

Year 4 Knowledge Organiser - Cities in the UK, France and Canada

What I should already know	What I will learn	Important words to help me. (vocabulary)	Skills and Fieldwork																																													
<p>Maps often use symbols or colours to represent different things.</p> <p>That a human feature is something that is man-made e.g. a bridge.</p> <p>That a physical feature is something that is natural or happens naturally e.g. a river</p> <p>There are many different uses for land</p>	<p>That a settlement is a place where people establish a community.</p> <p>Settlements can vary in size from a small village, a town or extremely large settlement (a city)</p>  <p>Settlements start in different places for different reasons - defence, availability of building materials for shelters, fuel, water for drinking, food and crops and flat land for building easily.</p>  <p>That many of the places people live in today are thousands of years old and were created by early settlers such as the Romans, Vikings and Anglo-Saxons.</p> <p>That land has a variety of uses including agricultural, retail, leisure, residential, business and industrial use.</p>  <p>That OS symbols will help us identify what is in each settlement.</p> 	<table border="1"> <tr> <td>settlement</td> <td>A place where people create a community</td> <td></td> </tr> <tr> <td>shelter</td> <td>A place that protects us from weather or danger</td> <td></td> </tr> <tr> <td>defence</td> <td>Resisting attack</td> <td></td> </tr> <tr> <td>fuel</td> <td>Materials burns to produce heat or power</td> <td></td> </tr> <tr> <td>village</td> <td>A group of houses and buildings in a rural area, smaller than a town</td> <td></td> </tr> <tr> <td>town</td> <td>A built up area smaller than a city and bigger than a village</td> <td></td> </tr> <tr> <td>city</td> <td>A large human settlement</td> <td></td> </tr> <tr> <td>agricultural</td> <td>Farming land</td> <td></td> </tr> <tr> <td>retail</td> <td>Land with shops or other profitable buildings</td> <td></td> </tr> <tr> <td>business</td> <td>Land used for business or offices</td> <td></td> </tr> <tr> <td>residential</td> <td>Land used for housing</td> <td></td> </tr> <tr> <td>industrial</td> <td>Land used for factories or warehouses</td> <td></td> </tr> <tr> <td>leisure</td> <td>Land used for fun or non-essentials</td> <td></td> </tr> <tr> <td>key</td> <td>Helps the reader understand map symbols</td> <td></td> </tr> <tr> <td>OS symbols</td> <td>Symbols to label features on a map</td> <td></td> </tr> </table>	settlement	A place where people create a community		shelter	A place that protects us from weather or danger		defence	Resisting attack		fuel	Materials burns to produce heat or power		village	A group of houses and buildings in a rural area, smaller than a town		town	A built up area smaller than a city and bigger than a village		city	A large human settlement		agricultural	Farming land		retail	Land with shops or other profitable buildings		business	Land used for business or offices		residential	Land used for housing		industrial	Land used for factories or warehouses		leisure	Land used for fun or non-essentials		key	Helps the reader understand map symbols		OS symbols	Symbols to label features on a map		<p>*Investigate a population map of the UK. Discuss why more people settle in certain locations.</p> <p>*Discuss the effect of landscape features on the development of a locality.</p> <p>*Explain the importance of key natural resources e.g. water in the locality.</p> <p>*Use aerial images to compare physical features of a Roman, Viking and Anglo Saxon settlements.</p> <p>*Use an atlas to plot Roman, Viking and Anglo Saxon settlements on a map of the UK.</p> <p>* Use Google maps to map land use in a village, town and city.</p> <p>* Use aerial photographs/ maps to identify similarities and differences between a village, town and city.</p> <p>*Use OS maps to plan a route from one settlement to another e.g. Liverpool city centre to Southport.</p> <p>* Draw a sketch map of your own settlement from a high view point</p> <p>*Add OS symbols to your settlement map to represent roads, buildings and points of interest.</p>
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<p>Settlements can be temporary e.g. refugee camps</p>  <p>Place names give us clues to who first settled in a place and what the place was like. Suffixes often give us a clue e.g. names that end in 'chester' (which means castle) tend to be Roman settlements.</p>																																																