

GLOSSARY

ARCHEOLOGY

the study of what people were like and how they lived based on things that they left behind.

ARCHAEOLOGIST

a person who studies or works in archaeology.

ANTLER

the horns that grow on the head of deer.

ANTLER BILLET

a piece of antler used as a hammer to make flint tools.

AWL

a tool used to make holes in leather or wood. Awls are small and have a sharp point.

BORER

a sharp, pointed flint tool used to drill holes in hard materials like wood and stone.

CORTEX

the rough white skin on the outside of a flint nodule.

DOMESTIC ANIMALS

animals that can be controlled easily by people [humans] and live side-by-side with them.

FLINT KNAPPER

a person who makes tools out of flint.

FORAGE

to search for wild food.

HUNTER-GATHERERS

People who hunt animals and gather wild plants for food, like people in the Mesolithic.

LEATHER LOIN CLOTH

a strip of soft leather worn as underwear.

LUGS

a kind of knob attached to the side of a pot to make a handle.

MESOLITHIC

The 'Middle Stone Age' – 12,000 to 6,000 years ago – a time in Britain when people hunted animals, ate wild plants and lived in camps.

NEOLITHIC

The 'New Stone Age' – 6,000 to 4,500 years ago – a time in Britain when people started to become farmers and lived in small villages.

NODULE

a round, lumpy piece of stone or flint.

OINTMENT

a soft cream normally rubbed into the skin.

PALISADE

a fence or wall made of wood.

PREHISTORY

A period of time in the past before people knew how to read and write.

QUERN

a flat stone used for grinding grain by hand to make flour.

SEA URCHIN

a small sea animal with a soft body inside a hard, round shell.

SHAMAN

a sort of priest or healer.

SHEPHARD'S CROWN

fossil sea urchins from millions of years ago, that have the shape of a crown.

SHERDS

pieces of broken pottery.

SINEW

a stringy material found in animal meat that can be used to sew leather pieces together.

TEMPER

powder, like crushed flint, added to clay to stop pots breaking when being baked in a fire to make pottery.