

Lesson 1

To find out about the needs of early settlers and the origins of place names.

Lesson 2

To be able to identify settlements and reasons for their original siting.

Lesson 3

To be able to identify a range of mapping symbols and know their meanings.

Lesson 4

To understand and describe how settlements are connected.

Lesson 5

To be able to design a village settlement influenced by physical features and personal choice.

Country park

Craft centre

Cycle hire

Cycle trail

English Heritage

Fishing

Garden or arboretum






Golf course or links

Heritage centre

Village Settlers

Vocabulary

Settlement	A place where people live and establish a community.
Community	A group of people living in the same place.
Village	A group of houses.
Town	A built up area with a local government.
City	A large town, usually with its own cathedral.
Urban	A highly populated area with lots of buildings.
Rural	A less populated area in the countryside.
Retail	Products available for consumers to buy.
Leisure	Free time for entertainment and enjoyment.
Business	Usually office spaces where people go to work.
Agriculture	A farming area.
Industrial	A large area, usually with factories.

	Museum
	National Trust
	Nature reserve
	Other tourist feature
	Parking

	Camp site
	Camping and caravan site
	Caravan site
	Castle or fort
	Cathedral or abbey



Geography



Place	Meaning
-bury or -borough	This comes from 'burh' which meant fortified place.
-by	This was the Danish word for village.
-den	A den was a pasture, sometimes a pig pasture.
-don	This comes from 'dun' which meant hill.
-chester, -caster or -ester	These come from a Saxon word which mean Roman fort.
-ham	This meant village.
-ing	This comes from the word 'ingas' which meant 'the people of'.
-mere or -more	This meant pond.
-stow	A stow or stowe was a meeting place.
-ton	This derives from 'tun' which meant farm.
-wick	A wick was a trading place.

What makes a successful settlement?

Essential	Desired	Unwanted
Shelter Water supply Food supply Fuel supply Electricity	Healthcare Education Entertainment Green space Transport links Factories Neighbours Shops	Open to attack Exposed to weather Prone to flooding