

Economic prosperity

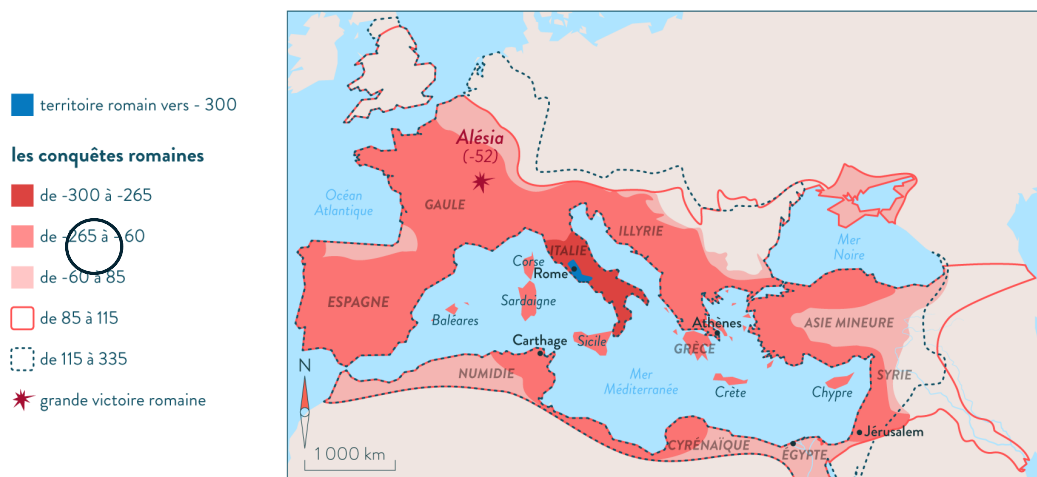
"Economic prosperity" means that many people have access to a good and improving quality of life. The Roman Empire of the 1st century AD brought economic prosperity to the regions within the empire.

1. Conditions for prosperity

Here are the factors that promoted prosperity:

- The empire was at **peace** – this is the *pax romana*. The Roman army, powerful and efficient, composed of soldiers grouped into legions of 6,000 men, ensured peace at the borders and throughout the territory.
- The empire extended over a vast territory surrounding the entire Mediterranean, known as **Mare Nostrum**, creating an enormous unified economic area.

Les débuts et l'expansion de l'Empire romain



Pompeii is destroyed in 79 AD

Please highlight the Mare Nostrum in blue

- **Communication routes** facilitated trade exchanges:
 - Paved roads for easier land travel.
 - Maritime roads and ports for transporting heavy equipment by sea over long distances.
- The use of a **single currency** promoted trade between regions.



Aureus (gold coin) of Titus, emperor in 79 AD.

- Slaves provided a large and cheap labor force.

2. The main economic activities



2nd century AD map, around 50 years after the destruction of Pompeii by Mount Vesuvius, but the circulation of merchandise was the same in the 1st century.

Agriculture was the main activity, especially cereals, olives and vineyards.

The subsoil was exploited: **mines** (metals) and **stone quarries** (e.g. marble).

Handicrafts thrived; countless objects were made in workshops of all kinds, everywhere.

Trade was intense, especially toward Rome, but also throughout the empire. Imports and exports between regions developed.

Conditions for prosperity:

Peace: *Look at the ends of the streets in the game:* are the city gates open or closed?.....

See the point of interest on the army, near the palestra: What are his weapons?

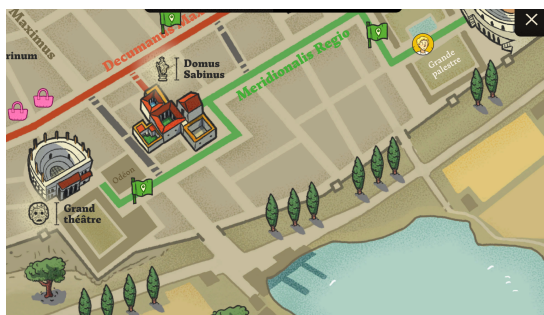
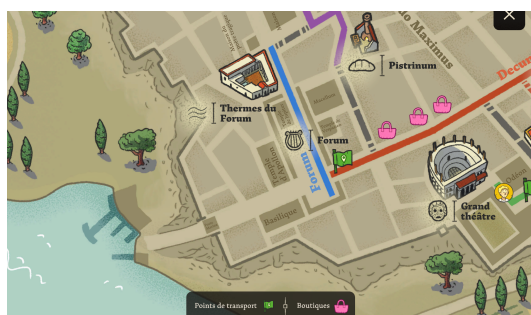
.....

Mare Nostrum: *in the Point of interest at the intersection of the Decumanus, Cardo and Meridionalis:* what it said about the Mare Nostrum ?

.....

Communication routes: Using the *point of interest "In the streets" in the middle of the Decumanus*, draw a paved road (do not include crosswalks and sidewalks, as they were only found in cities):

On these maps of Pompeii, circle the ports:



Single currency: draw a sesterce from the game.

Slave: *in the point of interest in the Meridionalis, to the left of the palestra, near the secondary quest "freedom":* Read and listen to 2nd page and indicate what work was done by slaves in the countryside and in the city:.....

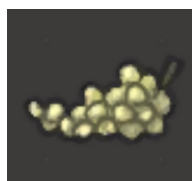
.....

.....



Economic Activities

Agriculture



Point of interest on the wall of the house of the Faun in the Septentrionalis:

What plant was grown on the slopes of Vesuvius?

Point of interest next to the Caupona in the Decumanus:

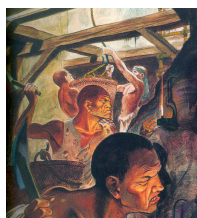
How were olives harvested?

What was olive oil used for (several answers)?:

.....

Main quest at the pistrinum:

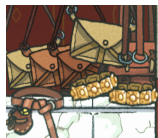
Which basic agricultural product is used in this quest?



Mines and stone quarries

Listen to the audio of the *Point of interest about the slaves, in the Meridionalis, near the secondary quest "freedom"*, to explain the work in the mines and quarries:

.....



Handicrafts

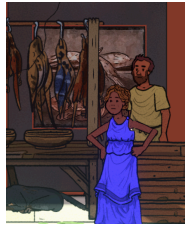
Pistrinum quest: What artisanal food product is made there?

At the forum and in the shops:

What manufactured products do you see there?.....

.....

Trade



In which *main quest* did you see a food shop (a 'restaurant')?

.....

In the forum, in the macellum and on the decumanus, what commercial activities did you observe ("who sold what")?.....

.....
.....

In the point of interest in the middle of the forum, what commercial activities are explained?

.....