Note: CASE Assessments provides four social studies benchmarks for grades 3-8. The first three benchmarks will be 30-question unit tests designed to cover content that would be taught in an 8- to 10-week period. The fourth test will be a final comprehensive benchmark covering all content and standards and will match the number of questions on the state test. Districts have the flexibility to choose testing dates that align these units to their individualized pacing.

<table>
<thead>
<tr>
<th>Unit</th>
<th>Standard/Indicator</th>
<th>Major Topics/Concepts</th>
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</table>
| **Early Civilizations**      | 6-1.1, 6-1.2, 6-1.3, 6-1.4 | Hunter-gatherer communities  
Adaptation to environment/use of natural resources  
Impact of farming/domestication of animals  
Effects of food surpluses  
River Valley Civilizations (Mesopotamia, Egypt, India, China)  
Economics of early civilizations/trade  
Fundamental beliefs/development of Eastern religions (Hinduism, Judaism, Buddhism, Confucianism, Taoism)  
Spread of religion/impact of religion |
| **Ancient Greece**           | 6-2.1, 6-2.2       | Government of Ancient Greece/start of democracy  
Contributions of Athens to present-day democracy  
Alexander the Great/spread of Hellenistic culture  
Contributions of Greek culture (e.g., arts, literature, mathematics, architecture)  
Belief system of the Greeks/Greek mythology |
| **1st Benchmark: Early Humans Through Ancient Greece** |                      | Development of Roman government  
Key Romans (e.g., Julius Caesar, Caesar Augustus)  
Rome’s impact on modern governments  
Contributions of Roman society (e.g., arts, literature, architecture, engineering)  
Transition from monarchy to republic to empire  
Expansion and decline of Roman Empire  
Byzantine Empire  
Christianity vs. polytheistic beliefs of Greece and Rome  
Spread of Christianity |
| **Ancient Rome**             | 6-2.3, 6-2.4, 6-2.5, 6-2.6 | Life for Chinese people during the dynasties  
Golden Age of China  
The Silk Road/impact of trade  
Arts and literature in classical China  
Contributions to the modern world (e.g., gunpowder)  
Japanese feudal system  
Shinto  
Contributions of Japanese civilizations  
Arts and literature in Japan |

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<tr>
<td><strong>2nd Benchmark: The Roman Empire Through Feudal Japan</strong></td>
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| Classical Civilization in India | 6-3.3 | Life in the classical India period  
Caste system  
Influence of Hinduism on Indian culture  
Gupta dynasty  
Contributions to math, science, literature, and religion |
| Islamic Civilizations | 6-3.4 | Foundation, beliefs, and spread of Islam  
The Byzantine Empire  
The Ottoman Empire  
Contributions of Muslim civilizations |
| African Civilizations | 6-4.1  
6-4.2 | Civilizations of Ghana, Mali, and Songhai  
Major contributions of African civilizations  
Impact of Islam on African civilizations  
Impact of geography on African civilizations  
Trade/spread of ideas |
| The Early Americas | 6-4.3  
6-4.4 | Rise and fall of civilizations in Central and South America (Maya, Aztec, Inca)  
Contributions of the civilizations to the modern world  
Culture and contributions of the native populations in North America (Adena, Hopewell, Pueblo, Mississippian) |
| The Middle Ages | 6-5.1  
6-5.2  
6-5.3  
6-5.4  
6-5.5 | Feudalism in Europe  
Magna Carta and limited government  
Impact of the Crusades  
Role and influence of the Roman Catholic Church  
Origins/effects of the bubonic plague (Black Death) |
| **3rd Benchmark: Classical Civilizations Through Medieval Europe** | | |
| Renaissance and Reform | 6-6.1  
6-6.2  
6-6.3 | Reasons the Renaissance happened  
Changes in arts, literature, architecture, etc.  
Impact of the printing press  
Key figures of the Renaissance and Reformation  
Causes and key events of the Protestant Reformation  
Counter-Reformation |
| Exploration and the New World | 6-6.4  
6-6.5  
6-6.6 | Age of Discovery  
Motivations/incentives for exploration of the world  
Destinations and voyages of major European explorers  
Impact of exploration on new and old world  
The Columbian Exchange |
| **Final Comprehensive Benchmark**  
(covering all content) | | |