

Overview	There are three videos in the Settlement series. The videos 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.		<ul style="list-style-type: none"> 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 interrelationships 	
Video	Big idea	...like a geographer	Questions to explore	Learning outcomes
1: Villages and Towns https://www.bbc.co.uk/teach/class-clips-video/articles/zc7fqyc	Settlements are places where people live and/or work and which have evolved over time to suit human needs.	<ul style="list-style-type: none"> <i>Think</i> - ask geographical questions about place. <i>Study</i> - what human features are found in settlements? <i>Know</i> - different types of settlement and different land uses. <i>Apply</i> - explain how people use places in different ways. 	<ul style="list-style-type: none"> What is a settlement? Why are some settlements bigger than others? How do people use settlements? 	<ul style="list-style-type: none"> 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		
<ul style="list-style-type: none"> <i>Settlement</i> - a place where people live and/or work. <i>Land use</i> - how land is used by humans. <i>Recreation</i> - something that provides fun, leisure, entertainment value. <i>Commercial</i> - something that makes money. <i>Rural</i> - areas beyond urban areas that are more remote with few houses, lots of green space and limited facilities. <i>Urban</i> - built up areas with lots of housing, large populations, lots of facilities and services. <i>Facility</i> - a place with a specific use, e.g. hospitals, schools. <i>Service</i> - a helpful activity provided to people, e.g. public transport, education, healthcare. 		<ul style="list-style-type: none"> Settlements are places where people live and/or work. Historically humans needed to settle near to sources of water, places that had shelter from weather or from attack, and near to transport links. Many of our oldest settlements are near to rivers, the coast, or on hills. Facilities/services are useful for people but can cost the environment. As settlements grow, more damage is done. Many urban areas now have protected surrounding green space to limit sprawl. 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! 		

Watching the video	Suggested activities	Points for discussion	Take it further
<p><u>Before</u> watching: ask students if they know what 'settlement' means, what do they expect towns and villages to be like.</p> <p><u>During</u> the film: pause to check keyword understanding during decoders, challenge any misconceptions (eg that towns have to have a certain population).</p> <p><u>After</u> watching: ask students if they were surprised by anything, check they understand rural and urban.</p>	<ul style="list-style-type: none"> Complete a table to compare towns and villages. Include: population size, facilities, services, problems. From the example images or the films directly, have students create a field sketch of a village and town settlement. Include different types of housing, transport, facilities. Add labels to describe what can be seen. Print some example images and statements and ask students to sort these into rural and urban/ village and town. If possible, take pupils out of school to observe the local area. Go for a walk around or stand at the school gates and see what can be seen. What services, facilities, buildings are there? Role play: build a settlement. Place pupils in groups and give each one a role - eg town mayor, shop owner, builder, school teacher, farmer, etc. As a group, decide what facilities and services should be in their settlement based on who lives there. Sketch this out. Present to the class. 	<ul style="list-style-type: none"> What is a settlement? What is land use? Why did villages first form? How do people use towns? What facilities do towns have that villages do not? How does the type of housing change between towns and villages? What challenges might people face in villages or towns? What kinds of leisure facilities are likely to be found in towns? Where would you prefer to live? Why? Do you think people might have different views if they are older than you? How? What is your settlement like? How does it compare to others? 	<ul style="list-style-type: none"> Have a class debate. Where would you live? Divide the class into teams to represent different settlement types (village, town). Each group has a leader, scribe and time-keeper. Plan out the advantages and disadvantages of your settlement then pitch this to the class to convince this settlement is best. Then vote and explain why. BBC Teach - Cities, towns and villages BBC Teach - The UK

Settlements - 1: Villages and Towns

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

Settlements - 1: Villages and Towns

Sort these descriptions into categories of Town and Village.
Are there any you disagree with?

Larger population, usually over 1'000	Quiet and less crowded with fewer cars and people	High rise buildings, apartment blocks, terraced housing	Has more healthcare and education facilities like hospitals and secondary schools
Easy to go for a nice walk in the fields	Busy streets, more vehicles moving	Small population, usually less than 1'000	Might have a primary school or one church
Mostly houses and farms, not many factories	Smaller roads, maybe a bus route but probably no trains	Has a commercial centre with shops, offices, factories	Popular for hiking, dog walking, bird watching
Lots of transport links including roads, rail, bus	Leisure facilities might include a hall, park or playground	More detached houses and more green space between houses	Leisure facilities might include a swimming pool or cinema