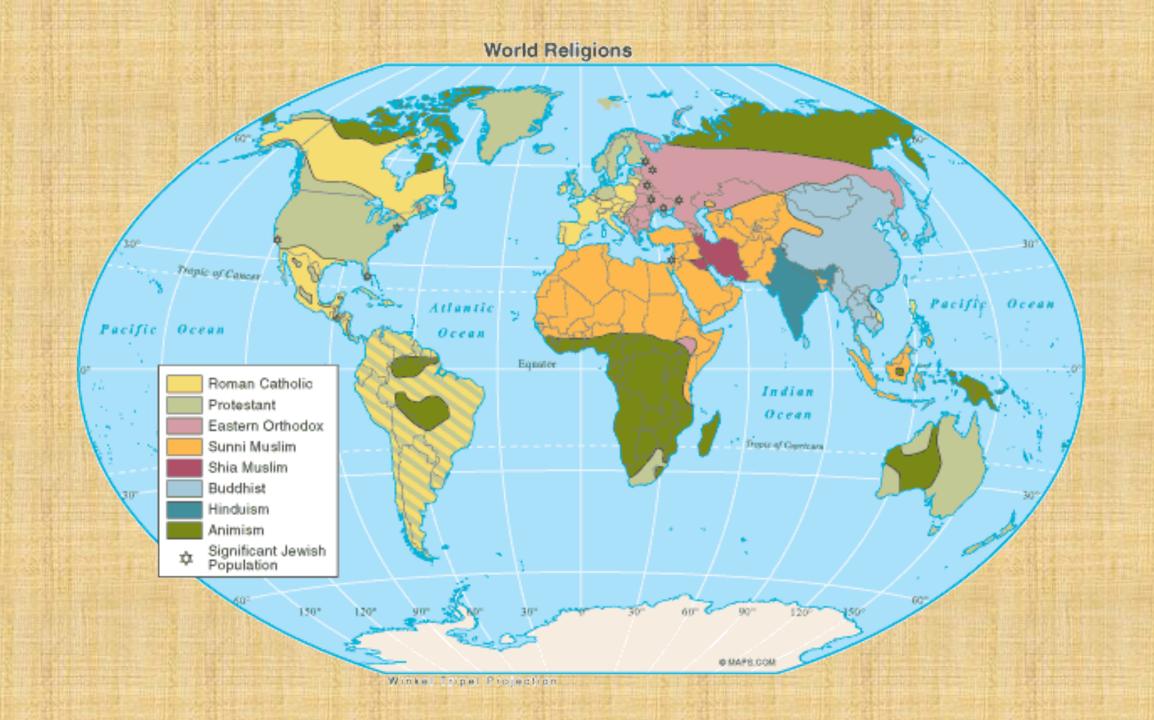
WORLD RELIGIONS

An Introduction



- We need to be able to think outside our parochial religious box.
- Clash of civilizations—between any of the following religions: Christianity (Catholic and Protestant), Hindus, Muslims, Sikhs, Buddhist, Baha'is, etc.
- Installing Episcopal bishop of New Hampshire brought the Anglican Church into the dispute.

 http://www.wolverton-mountain.com/articles/unknotting_my_underwear.htm
- Medical procedures in hospitals
- Interfaith marriages
- Religious customs imported with believers



Religion can be defined as a set of beliefs and rituals relating to supernatural beings or forces.

Religion is a cultural universal and has been around since the Neanderthals.

Animism can be seen in all religions and is defined as the idea that objects contain spirits.

Nature-Worship theory—a means to control or explain natural occurrences

Magic—the supernatural techniques used to accomplish specific goals or desire. Magic provides a sense of control of the uncontrollable factors of life.

Rituals reinforce belief systems in all religions.

Rites of passage are religious rituals which mark and facilitate a person's movement from one (social) state of being to another

Animism—spirit-filled world

Magic—voodoo, etc.

Divination—determining future or the will of God

Taboo—religious no-no's

Totems—relationship to animals or things

Sacrifice—all sorts of things to influence God

Myths—explanation of events or beliefs

Rituals—ceremonies

Rites of Passage—marking relationship to God and/or society

Ancestor Veneration—elders have weighted importance

Prehistoric Religion:

Neanderthal religion—125-30K—burial sites

Cro-Magnon religion—30K—fetal burial position

Neolithic religion—7-3000K—civilization really started thus producing developed religions