

Year 3 Geography - Settlement
Focus: Human and Physical Geography of the UK

Age related scientific vocabulary			
grid reference	Numbers on a map that help you to find specific places.	rural	A location in the countryside. Includes mainly physical features.
trade	The buying and selling of products	urban	A location in a town or city. Includes mainly human features.
map symbol	A picture on a map to represent common human and physical features.	settlement	A place where people decide to live. E.g. village, town, hamlet, city.
nomads	People who move around, rather than living in a place permanently.	amenity	A desirable or useful feature

Key Knowledge:

Types of Settlement

Settlements are places that people choose to live or settle. They vary in size and have different human and physical geographical features. Early settlers chose where to settle or live based on physical geographical features such as rivers and good quality land.

Hamlets are tiny settlements made up of just a few houses and surrounded by farms.

Villages are small settlements where a few hundred people live. They usually have a pub, a shop and a school.

Towns are medium sized settlements with plenty of shops, factories and thousands of people live in them.

Cities are large settlements with good transport links, shops and a cathedral.

Human Features

Human features are man-made landmarks, buildings or anything else that is built by humans. Housing areas and parks are examples of human features including urban areas.

In Selby, human features include:

- Shops
- Houses
- The canal
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Physical Features

Physical features are anything natural and not made by humans. Natural landforms, bodies of water, climate and natural vegetation are examples of physical features.

In and around Selby, physical features include:

- The river Ouse
- Brayton Barff
- Bishop Wood