

Worldviews, Technology, Cultural Evolution, and Human Development

| Socio-Political Organization | Primates | Bands / Tribes | Chiefdoms / Divine Kingdoms | Agricultural State | Industrial State | Informational State | Global Village |
|---------------------------------|--------------------------------------|---|--|---|--|--|--|
| Technology | foraging | hunting and gathering, some herding or horticulture | horticulture and herding, with limited hunting & gathering, plus specialized craftsmen | livestock-driven agriculture, cottage industries | industrial agriculture, factories, mass production | computers, information, networking, automation, inorganic sustainable technology | organic sustainable technology, biomimicry |
| Population Size | tens | dozens to hundreds | thousands | millions | tens of millions | billions | billions |
| Settlement | nomadic | nomadic or small villages | towns / city-states | cities | numerous cities | interdependent countries | transnational |
| Government | social dominance | egalitarian, communal, group consensus (“talking stick”), matriarchal if horticultural | centralized, hierarchical, often matriarchal, hereditary, arbitrary rule, partial police power | centralized, hierarchical, patriarchal monarchies or representative government, religious laws, judges, police power, “strict father” model | centralized, equal rights, representative government, secular laws, judges, police power, “nurturing parent” model | decentralized consensus by majority rule, collaborative government, united nations, mediation | decentralized, goal-oriented consensus and socio-economic-environmental moral duty |
| Economy | social dominance, sharing | barter, communal sharing | redistributive, barter, tangible taxes, limited markets | markets, currency, monetary taxes | > same plus welfare | > same plus rebate programs | > same plus fair trade |
| Education System | mimicry | mimicry, mentoring, oral tradition | guilds | compulsory “sit and listen” | education theory “best techniques” | student has voice “I deserve an A” | equal voice “I want to learn...” |
| Symbolic Representation | none | totems and animistic symbols | tokens and hieroglyphics | alphabet, math, coins | algebra, paper money, checks | trigonometry, calculus, virtual desktop, electronic money | web of life |
| Metaphors | none | descriptive: (“arrowhead”) orientational: (“sinking heart”) | | ontological: (“moral fiber”), classify concrete things: (“genus, species”) | classify abstract sequences: (“human development”) | classify abstract systems: (“cultural development”) | recognize whole systems |
| Logic | instinct / association | magic | projected | philosophical principles | linear, rational | interconnected lateral | interconnected web |
| Worldview | Preconscious | Magical | Magical / Mythical | Mythical | Sequential | Systems | Holistic |
| Age of Human Development | 0 – 2 years | 2 – 7 years | | 7 – 11 years | 11 - adult | 4% of adults | unknown |
| Perspective | primary consciousness, subconscious | first person, present-minded, uninhibited, nonjudgmental, personal glory, not introspective | | second person, calendar oriented, conformist, nationalistic, judgmental, black-and-white opinions | third person, time oriented, multicultural, shades of gray, introspective, individualistic | programmable self, humanistic | self as part of web of life |
| Voices | universal | animistic spirits | gods and god kings | external authorities, institutions | subjective self | | |
| Examples | feral children: Oxana, Victor, Genie | Cargo Cults, head-hunting, battles, voodoo, Sacagawea | Natchez, Aztecs, Incas, idols, Iliad | Iran soccer game, Olympics, school sports, conquest | Galileo, Darwin, Ford, interchangeable parts, assembly lines, trains, time zones | internet, SimCity, Amazon study, ecosystem class, 150 mpg cars, moon colony, beliefs about sex | Apollo, global warming, soil carbon, ecosystem management, permaculture |
| Sample Quotes | | | | | | | |

