

1. Surplus Product, Trade & Transport Development

1. Specialisation lead to people producing a surplus which lead to people trading through money then later money (various forms).
2. Ecentually trade developed between different communities. This meant people and goods needed to be transported and infrastructure such as roads were built.
3. Security became one of the biggest problems for travelling traders. They were attacked/robbed on the way to their destination

A Wagon (First wheel found 3 500 b.c)



2. The Growth of Towns and Cities

1. People had to meet to trade to they established towns in places farmers and crafters could sell their goods.
Towns usually developed along rivers, river moths, bays (where ships could anchor), cross roads.
2. Governments emerged in these towns. They caused for better city planning and **more security**
The gov raised taxes to pay for these services.

Specialisation of Labour and implemintation Guilds

1. Modernisation of societies and communities created a market for goods that required specialisation. (E.g. Stonemasons, Crafters Tailors, Shoe makers etc.)
2. Specialists lived closer to the castles where they could get protection from locals.
3. It was suring this time they created guilds which protected them. These Guilds stated the prices and wages as well as managed training of future crafters.

These guilds also owned the tools