

Knowledge Organiser for Year 4 – Settlements

Big question: What makes a good place to live?

National curriculum specification

- Describe and understand key aspects of human geography including types of settlement and land use.
- Use maps, atlases and globes to locate countries and describe features studied.
- Use the eight points of a compass, four and six-figure grid references, symbols and key to build their knowledge of the UK and the wider world.

Key facts

UK settlements	<ul style="list-style-type: none"> • Many UK settlements have existed for thousands of year, created by early settlers like the Romans, Vikings and Anglo-Saxons. • You can sometimes tell who first settled in a land by the name ending of the place: Roman (-chester, -cester, -caster), Anglo-Saxon (-ham, -ton, -ford), Viking (-by, -thorpe, -toft).
Settlers	<ul style="list-style-type: none"> • Settlers look for places with access to food, shelter and water. Places with electricity, farmland, defence, healthcare and transport links are more appealing to settlers.
Similar locations	<ul style="list-style-type: none"> • Places around the world have the same name, eg York, New York. These places are named after the original UK location by British explorers who travelled there.
Land Use	<ul style="list-style-type: none"> • Land can be used for many things including agriculture, housing, industrial, business, leisure and retail.
Maps	<ul style="list-style-type: none"> • Land use can be identified on a map by the names of the buildings (names of shops would indicate retail areas). • Houses are usually easy to spot on maps, as they are lined up in rows. • The name of a school would suggest that the area is residential. • Industrial buildings are much larger than houses, and are usually grey or white in colour. • Street view can also be used to identify land use.
Travel	<ul style="list-style-type: none"> • Different locations are linked by transport routes. • People can travel by car, bike, train, boat, plane, etc, depending on their locations.

What makes a successful settlement?

Essential	Desired	Unwanted
Shelter Water supply Food supply Fuel supply Electricity	Healthcare Education Entertainment Green space Transport links Factories Neighbours Shops	Open to attack Exposed to weather Prone to flooding

Vocabulary/ Tier 3

Settlement	A place where people live and establish a community.
Community	A group of people living in the same place.
Village	A group of houses, smaller than a town, in a rural area.
Town	A built up area with a local government, smaller than a city but bigger than a village.
City	A large town, usually with its own cathedral.
Urban	An highly populated area with lots of buildings.
Rural	A less populated area in the countryside.
Retail	Products available for consumers to buy.
Leisure	Free time for entertainment and enjoyment.
Housing	A residential area with lots of houses, flats etc.
Business	Usually office spaces where people go to work.
Agriculture	A farming area.
Industrial	A large area, usually with factories providing a service.