

Key Facts

- Types of settlements are: hamlet, village, town, cities.
- Some of the early settlers in England were Anglo-Saxons, Romans and the Vikings
- Settles needed water, food, shelter, fuel and defence.
- Flat land is good for growing crops such as wheat and vegetables. It is also easier to build houses on flat land and it is easier to travel around.
- Wood was needed for making fire to cook and keep warm.
- Place names give us clues to who first settled in a place and what the place was like.
- In the original Anglo-Saxon language 'ham' means village, that is where Birmingham and others get their name from.
- In the original Viking language 'by' means village. That is where Grimsby and the others get their name from.
- In the original Roman language 'chester' was a type of castle. That is where Manchester and others get their name from.



Geography

Year 3

Autumn 2

Settlements

Vocabulary

Word	Definition
City	A city is a large urban area where lots of people live close to each other. There are often lots of shops and services in a city
Hamlet	A small settlement without a church.
Need	require (something) because it is essential or very important rather than just desirable.
Population	The amount of people in a certain area
Rural	The countryside
Settle-ment	A place where people live. It can consist of a single house or a group of homes. Settlements can contain different types of housing, parkland, shops and factories
Settler	A settler is a person who has migrated (moved to) to an area and established a permanent residence (decided to live) there, often to colonize (control) the area.
Shelter	A place giving temporary protection from bad weather or danger
Site	An area of ground on which a town, building, or monument is constructed.
Suburban	The outer parts of the city
Town	A place where there are lots of houses and shops. A town may have a local council that makes decisions for the people who live there.
Urban	An area where a large amount of people live near to each other. Urban areas have lots of buildings and roads
Village	A group of houses in the countryside, sometimes with a church and small shop.

Diagrams



Hamlet—A small settlement without a church.



Viking Early Settlers

Knowledge and Understanding:

Children will learn:

- To learn how identities, communities, places, cultures and traditions have changed and are changing over time.
- To learn and identify different communities, who settle or have settled in different areas.
- To learn about why different communities settle in different areas.
- To learn and identify the similarities and differences between places and environments, and understand how they are linked.
- To learn the different ways in which people live around the world.

Key skills and concepts:

Children will be able to:

- To read and interpret maps
- To use/create a scale
- To use / create Key
- To present work orally through role play, written or visually using ICT
- To research information to find an answer
- To demonstrate greater understanding of how site factors continue to influence settlement developments.
- To apply different site factors to decide the best place for a settlement.
- To compare the sites to evaluate which one is the best for a settlement.

Key Questions

- Can they use maps, atlases, globes to locate areas?
- Can they explain why people settle in certain areas and why?
- Can they discuss the different ways people live around the world?
- Can they explain different types of settlements and land use?

Key People

