# ENVIR 202: Lesson No. 4 History & Disease January 11, 2006 Chuck Treser University of Washington Department of Environmental & Occupational Health Sciences

#### Lesson Overview

- Finish Setting the Context
- Origins of human disease
- Evolution of humans and disease agents
- Some major milestones in the history of humans and "their" diseases

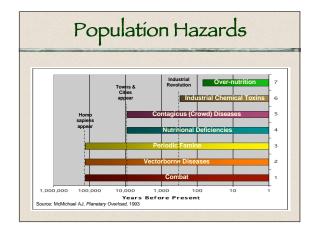
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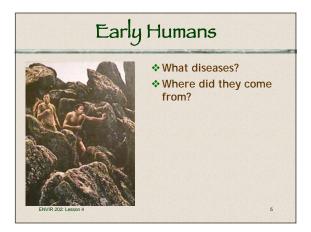
Disease & History

"In the course of many years of pre-occupation with infectious diseases, . . . , we have become increasingly impressed with the importance -- almost entirely neglected by historians and sociologists -- of the influence of these calamities upon the fate of nations, indeed on the rise and fall of civilizations."

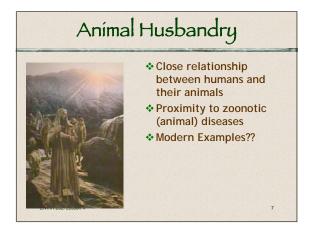
Hans Zinsser, 1935 In Rats, Lice & History

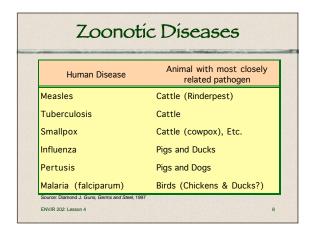
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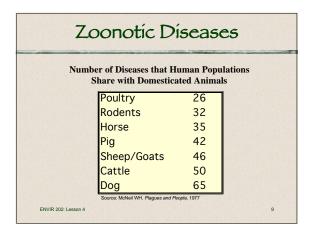




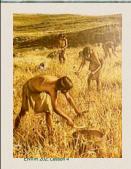






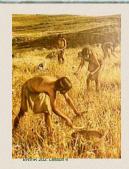


### Agriculture



A variety of factors, including population pressure, technological innovation, and climate change, prompted the shift to agriculture

### Agriculture



- Similar factors are involved in the intensification of agriculture
- Agro-ecosystems have effects on humans and the environment

Hunting/Gathering vs. Agriculture:

- ❖ Daily caloric intake: 2,160 calories
- ❖ 3.5 hours per day spent "working" (Source: Sahlins 1972)

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### Agriculture

"If agriculture provides neither better diet, nor greater dietary reliability, nor greater ease, but conversely appears to provide a poorer diet, less reliably, with greater labor costs, why does anyone become a farmer?"

- Cohen 1977: 141

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### Values of crops and livestock

- More calories
  - >more people
    - •1 acre farmland feeds 10-100x more than hunter-gatherer
- ❖Domestic animals
  - ➤ Meat, milk, bone, fiber, fertilizer, work, warmth, transportation and disease!
- Plants
  - ➤ Food, fiber, containers

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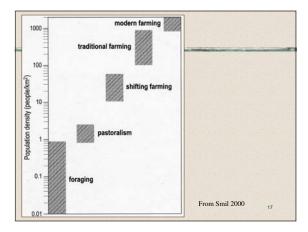
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### Extensive agriculture

- \* Typical features:
  - Productivity (yield/area) LOW
  - Fallow LONG (10-40 yrs). Requires large amt. land /capita
  - Efficiency (yield/labor time) HIGH
  - Population density LOW
  - Technology SIMPLE
  - Fertilizer LITTLE
  - Land tenure COMMUNAL
  - Economic system SUBSISTENCE
  - Sociopolitical complexity gen. LOW

