

Study Guide
Chapter 9, Religion

1. Religion and culture
2. Material conditions and cultural adaptation
3. Uncertainty, anxiety and solace
4. Ritual (behavior that is formal, stylized repetitive and stereotyped; performed earnestly as a social act. Rituals translate enduring messages, values and sentiments into action)
5. Rites of passage (vision quest and boot camp --- separation, liminality and incorporation)
6. Liminality and communitas
7. Totems (sacred emblems symbolizing common identity)
8. Evolution of religion

9. Foraging societies

10. Zoomorphic (e.g., pants & animals)

11. Shamanic religion (oldest religion)

12. Animism

13. Ancestors

14. Mana (sacred, impersonal force existing in the universe --- “may the force be with you”)

15. Taboo (set apart as sacred and “off limits”)

16. Magic (use of supernatural techniques to accomplish specific aims)

17. Hunter gatherer societies

18. Animal myths

19. Agricultural societies

20. Communal religions (deities in nature --- e.g., sacred streams, groves etc)

21. Polytheism

22. Chiefdoms (e.g., “pagan” Europe)

23. Archaic state societies (e.g., ancient Greece and Rome)

24. Olympian religions (hierarchical pantheons, full-time religious specialists)

25. Theocracy

26. Leveling mechanisms

27. Monotheism

28. World-rejecting religions

29. Sacred and secular realms

30. Religion and ethics

31. Religion and social order/control (e.g., Islam, Christianity and Hinduism)

32. Religion and revolution (e.g., Islam and Christianity)

33. Revitalization movements

34. Cargo cults

35. Industrial state societies

36. Secular public rituals

37. Secular ritual

38. Religion in fun

39. New Age religions

40. Religion and adaptation