

# Geography Knowledge Organiser - Settlements

Where is a good place to settle?

Year 4 - Term 3

Nursted Community Primary School



Prior knowledge	Substantive Key knowledge	Subsequent knowledge
<p><b>EYFS - local town</b>  <b>Year 1 - My Local Area</b>  <b>Year 3 - Egypt - Land use</b></p>	<ol style="list-style-type: none"> <li>1. To explain that a settlement is a place where people live e.g. a village, town or city.</li> <li>2. To recall what features settlements need including water, food and shelter.</li> <li>3. To name some early settlers including Romans, Vikings and Anglo Saxons.</li> </ol>	<p><b>Year 6 - Rainforests land use</b></p>

Vocabulary	Meaning
agriculture	The farming of crops or animals
Early Settlers	The first people to settle in an area including Romans, Vikings and Anglo-Saxons
retail	Shops selling products to people
settlement	A village, town or city where people live

<p><b>Substantive Concepts:</b></p> <ul style="list-style-type: none"> <li>• Place and Space</li> <li>• Scale</li> <li>• Physical and human processes</li> <li>• Environmental Impact</li> <li>• Sustainable development</li> <li>• Cultural awareness and diversity</li> </ul>	<p><b>Disciplinary Knowledge/skills</b></p> <ul style="list-style-type: none"> <li>• Collect and analyse data</li> <li>• Interpret a range of sources of geographical information</li> <li>• Communicate geographical information</li> </ul>
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Place Names		
Place names give us clues as to who first settled in an area and what it was like.		
<b>Romans</b> -chester = castle -caster = castle -cester = castle e.g. Manchester	<b>Anglo-Saxons</b> -ham = village -ton = farm -ford = river crossing e.g. Birmingham	<b>Vikings</b> -by = village -thorpe = farm -toft = house e.g. Scunthorpe

**Early Settlers**

- 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, Grimsby – AD 800, Milton Keynes – AD 1967



What Did Early Settlers Need to Have?	What Would Early Settlers Have Liked to Have?	What Would Early Settlers Not Have Needed?
<ul style="list-style-type: none"> <li>shelter</li> <li>water</li> <li>food</li> </ul>	<ul style="list-style-type: none"> <li>transport links</li> <li>healthcare</li> <li>electricity</li> </ul>	<ul style="list-style-type: none"> <li>entertainment</li> <li>friends</li> <li>shops</li> </ul>

What makes a good settlement?		
Must have	Would like	Unwanted
Shelter	Entertainment	Open to attack
Water	Education	Exposed to weather
Food	Healthcare	Floods easily
Fuel supply	Transport Links	

A settlement is a place that people live, such as a village, town or city.