

# Settlements

*This unit links to our History topic on Anglo Saxons  
- which will follow in the second half of the term.*

## Background information

In this unit, children head back in time to find out how the towns and cities of the UK first developed. Children will learn about the needs and requirements early settlers had when choosing a place to build a home. They will look at place names around the UK to see how the Anglo-Saxons, Romans and Vikings all left their mark. Through use of digital and paper maps, children will investigate land use in different sized settlements and the ways in which settlements are linked together. At the end of the unit, children draw together all their learning about settlements to design their own new settlement!

## Knowledge and Understanding

In this unit pupils will learn...

- explain what a settlement is
- identify important features of a settlement site;
- list the things settlers need from a settlement site;
- explain that settlements have been built at different times in history;
- list different types of land use;
- identify land use using a digital map;
- use a key to identify transport links on maps;
- use an atlas to find a route between two places;
- draw a map of a settlement;
- create a key for a map.

## Enquiry skills and Key concepts

- sort settlers' needs by importance;
- identify reasons settlers have chosen a site;
- identify features of a good settlement site;
- explain that some settlements were built by invaders;
- identify who built a settlement from clues in its name;
- identify similarities and differences between land use in different places.
- give reasons why a settlement site might be unsuitable;
- identify patterns of historical settlement using maps;

## Key Vocabulary:

**Settlements:** Places where people live and work

**Land use:** how an area is used for a specific purpose to meet the wants and needs of people.

**Economy:** the system of how money is made and used within a particular country or region.

**Trade:** the buying & selling of goods & services.

**Goods** are objects that people grow or make—for example, food, clothes, and computers.

**Services** are things that people do—for example, banking, communications, and health care.

**Transport Links:** a system of buses, trains, etc., running on fixed routes, on which the public may travel.

**Natural Resources:** Anything that is found in nature that can be used by living things is a natural resource. This includes water, forests, fossil fuels, minerals, plants, animals and even air.

**Compass:** a tool for finding direction.

**Human features:** Human features like houses, roads and bridges are things that have been built by people.

**Physical features:** Physical features like seas, mountains and rivers are natural. They would be here even if there were no people around.