

SESSION	•	1
CLASS	•	03
SUBJECT	•	SOCIAL SCIENCE
<b>CHAPTER NUMBER</b>	•	20
CHAPTER NAME	:	EARLY HUMANS
SUB-TOPIC	:	SHELTER AND CLOTHING, NEW WORDS

#### CHANGING YOUR TOMORROW

Website: www.odmegroup.org Email: info@odmps.org

#### Toll Free: 1800 120 2316

Sishu Vihar, Infocity Road, Patia, Bhubaneswar- 751024





## EARLY HUMANS



- It is belived that early humans lived in jungles.
- They spend most of time searching foods.
- They eat fruits, roots and hunted small animals.





#### SHELTER AND CLOTHING

- They lived in natural caves and under the large trees to protect themselves from sun , wind and rain.
- They covered their body with skin of animals and leaves of trees.



# Tools

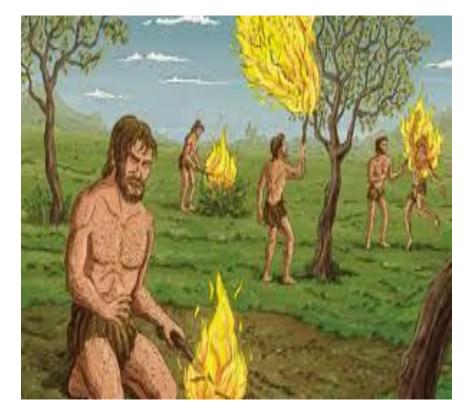


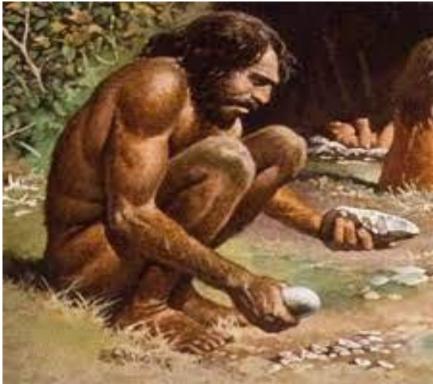
- Early humans searched for stones with sharp edges and used these for digging and for killing animals.
- They made tools from animal horns and bones.
- They also tying sharp stones to wooden stick and kill the animals without going near to them.





### **Discover fire**







- Early human seen natural fire breaking out in the jungle.
- First afaird of fire then realized that fire useful for them.
- Man learnt to produce fire by rubbing together two pieces of stone.
- That discovery was an accidental invention.
- He started to use fire for cooking food, for light and heat and to scare wild animals.

#### **New words**



Farming	taming
Cave	settling
Roamed	raft
Flesh	sledges
Jungle	
Digging	
Discover	

Rubbing



## Word meanings

- Weapons- things used to attack or defend
- Tame- make easy to control
- Plough a tool usually drawn by animals
- Discover- to find or learn about something for the first time
- Invent- to make something that didn't exist before.

### https://youtu.be/4jtAYOD0sU4



#### **Home Assignment:**

### Draw the tool used by early humans in project record.



### **LEARNING OUTCOME:**

Learners will able to learn -

- about the early humans
- Differences between invent and discover.
- ✤ Early humans cloth and shelter.



## THANKING YOU ODM EDUCATIONAL GROUP