting about 2.5 million years, when primitive stone instruments were used.
- **Hunter- gatherers** – people who lived in the sub-continent, two million years ago were hunter-gatherers as they used to get their food by hunting animals.
- **Farmer**- a person who operates a farm or cultivates land.
- **Herder** – a person in-charge of a herd, especially of cattle or sheep.
- **Pots**- a container of earthenware or metal usually round & deep, having a handle or handles & often a lid, used for cooking , serving and other purposes.
- **Neolithic** – this is the last stage of stone age . In this stage tools were polished to give a fine cutting edge and mortars & pestles were used to grind grains and other plant produce.
- **Village** – a small community or group of houses in rural area, larger than a hamlet & usually smaller than a town .Most of the people living in villages are engaged in food production.
- **Mesolithic** – middle stone age.
- **Domestication** – the process of taming an animal and keeping it as a pet or on a farm.
- **Tribe** – a closely knit social group of people.

Exercises

Q1. Rewrite the incorrect sentences.

- Early humans lived in permanent houses.
- Early humans wore cotton clothes.
- Like us, early humans used to eat cooked foods.

Individual Activity.

Prepare a collage on a chart depicting pictures of animals, tools & human life during stone age.

SUMMARY

- Our ape like ancestors had to face many challenges of climate, wild animals and of other human groups; they gradually transferred from nomads to hunters , herders to cultivators and then to present Modern Man.
- Prehistory is the period of history before the invention of writing .
- Paleolithic age is also called old stone age , in this age people used to live like nomads. They lived in small hunting & gathering groups and used rocky overhangs & caves as shelter. They also learned to lit fire for warmth, cooking and light.
- In Neolithic period people learned farming & settled themselves in permanent villages. They also learned to domesticate animals.
- Neolithic agriculture revolution was the change from nomadic to farming life, this led to the development of civilization. Use of grains lessened the dependence on animals and were used as seeds to grow further crops.

CROSSWORD PUZZLE

A	S	V	D	V	F	E	M	K	O	Q	C	S	C
D	C	B	O	M	I	R	N	I	P	Z	X	W	S
F	A	R	M	E	R	Y	N	Y	E	A	S	G	V
Q	V	F	E	V	E	R	S	D	T	K	L	I	B
W	E	N	S	Q	B	M	T	I	F	L	W	S	R
R	V	B	T	A	N	N	B	P	O	K	S	C	J
A	G	R	I	C	U	L	T	U	R	E	Q	V	L
L	E	O	C	Q	R	Q	R	N	E	L	V	F	T
K	U	P	A	E	C	S	I	B	S	G	Z	T	Q
M	B	H	T	W	T	D	B	V	T	H	A	U	W
F	R	F	I	D	G	V	E	S	P	J	Q	M	N
S	P	W	O	S	B	I	N	A	L	M	S	J	C
C	W	Q	N	O	M	A	D	S	M	B	T	Y	V

Write the answers with the given clues.

- Early man lived in _____.
- Rubbing of two stones produce _____.
- A person who grows crop in the field called _____.
- The process of growing crops is known as _____.
- Communities of people that move from one place to another is known as _____.
- _____ means adaptation of an animal or plant through breeding to a life associated with and advantageous to humans.
- Other name of jungle is called _____.
- A closely knit social group of people is called _____.

BIBLIOGRAPHY

- **Our Pasts – 1 NCERT Book.**
- www.learncbse.in
- **Logman Vistas Social Science (reference book).**
- **Sample question (www.learninsta.com).**

FROM THE PRINCIPAL'S DESK

Dear readers

'Change is the only constant', so said a wise man from the past. And so true indeed! With the coming of the National Education Policy 2020, the focus of education is shifting to more student centric education, and thus the need to produce the content in a way which can be easily understood by the students. The Central Board of Secondary Education has also brought in alterations in the way education was being imparted in the classrooms of the nation. Art Integration with the curriculum, competency based education, stress on Physical Fitness are all endeavors to prepare the students for the future.



I would like to express sincere gratitude to **Mr. Sandeep Sethi (Director Education, M.S.M.S. II, Museum Trust)** without whose unconditional support and persistent guidance, this would have not been accomplished so compellingly. I hope this aesthetic, artistic and edifying piece of work will fulfill its purpose of making learning enjoyable and effective.

I am very sure that this will change the way topics are taught in the classrooms. Using comic strip as a tool, concepts will be explained in a simple way, more relatable to the students. Graphic Novel is an ongoing feature which supports the reading of a chapter in an effective manner. Building comprehension and critical thinking skills is one amongst the myriad benefits of this innovative and unique pattern for students. The combination of dedication, pragmatic approach and innovative thinking enabled us to fabricate this effective teaching tool. The readers will definitely find it useful in learning a complex subject matter.

My sincere thanks are also due to the team of gifted teachers and students who in a time-bound frame produced creatively endowed content which will be a visual extravaganza for the students.

Dr. Pramod Kumar Srivastava
Principal
Model Academy, Jammu



MODEL ACADEMY

The Prestigious School of MIER
Affiliated to the CBSE



B.C. Road, Jammu Ph. 0191-2546078, 2565098 Fax 2548239
Residency Road, Jammu Ph. 0191-2544840
e-mail: principal@modelacademy.in Website: www.modelacademy.in