

## Finn's Settlement Map-Maker

*Learning objective: To identify and illustrate the physical and human features of different types of settlements.*

Use the drawing space provided to create a detailed map of a settlement. You must include at least three human features and two physical features. Use the word bank to label your map clearly.

**Draw: Draw a bird's-eye view map of a settlement. Include a winding river flowing through the landscape. Draw a cluster of houses (residential area), a small factory (industrial site), a school or shop (service), and a road connecting them. Use a pencil to sketch and a fine-liner to add labels from the word bank. Add colour to distinguish between green spaces (physical) and buildings (human).**



*Label words: River · Hill · Residential area · Transport links · Industrial site · Services · Farmland*

### Steps:

1. Identify one 'human feature' you have drawn and explain why humans might have built it there.
2. Why might a settlement be built near a river? Give one geographical reason.
3. What is the difference between a 'service' (like a shop) and an 'industrial site' (like a factory)?
4. Label your drawing with the term 'Transport links'. Why are these important for a growing town?
5. If a town grows very large, it might be called a city. What is one disadvantage of a city compared to a

small village?