

# TERRA MOSANA

*We draw the past*

## Mobility: The Euregio on the Move

People move through space in many different ways. Their movements can take place on a daily base, can be seasonal or even extend over generations in time. During the long prehistory an history of the Euregio Meuse-Rhine different kinds of mobility existed.

### Hunter-Gatherer Mobility

Hunters and gatherers were not moving randomly in a landscape. They applied a variety of systems, depending on the environmental conditions in which they lived. One can make a distinction between foraging and logistical resource strategies. Foragers locate their base camp in an area with diversified resources, which they exploit on a daily base. When the resources become depleted, they remove the base camp to another, similar place. In logistical resource strategies, base camps are located near the most important food resources and from there specialized logistical expeditions are organized to collect specific resources.

### Unsettled Settlements

In the neolithic, the bronze and iron age the settlement system in many areas of the Euregio Meuse-Rhine was characterised by the wandering over successive generations of houses and households in the landscape. A typical cycle starts with the foundation of a family, the building of a stable house and the clearing of a piece of forest or wasteland and turning it into fields. After a generation children start to leave the site and begin their own cycle. At that time the stable house is usually worn out or in decay and the fields are exhausted.

### Labor + Servants Migration in 18<sup>th</sup> - 19<sup>th</sup> c.

In the past economic activities and labor in general were predominantly organized on household level. Farms and small enterprises usually consisted of an extended family and a number of servants. Sometimes, because of their specific skills, people could move over large distances. Such was for instance the case in the 18th century with shepherds from the sandy Kempen region who were hired by farmers.

