

# Finn's Geography Expedition: Human and Physical Features

*Learning objective: To identify and describe human and physical features of the United Kingdom and the wider world.*

Join Finn the dolphin on a journey across the map! Answer these 10 questions to test your knowledge of how humans change the world and what nature creates on its own.

Answer Key: 1. A (Physical Geography); 2. True; 3. Bridge; 4. B (Human Geography); 5. False (It is a human feature); 6. Climate; 7. C (All of the above); 8. True; 9. Mountain; 10. D (River).

*Word bank: Physical Geography · Human Geography · Settlement · Land Use · Topography · Climate · Infrastructure · Coastline*

**1. 1. Which term describes natural features like mountains, rivers, and volcanoes? A) Physical Geography\* B) Human Geography C) Urban Planning D) Architecture (1 mark)**

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**2. 2. True or False: A forest is an example of a physical feature. (1 mark)**

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**3. 3. Give one example of a human-made feature that helps people travel across a river. (1 mark)**

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**4. 4. Which term describes features created by people, such as cities and roads? A) Natural Landscapes B) Human Geography\* C) Wildlife Habitats D) Weather Patterns (1 mark)**

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**5. 5. True or False: A motorway is a physical geography feature. (1 mark)**

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**6. 6. Fill in the blank: The long-term weather pattern of a region is known as its \_\_\_\_\_. (1 mark)**

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**7. 7. Which of these is a human-made feature? A) A harbour B) A dam C) A railway station D) All of the above\* (1 mark)**

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**8. 8. True or False: A bay is a physical feature of a coastline. (1 mark)**

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**9. 9. Name one physical landform that is very tall and often has a peak. (1 mark)**

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10. 10. Which of these is a physical feature? A) A shop B) A library C) A road D) A river\* (1 mark)

**Draw:** Draw a landscape that shows both physical and human geography. Include one natural feature (like a hill or river) and one human feature (like a bridge, farm, or house).



*Extension challenge: Imagine you are planning a new village. List three physical features you would look for to make the location safe and three human features you would need to build to ensure the people living there are happy.*