

Geography Knowledge Organiser—Year 5/6 Cycle B



St Mary's &
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That a **settlement** is a place where people establish a community.

Settlements can vary in size from a small **village**, a **town** or extremely large settlement (a **city**)



Settlements start in different places for different reasons - **defence**, availability of building materials for **shelters**, **fuel**, water for drinking, food and crops and flat land for building easily.



That many of the places people live in today are thousands of years old and were created by early settlers such as the

Romans, Vikings and Anglo-Saxons.

That land has a variety of uses including **agricultural**,



retail, leisure, residential, business and industrial use.

That **OS symbols** will help us identify what is in each settlement.



Settlement: A place where people create a community

Shelter: A place that protects us from weather or danger

Defence: Resisting attack

Fuel: Materials burns to produce heat or power

Village: A group of houses and buildings in a rural area, smaller than a town

Town: A built up area smaller than a city and bigger than a village

City: A large human settlement

Agricultural: Farming land

Retail: Land with shops or other profitable buildings

Business: Land used for business or offices

Residential: Land used for housing

Industrial: Land used for factories or warehouses

Leisure: Land used for fun or non-essentials

Key: Helps the reader understand map symbols

OS symbols: Symbols to label features on a map

Land use: How land is used e.g agricultural, residential, industrial, business, leisure and retail

When people are looking to find a new home or new places are being built for people to live, there are many different needs to consider:

- basic needs - food, water and shelter
- additional needs - electricity, internet access, healthcare, entertainment, friends, transport links, information and news

For the very first settlers, finding the right place to settle was essential for survival, their four main areas of need were:

- site - flat ground, easy to defend
- aspect - sheltered from weather
- resources - food and water supply, woods nearby for food and materials, **fertile land**
- links - transport links

