

Settlements : Geography : Year 3/4

	Learning Objective	Overview	Assessment Questions	Resources
Lesson 1	To find out about the needs of early settlers and explore the origins of place names.	Children will think about early settlers in Britain and what resources they would have needed when setting up a village. They will consider why certain places were chosen for settlements and discover how some of our place names originate from these early settlers.	<ul style="list-style-type: none"> Can children explain who some early settlers were and why they settled in Britain? Can children describe the needs of early settlers and how they chose land to suit these needs? Do children know the origins of some common British place names? 	<ul style="list-style-type: none"> Slides Worksheet 1A/1B/1C Place Names Origins Sheet (FSD? activity only)
Lesson 2	To find out about different settlements and how settlements change over time.	Children will learn about the differences between hamlets, villages, towns and cities. They use geographical knowledge when looking at maps and exploring different settlements.	<ul style="list-style-type: none"> Can children define hamlets, villages, towns and cities? Can children identify whether a settlement is a hamlet, village, town or city? Can children explain how some settlements have changed over time, giving reasons as to why this is? 	<ul style="list-style-type: none"> Slides Worksheet 2A/2B/2C/2D/2E Location Cards Timeline Cards (FSD? activity only)
Lesson 3	To be able to use maps and map symbols to explore settlements.	Children will explore Ordnance Survey maps and look in detail at their features. They will become familiar with the symbols used on OS maps and use this knowledge to answer questions.	<ul style="list-style-type: none"> Do children know that there are lots of different types of maps, including Ordnance Survey maps? Can children identify a variety of map symbols and abbreviations correctly? Can children use an Ordnance Survey map to answer questions about a settlement? 	<ul style="list-style-type: none"> Slides Map Symbols Sheet OS Map 3A/3B/3C Worksheet 3A/3B/3C Memory Cards 3A/3B (FSD? activity only)
Lesson 4	To be able to use grid references to investigate settlements.	Children will be introduced to four-figure and six-figure grid references. They will develop this knowledge as they navigate around maps.	<ul style="list-style-type: none"> Can children locate a square using four-figure grid references? Can children locate a square using six-figure grid references? Can children create their own questions involving grid references? 	<ul style="list-style-type: none"> Slides OS Map 4A/4B/4C Worksheet 4A/4B/4C Map Symbol Cards (FSD? activity only) Map Symbol Sheet (FSD? activity only)
Lesson 5	To be able to plan a new settlement.	Children will be challenged to become town planners and design their own settlements. They will have to think carefully about the features they want to include in their settlements and what each feature should be near.	<ul style="list-style-type: none"> Can children describe why a plot of land would be good for a new settlement? Can children make decisions about which amenities and services they will include in a new settlement? Can children make decisions about how they will set out their settlement? 	<ul style="list-style-type: none"> Slides Town Criteria Cards Planning Cards Worksheet 5A/5B/5C/5D Settlement Sheets 5A (FSD? activity only)
Lesson 6	To be able to create a map of a settlement.	Children will recap what they know about settlements and maps before they create their own settlement maps. They will mark symbols on a map and think carefully about where each feature is going and why.	<ul style="list-style-type: none"> Can children follow a plan to create a map? Can children create a key for a map? Can children evaluate their finished settlement maps and discuss what works well? 	<ul style="list-style-type: none"> Slides Settlement plans from the previous lesson Town Criteria Cards Worksheet 6A/6B/6C Key Card 6A/6B Checklist 6A Settlement Design Cards (FSD? activity only)