

# Dereham Delivers



## What do settlements look like?

A **settlement** is a place where people live and gives people the things they need to live. The first settlements were often chosen because there was a good supply of water, flat land to grow crops and it was easy to keep a look out for dangers.

The 4 types of settlement are:

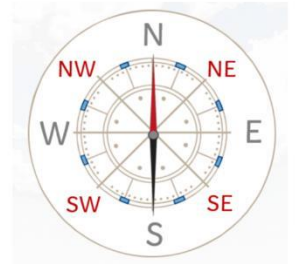
- **Hamlet**-a small rural place with a **population** of less than 500 and **no facilities**.
- **Village**-a rural settlement with a **population** typically of 500-3,000 people. There are often a **few facilities** such as a church, school, pub or Post Office all bunched close together.
- **Town**-a more urban settlement with a **population** typically of 10,000-100,000 people. There are a **range of facilities** such as schools for all ages, a high street and supermarket for shopping, places to eat in or takeaway food, churches and often a gym, cinema, shopping centre, train station or sports ground.
- **City**-a large urban settlement with a **population** of more than 100,000 people and a **cathedral**. It has a **wide range of facilities** similar to those in towns but also a university, hospital, offices, ski centres and places of worship for a range of religions. Cities often have **high rise buildings** for people to live and work in.

## What features does a settlement have?

A **settlement** has both **human and physical features**. A **physical feature** is something that is in a place naturally. Examples include woodland, rivers, soil, beaches, hills and mountains. **Human features** have been put in a place for a reason by a human. Examples include shops, offices, farms, factories, houses and roads.

## How do you describe the location of a place?

A place can be described using **the 8 compass points**, naming the **continent, country or county** it is in as well as **identifying the grid reference** something is in on a map. Grid references are read by **looking horizontally along the map** to find the letter or number at the end of the grid and **then vertically up**.



## How is land used in a settlement?

- **Residential**-where people live
- **Retail**-where people buy goods or services
- **Entertainment**-where people go to have fun e.g. Cinemas, theatres, sports grounds, theme parks
- **Eatery**-a place to go for food e.g. pubs, cafes, restaurants, takeaways
- **Education**-where people go to learn e.g. nurseries, schools, colleges, universities
- **Transport**-what helps people to get around a place e.g. roads, paths, railways, car parks
- **Green space**-open areas with lots of vegetation like grass, trees, wild flowers e.g. parks, meadows, woods
- **Agriculture**-where crops are grown and animals looked after e.g. farmyards and fields
- **Worship**-where people go to worship their God(s) e.g. church, mosque etc
- **Healthcare**-where people go to keep/stay healthy e.g. doctors, dentists, hospitals, physiotherapist, optician
- **Factories** and warehouses-for people to make and store things
- **Offices**-for people to work in
- **Sport**-where you go for exercise and to play against an opponent (team or individual) e.g. gyms, swimming pools, golf clubs, sport centres etc
- **Other** e.g. library, museum, Police Station, hotels, B&Bs



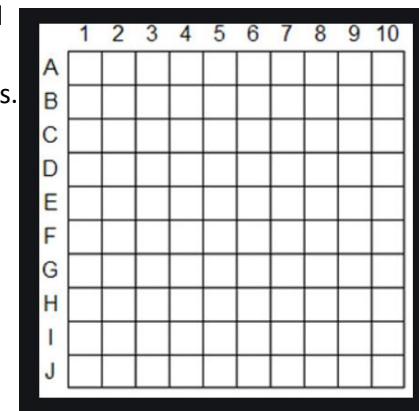
A county is a smaller part of England made up of all 4 settlement types. They control the local area and the services it has such as education, transport, libraries and waste management.

### Things to try at home

- Ask your adults at home, brother, sister or friend to cover one of the counties for you to name.
- Look at the map for 5 minutes then turn it over and name as many counties as you can.
- Write a quiz to do as a family.
- Look out for the counties you drive through when you go on a long journey.
- Play battleships in pairs (see rules below).

### How to play battleships

1. Draw two 10cm by 10cm grids each and label the squares 1-10 across the top and A-J down the side.
2. Each player gets 3 boats-a battleship, a ship and a rowing boat. In your first grid mark a cross in each square of your 3 boats. A battleship needs 5 squares, a ship needs 4 squares and a rowing boat needs 3 squares.
3. The first player calls out a grid reference e.g. 4A. If the other player has a boat there they say hit, if not they say miss. In the second grid they have drawn, the first player puts a dot in the square if it is a miss and a cross if it is a hit.
4. Player 2 then calls out a grid reference and marks it on their second grid as player 1 did in step 3.
5. Continue taking turns. When a boat has been completely hit (all 3,4 or 5 squares have been found) the player says Hit-you've sunk my battleship, ship or rowing boat.



The winner is the first person to find all 3 boats.