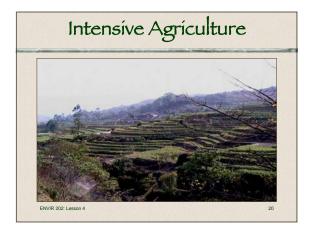
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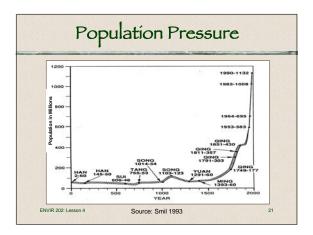
# Intensification Prehistoric Identification difficult Find by aerial photography, radar scanning Ancient field systems and settlements rare What survives in landscape? Marginal lands Later examples Native North America (canals, wild rice) Africa (flood systems of W. Africa) Mexico (Chinampa fields)



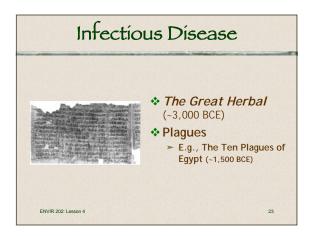
# \*Typical features: Productivity (yield/area) LOW Fallow LONG (10-40 yrs). Requires large amt. land /capita Efficiency (yield/labor time) HIGH Population density LOW Technology SIMPLE Fertilizer LITTLE Land tenure COMMUNAL Economic system SUBSISTENCE Sociopolitical complexity gen. LOW

### Intensive Agriculture \*Typical features: Productivity (yield/area) HIGH Fallow SHORT (0-3 yrs) Efficiency (yield/labor time) VARIABLE Population density HIGH Technology COMPLEX Fertilizer HIGH Land tenure INDIVIDUAL/FAMILY Economic system MARKET Sociopolitical complexity gen. HIGH



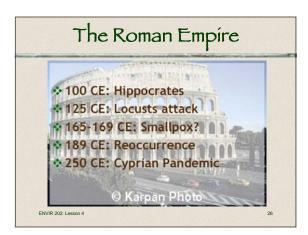


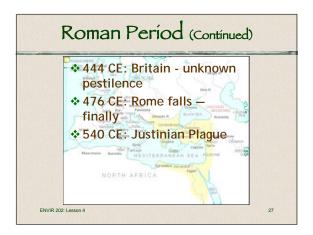
# Development of Cities \* New Problems with: - Food Supplies - Water Supplies - Wastewater disposal - Garbage disposal











### Europe: The Middle Ages



- ❖1250: Little Ice Age
- 1320s: Bubonic plague emerges
- \*1347 1352: "The Black Death"
- 1600s: Bubonic Plague pandemic

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#### Medieval Medicine



- Miasmas
- Imbalance of humours
  - ➤ Blood
  - ➤ Black bile
  - ➤ Yellow bile
  - ➤ Phlegm

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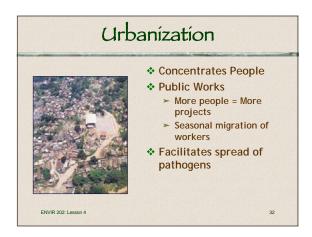
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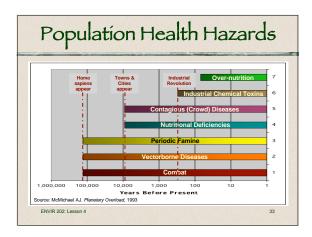
#### Elsewhere in the World

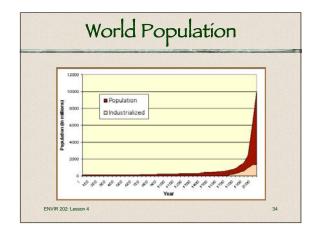
- ❖1331: China: Bubonic Plague
- ❖~1519: Smallpox conquers Mexico
- ❖1520: Malaria arrives in North America
- ❖1620: Pilgrims land Plymouth Rock
- ❖1630: Measles hits Massachusetts
- ❖ 1740: Smallpox arrives in the Pacific Northwest

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