

A Journey Through the Regions

Week 18 • Tuesday • How Land Shaped Ways of Life

Reading Time

Why were the nations so different? Because the LAND was so different! People everywhere used what their **environment** gave them.

In the eastern woodlands, trees were everywhere — so people built homes of wood and bark, and hunted deer in the forest. On the plains, huge herds of **buffalo** roamed — so plains nations followed the herds and used buffalo for food, clothing, and shelter.

In the dry Southwest, there were few trees — so people built with clay called **adobe** and grew corn that needed little water. On the northwest coast, the sea was full of salmon — so people became expert fishers and carved giant cedar canoes. Same continent, many clever ways to live!

Reading Questions

1. Why were the nations so different from each other?

2. What animal was most important on the plains?

3. What is adobe?

4. What did northwest coast people catch from the sea?

Vocabulary Grid

Write what each word means in your own words.

environment

buffalo

adobe

salmon

woodlands

plains

Match the Region

Write W (woodlands), P (plains), S (Southwest), or C (coast) for each clue.

Clue	W, P, S, or C?
Homes built of wood and bark	
Following the buffalo herds	
Adobe houses and corn farming	
Salmon fishing and cedar canoes	
Hunting deer in the forest	
Dry land with few trees	

Fill in the Blanks

environment

buffalo

adobe

salmon

cedar

corn

1. People used what their _____ gave them.
2. Plains nations used the _____ for food, clothing, and shelter.
3. Southwest homes were built of clay called _____.
4. Coast people caught _____ from the sea.
5. Giant canoes were carved from _____ trees.
6. Southwest farmers grew _____ that needed little water.

Think About It

1. Look outside your window. If you had to build a home only from things in YOUR environment, what would you use?

Review

I learned...	Circle one
Why nations lived differently	YES / NOT YET
What each region provided	YES / NOT YET
How clever people were with their environment	YES / NOT YET