




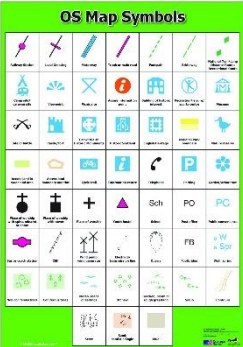



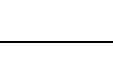


Leamington Primary Geography Knowledge Organiser Year 4 – Settlements

Where would you choose to build a city?

What I should already know	What I will learn	Important words to help me. (vocabulary)	Skills and Fieldwork																														
<p>Maps often use symbols or colours to represent different things.</p> <p>That a human feature is something that is man-made e.g. a bridge.</p> <p>That a physical feature is something that is natural or happens naturally e.g. a river</p> <p>There are many different uses for land</p>	<p>That a settlement is a place where people establish a community.</p> <p>Settlements can vary in size from a small village, a town or extremely large settlement (a city)</p>  <p>Settlements start in different places for different reasons - defence, availability of building materials for shelters, fuel, water for drinking, food and crops and flat land for building easily.</p>  <p>That many of the places people live in today are thousands of years old and were created by early settlers such as the Romans, Vikings and Anglo-Saxons.</p>	<table border="1"> <tr> <td>settlement</td> <td>A place where people create a community</td> </tr> <tr> <td>shelter</td> <td>A place that protects us from weather or danger</td> </tr> <tr> <td>defence</td> <td>Resisting attack</td> </tr> <tr> <td>fuel</td> <td>Materials burns to produce heat or power</td> </tr> <tr> <td>village</td> <td>A group of houses and buildings in a rural area, smaller than a town</td> </tr> <tr> <td>town</td> <td>A built up area smaller than a city and bigger than a village</td> </tr> <tr> <td>city</td> <td>A large human settlement</td> </tr> <tr> <td>agricultural</td> <td>Farming land</td> </tr> <tr> <td>retail</td> <td>Land with shops or other profitable buildings</td> </tr> <tr> <td>business</td> <td>Land used for business or offices</td> </tr> <tr> <td>residential</td> <td>Land used for housing</td> </tr> <tr> <td>industrial</td> <td>Land used for factories or warehouses</td> </tr> <tr> <td>leisure</td> <td>Land used for fun or non-essentials</td> </tr> <tr> <td>key</td> <td>Helps the reader understand map symbols</td> </tr> <tr> <td>OS symbols</td> <td>Symbols to label features on a map</td> </tr> </table>	settlement	A place where people create a community	shelter	A place that protects us from weather or danger	defence	Resisting attack	fuel	Materials burns to produce heat or power	village	A group of houses and buildings in a rural area, smaller than a town	town	A built up area smaller than a city and bigger than a village	city	A large human settlement	agricultural	Farming land	retail	Land with shops or other profitable buildings	business	Land used for business or offices	residential	Land used for housing	industrial	Land used for factories or warehouses	leisure	Land used for fun or non-essentials	key	Helps the reader understand map symbols	OS symbols	Symbols to label features on a map	<p>*Investigate a population map of the UK. Discuss why more people settle in certain locations.</p> <p>*Discuss the effect of landscape features on the development of a locality.</p> <p>*Explain the importance of key natural resources e.g. water in the locality.</p> <p>*Use aerial images to compare physical features of a Roman, Viking and Anglo Saxon settlements.</p> <p>*Use an atlas to plot Roman, Viking and Anglo Saxon settlements on a map of the UK.</p>
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<p>Interesting Facts</p>	<p>That land has a variety of uses including agricultural, retail, leisure, residential, business and industrial use.</p> 		<p>*Use Google maps to map land use in a village, town and city.</p>																														
<p>Settlements can be temporary e.g. refugee camps</p>  <p>Place names give us clues to who first settled in a place and what the place was like. Suffixes often give us a clue e.g. names than end in 'chester' (which means castle) tend to be Roman settlements.</p>	<p>That OS symbols will help us identify what is in each settlement.</p> 	   	<p>* Use aerial photographs/ maps to identify similarities and differences between a village, town and city.</p> <p>*Use OS maps to plan a route from one settlement to another e.g. Liverpool city centre to Southport.</p> <p>* Draw a sketch map of your own settlement from a high view point</p> <p>*Add OS symbols to your settlement map to represent roads, buildings and points of interest.</p>																														

