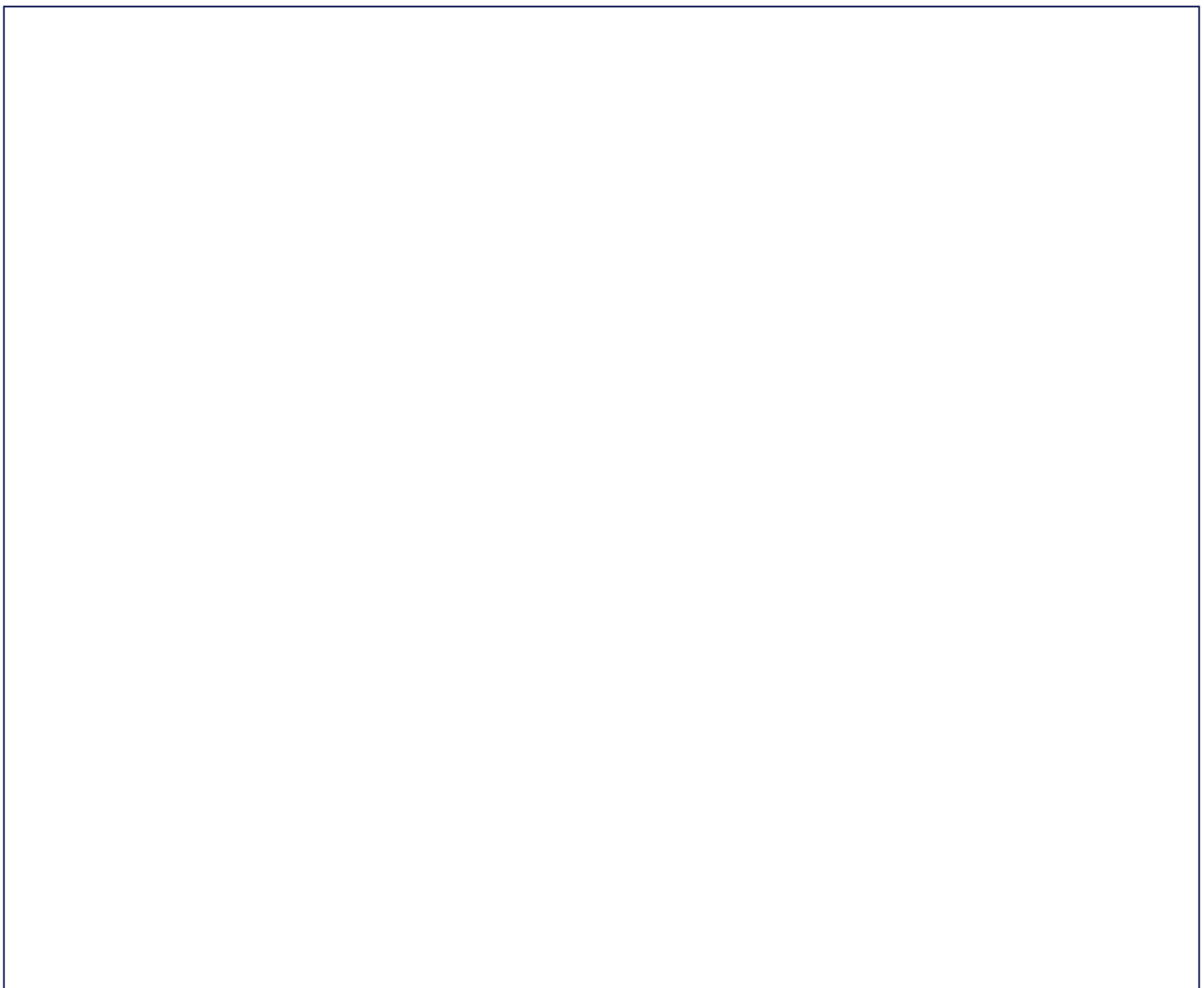


Finn's Settlement Explorer: Designing a Riverside Village

Learning objective: To identify and illustrate the key features of a settlement and explain why humans choose specific locations to live.

Finn the dolphin has been mapping the river from the sea to the source. He wants to help you design a thriving settlement! Follow the steps below to complete your map, then use the word bank to label your features.

Draw: Create a detailed bird's-eye view map of a village. Use a clear, labelled style (like an atlas). Include: a winding blue river, green fields for farming, a grid of houses, a central square for the marketplace, and a bridge. Use pencil for the outlines and colour pencils to differentiate between land use (e.g., green for agriculture, grey for buildings).



Label words: River · Bridge · Residential area · Farmland · Transport links · Commercial centre · Natural resources

Steps:

1. Step 1: Draw a winding river flowing through your page. Label the 'source' and the 'mouth'.
2. Step 2: Add a bridge over the river. Why might a settlement grow where two roads meet at a bridge? Explain your reasoning.

3. Step 3: Draw a cluster of houses (residential area) and a marketplace (commercial centre). Label these on your drawing.
4. Step 4: Label the area where people grow food. Why is fertile land near a river important for a new settlement?
5. Compare and contrast: How might a settlement in the mountains differ from your river village? Consider the impact of the landscape.
6. Justify your answer: If you were a founder of an ancient settlement, would you choose to build on a hill or by the riverbank? Give two reasons for your choice.