

Year 4 – Spring Term – Somewhere to Settle

Geographical Skills

In this topic, I will:

- I can identify modern settlements that have developed from an early settlement.
- I can explain how settlements have developed over time.
- I can suggest land features early settlers would need to consider when choosing a settlement location.
- I can design a village incorporating necessary human and physical features
- I can identify map symbols and abbreviations on an Ordnance Survey map.
- I can use online mapping software and Ordnance Survey maps to identify different types of roads (A roads, B roads, etc.).
- I can use online mapping software and Ordnance Survey maps to describe and follow routes between settlements.
- I can create a map of a fictional village.

Locational Knowledge

Place Knowledge

Human and Physical Geography

Geographical Skills and Field Work



Many of the places where people live today have existed for hundreds or even thousands of years. • They were created by early settlers to the UK including Romans, Vikings, Anglo-Saxons. • London – AD 43, Manchester – AD 79,



At the end of this topic, I will:

- know about the needs of early settlers
- be able to identify settlements and the reasons for their original siting
- be able to identify a range of mapping symbols and show their meanings
- understand how settlements are connected
- be able to design a village settlement influenced by physical features and personal choice.

National Curriculum Link:

- name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time
- describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water
- use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied
- use the eight points of a compass, four and six-figure grid references, symbols and key (including the use of Ordnance Survey maps) to build their knowledge of the United Kingdom and the wider world

Geography at Alice Ingham

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KEY VOCABULARY

agriculture	The farming of crops or animals
early settlers	The first people to settle in an area (including Romans, Anglo-Saxons and Vikings).
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 where people live

shelter



entertainment/shops



agriculture



Place Names

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

Romans

-chester = castle
-caster = castle
-cester = castle
e.g. Manchester



Anglo-Saxons

-ham = village
-ton = farm
-ford = river crossing
e.g. Birmingham



Vikings

-by = village
-thorpe = farm
-toft = house
e.g. Scunthorpe



transport links



industrial



Key Questions:

1. Can you name three groups of early settlers in Britain?
2. What was the most important thing early settlers looked for?
3. What did the village name ending in *chester* or *cester* originally mean?
4. What did the village name ending in *ham* originally mean?
5. What does the map symbol of a duck mean?
6. What does the abbreviation 'TH' mean on a map?
7. What colour are motorways on a map?
8. What colour are B roads on the map?
9. What are physical geographical features?
10. What are human geographical features?

What Did Early Settlers Need to Have?

- shelter
- water
- food

What Would Early Settlers Have Liked to Have?

- transport links
- healthcare
- electricity

What Would Early Settlers Not Have Needed?

- entertainment
- friends
- shops

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