

How do people choose where to settle? (Perception and representation)

1. What is a settlement? (Diversity)
2. What helps people choose where to live? (Interaction and perception and representation)
3. Where would you choose to settle and why? Truro or Threemilestone? (Perception and representation)
4. Is the Langarth development good or bad for our local area? (Perception and representation)

Cornish links:

Langarth

Substantive knowledge:

Human & Physical Geography

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

Previous learning:

Year 2: Where in the world are the hot and cold areas?

Years 1:

Settlements are places where people live and sometimes work.

Features of settlements:
Flat land for building,
water and food supply,
shelter,
transport links.



Types of settlement:
hamlet, village, town, city.

Physical features of TMS:
3 miles west of Truro
Greenspace
90m above sea level



Human features of TMS:
Central area of shops and facilities
Housing estates
Primary School
Industrial estate



Geographical Skills

- relate a large-scale plan of the local area or fieldwork site to the environment, identifying features relevant to the enquiry
- draw freehand maps of routes
- record selected geographical information on a map or large-scale plan, using colour or symbols and a key

Trip to Langarth to cover the following areas to investigate:

- land use: local buildings and local facilities and explore issues of environmental quality and value
- economic activities: local shops or investigate local journeys and routes, including road safety, public transport provision and more sustainable travel choices
- natural resources: explore issues of sustainability in everyday life (energy generation, water supply and use).

Following skills to be developed during trip to Langarth:

- take digital photos and annotate them with labels or captions
- make digital audio recordings for a specific purpose (e.g. traffic noise)
- design and use a questionnaire to collect quantitative fieldwork data (e.g. to compare how far people travel to different types of shop)
- collect, analyse and present quantitative data in charts and graphs
- develop a simple method of recording their feelings about a place or site

Launch Lesson

- What factors affect where people choose to live?
- Locate Threemilestone and Truro on map and describe their locations - Truro, Cornwall, England, UK etc.
- What are the different human and physical features of Threemilestone and Truro?