



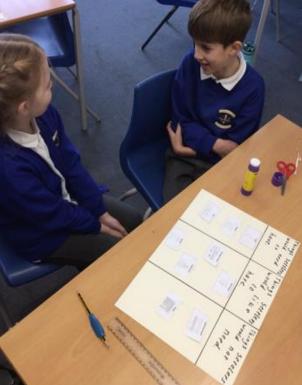
# Class Tamar Geography Settlements

We learnt about what the word 'settlement' means and learnt about the requirements needed for early settlers. We were able to identify important features of a settlement site.

In order to survive they needed water, shelter and food.

Having neighbours is nice to have but it isn't essential.







We learnt about why settlements develop in certain locations. We were all able to compare different sited and explain why some where suitable or not suitable.



Living on high ground is important so that you can see any danger.

If you are too high though it'll be hard to get hold of food and water.















We learnt why settlements develop in certain locations and that the names of locations give us a big clue to who first settled there.







Most of the Roman settlements are near each other.





We compared land use in different settlements, we looked at Plymouth city centre, Millbrook and Kingsand.







You can see so much more agriculture around Millbrook and Kingsand compared to Plymouth. You can see the houses set in rows in all of the areas.



We created a map of a settlement making sure that we thought carefully about what we needed to include where things should be placed. For example, we made sure that the schools were near rows of houses.







I'm making sure that the train station and railway is in a safe place, away from school.

The rows of houses are near the schools. I've made sure that the hospital and police station isn't far away from the houses too!

Designing a Settlement		
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# Geography

## FLE Y3/4

## Somewhere to settle

#### What I have learnt before:

I can recognise characteristic physical and human features of places - built up, noisy, busy ...

I understand similarities and differences in places.





### **Forever Facts**

Many of the places where people live today have existed for hundreds or even thousands of years.

Place names give us clues as to who first settled in an area and what it was like.

Agriculture, industrial, housing, leisure, business and retail are all ways that land is used in settlements.

Shelter, water supply, food, electricity/fuel supply are all essential for an ideal place to settle.

## Skills

I can begin to recognise geographical patterns, and identify through serial photographs.

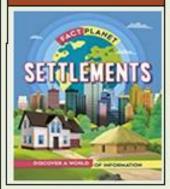
I can understand why people choose to live in contrasting areas.

I can describe and understand key aspects of human geography.

I can use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied

I can use the eight points of a compass, four and sixfigure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world.

## **Exciting Books**



Our Endpoint

To create a map that shows my understanding of settlements.

## Subject Specific Vocabulary

agriculture	The farming of crops or animals.
early settlers	The first people to settle in an area including Romans, Vikings and Anglo-Saxons.
healthcare	Includes, doctors, dentists, hospitals etc.
industrial	Businesses that provide products or services.
leisure	Time spent away from work relaxing.
retail	Shops selling products to people.
settlement	A village, town or city

Culture Capital: develop their knowledge of places and environments, as well as their understanding of the diversity of different societies and cultures. This helps them to become responsible global citizens who understand how people and environments interact.