BBC TEACH

In partnership with
Geographical Association

Settlements - 2: Cities and Holiday resorts

Overview	There are three videos in the Settlement series. The vidoes cover: Towns and Villages, Cities and Holiday resorts, and Changing land use.	Curriculum links	*Suitable for age 7-11 to encourage curiosity and fascination about the world.*
'EVA'	'EVA' - 'Earth's Virtual Assistant' is the computer style AI that voices these videos. In each one she launches an investigative mission and asks pupils to join her on a voyage of discovery. She will highlight key words ('Decoders') and facts ('Intel drops') throughout the videos, which you can pause on as needed. At the end of each settlement she summarises the key points, and at the end of the video she debriefs the mission.		• Human geography relating to our place on Earth, settlement types, land use, economic activity, sense of place • Themes of place and change • Understanding diversity and interrelation-ships

Video	Big idea	...like a geographer	Questions to explore	Learning outcomes
2: Cities and Holiday resorts https://www.bbc.co.uk/teach/class-clips-video/articles/zwhrtcw	Settlements are places where people live and/or work and which have evolved over time to suit human needs.	• *Think* - ask geographical questions about place. • *Study* - what human features are found in settlements? • *Know* - different types of settlement and different land uses. • *Apply* - explain how people use places in different ways.	• What is a settlement? • Why are some settlements bigger than others? • How do people use settlements?	• Understand what is meant by 'settlement'. • Compare the features of different settlement types. • Consider how people interact with places. • Consider the impacts of humans on landscapes.

Key geographical vocabulary	Content summary for non-specialists
• *Settlement* - a place where people live and/or work. • *Land use* - how land is used by humans. • *Recreation* - something that provides fun, leisure, entertainment value. • *Commercial* - something that makes money. • *Rural* - areas beyond urban areas that are more remote with few houses, lots of green space and limited facilities. • *Urban* - built up areas with lots of housing, large populations, lots of facilities and services. • *Facility* - a place with a specific use, e.g. hospitals, schools. • *Service* - a helpful activity provided to people, e.g. public transport, education, healthcare. • *Holiday resort* - a place that is popular with tourists. • *City* - a specialist or busy urban area, usually larger than a town.	• Settlements are places where people live and/or work. • Settlements have changed over time. • Facilities/services are useful for people but can cost the environment. • How we use places and settlements will be different for different ages, genders, ethnicities, etc and so bigger settlements will have more varied facilities and services to cater for a wider range of people. • The UK has a wide range of settlements: megacity, cities, towns, villages, hamlets. Being a city does not necessarily mean a large population or a cathedral! It is a title granted by the monarch but usually it means there is something special there - eg a historic site, or specialist shops, or large hospital, or government, or university. Usually the population is large, but there are anomalies - eg St Davids - and a place does not automatically become a city just because it has a large population.

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Watching the video	Suggested activities	Points for discussion	Take it further
Before watching: ask pupils if they have been to any cities or been on holiday to a particular holiday resort before. Why did they go here? What did they see and do? During the film: check keyword understanding and misconceptions - especially that cities do not always have a massive population or a cathedral. After watching: ask pupils if they were surprised about anything, or if they have seen any of these places or facilities before.	• Complete a comparison chart between cities and holiday resorts. Include: transport, types of buildings, population, why people are here, jobs, leisure activities. • Give pupils an OS Map (either paper copy, or on-screen using Bing Maps) that shows a city settlement. Play a grid reference game to see who can spot different features from the map - eg 'What grid reference has a church/supermarket/train station/hospital, etc? • Have students create Top Trumps cards for different settlement types (village, town, city, holiday resort) that include scores for categories such as: entertainment, transport, healthcare, education, pollution, green space. Then compare to each other and compete. • Design a city, or design a holiday resort. Work individually or in pairs or groups with large sheets of paper to design their own city or resort. Include what essential services their settlement needs - eg transport, entertainment, jobs, green space, healthcare, etc. Draw an aerial view/map of the settlement including a key.	• What makes a city? • Are all cities big with lots of people? • What kinds of facilities or services do cities usually have that you would not find in a village or town? • Why have holiday resorts developed? • What do tourists look for in holiday resorts? • What problems can be created in busy cities? • How have humans changed the landscape in cities? • What facilities should a holiday resort have? • What problems can be created in holiday resorts? • What is a megacity? • Where are holiday resorts found near to? • How does the population change during busy tourist seasons?	• Create 'A Day in My Settlement', either by writing or a video diary. Ask pupils to write, draw or record a story about a day in the life of someone living in either a village, town, city or holiday resort. Encourage them to think about their daily routine, how they might travel around, what obstacles they might face, whether they enjoy their settlement, what their home is like, what they do for fun or for work, etc. • BBC Teach - Cities, towns and villages • BBC Teach - The UK

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What is similar?

What is different?

Think about.....
building style, types of housing, size of roads, how much green space, high- or low-rise buildings, signs of pollution, how busy or crowded, types of facilities, tourist attractions, location, transport, entertainment, business

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Put these descriptions into their categories: Cities and Holiday resorts.
Do they overlap at all? Are some tricky?

Located on the coast or near natural attractions	Usually has a very large population	Ice cream stalls, fairgrounds and souvenir shops open mainly in peak busy season	Lots of transport links including many train lines, major roads, airports
Wide range of different shops and businesses	Tourism is the main industry	Very tall high-rise buildings and buildings cramped close together	Facilities and services are focused on fun
Always busy day and night, all year round	Has lots of cultural and historical landmarks including museums, theatres, government	Has a busy season when the population is much bigger than normal	Major businesses have their headquarter offices here
Leisure and entertainment includes theme parks, beaches, arcades, piers, boating	Lots of hotels, B&Bs, holiday parks, rental rooms	Large hospitals and special care, universities, large arenas and sports stadiums	Fewer offices and industrial areas