HISTORY

Chapter 8

Vital Villages, Thriving Towns

BOOK WORK

Q1. Fill in the blanks:-

- A. Vellalar
- B. slaves and hired workers
- C. uzhavar
- D. smaller

Q4. Choose the correct answer:

(a) Ring wells were used for - (4) drainage

(b) Punch marked coins were made of - (1) silver

(c) Mathura was an important - (3) religious centre

(d) Shrenis were associations of - (2) craft persons

COPY WORK

- Q2. Describe the functions of the *gramabhojaka*. Why do you think he was powerful? Ans. The functions of gramabhojaka are collection of taxes, functioned as a judge, and sometimes as a policeman. He was the largest landowner who also had slaves and hired workers to cultivate the land and therefore, he was powerful.
- Q3. List the crafts persons who would have been present in both villages and cities.

Ans. The crafts persons who would be present in both villages and cities were goldsmiths, blacksmiths, weavers, basket makers, garland makers, perfumers.

Page 98.

- **Q1.** Which of the iron tools shown on page 87 would have been important for agriculture? What would the other tools have been used for?
- Ans. The sickle would have been important for agriculture. The axe would have been used to chop wood and clear forests. The tongs would have been used to hold objects by the ironsmiths.

Q2. Compare the drainage system in your locality with that of the cities mentioned in the lesson. What similarities and differences do you notice?

Ans. Today's drainage system is underground with covered drains. The kitchen, bathrooms and toilets are connected with the main drain present outside, through the help of pipelines. In ancient cities, they had the *ring well system* - the rows of pots, or ceramic rings arranged one on top of the other which had been used as toilets in some cases, and as drains and garbage dumps.

Similarities:

- Drainage systems were and are found in individual houses.
- Drainage system is tube-like structure.

Differences:

• Use of rings and pots in the early cities aren't found these days.
