

Finn's Settlement Explorer: Why Do People Choose to Live Where They Do?

Learning objective: To understand the reasons for the location of settlements and identify key features of human geography.

Finn the dolphin has been mapping the coastlines and riverbanks. He has discovered five different types of settlements. Read the descriptions of the settlements below and decide if they were built primarily for 'Trade', 'Defence', 'Natural Resources', or 'Shelter'. Match the settlement scenario to the correct reason, then explain your reasoning.

Word bank: Trade · Defence · Natural Resources · Shelter · Estuary · High Ground · Raw Materials

1. Scenario A: A village built on a steep, rocky hill overlooking a valley, making it difficult for invaders to climb up. Which category does this belong to and why? (2 marks)

2. Scenario B: A town built next to a fast-flowing river where water wheels were used to power local mills for making cloth. Which category does this belong to and why? (2 marks)

3. Scenario C: A bustling city built at the mouth of a wide river, where large ships can easily dock to load and unload goods from across the sea. Which category does this belong to and why? (2 marks)

4. Scenario D: A settlement tucked away in a deep, forested valley that protects the inhabitants from harsh, cold winds coming off the mountains. Which category does this belong to and why? (2 marks)

5. If you were founding a new settlement today, would you choose to build near a river or on a hill? Give one reason based on your learning today. (2 marks)

Draw: Draw a map of a fictional settlement. Include at least three features that help people live there (e.g., a river for transport, a wall for protection, or a forest for wood). Label your features.



Extension challenge: Research a town in the UK that is famous for its history. Can you find out if it started as a trade post, a defensive fort, or a place to mine natural resources? Write three sentences explaining your findings.