

**Key ideas**

- As humans evolved, they moved from hunting to farming, and began to settle.
- They cleared land and put up dwellings. The result - settlements.
- A site is the land a settlement is built on.
- Various factors influenced the choice of site - suitability of the land for farming, access to water, fuel and other materials, shelter from the elements, access for trade, ease of defence.

**Key vocabulary**

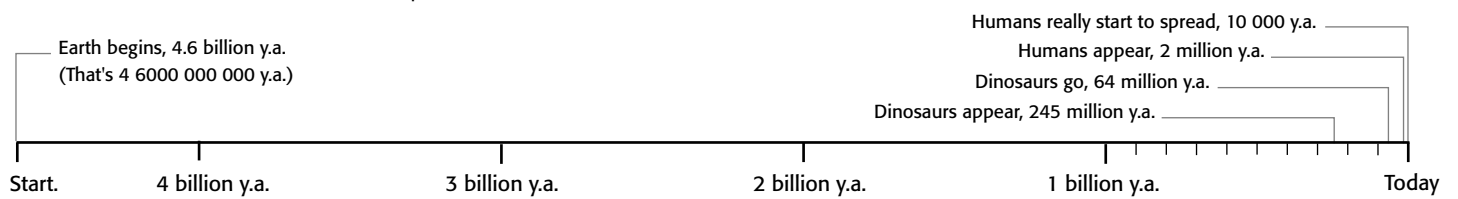
dwelling, site, settlement

**Skills practised in 'Your turn'**

- Drawing a spider map
- Using a glossary and writing definitions
- Analysing photos

**Getting going**

- Ask: How old are you? How old is your oldest relative? How old is this town/city? How old is the human race? How long ago did the dinosaurs appear? How old is the Earth? (They won't know the answers to most of these. But note their answers on the board.)
- Now draw up a time line like this:



- Point out how short our human history is - and how we only really started spreading across the Earth 10 000 years ago. Since then we've changed its face with farms, towns and cities.
- You could then move on to the 'Human Race' mind movie on the geog.1 CD-ROM.

**Resources**

Pictures of early humans - cave dwellers, hunters - would be useful.

**Further class and homework activities**

Worksheet 3A, page 44

Activity 1, page 51

**Answers to 'Your turn'**

- 1** Pupils should include all the factors mentioned on page 26: good land, water, wood for fuel, materials for making things, shelter, ease of access, protection from enemies.
- 2** **a** A settlement is a place where people live (like a town or city).  
**b** A site is the land a settlement is built on.  
**c** A dwelling is a building to live in (like a hut or house).
- 4** A, C, D and E show settlements, where people are living. But in B, the tent is just a temporary shelter.
- 5** For **A**: access to water (for washing, travelling by boat – and fishing); near wood for fuel and for building wooden houses; the bay seems sheltered; the forest and surrounding hills provide shelter too.  
For **C**: near water (for drinking, watering crops, washing) which is probably the only water for some distance; near wood for fuel; in an area with clay that can be used to make bricks for houses; the cliff provides some shelter.

For **D**: on a hill top so it is easy to spot enemies approaching and to fight them off; surrounded by what seems to be fertile flat land; this would once have had plenty of trees.

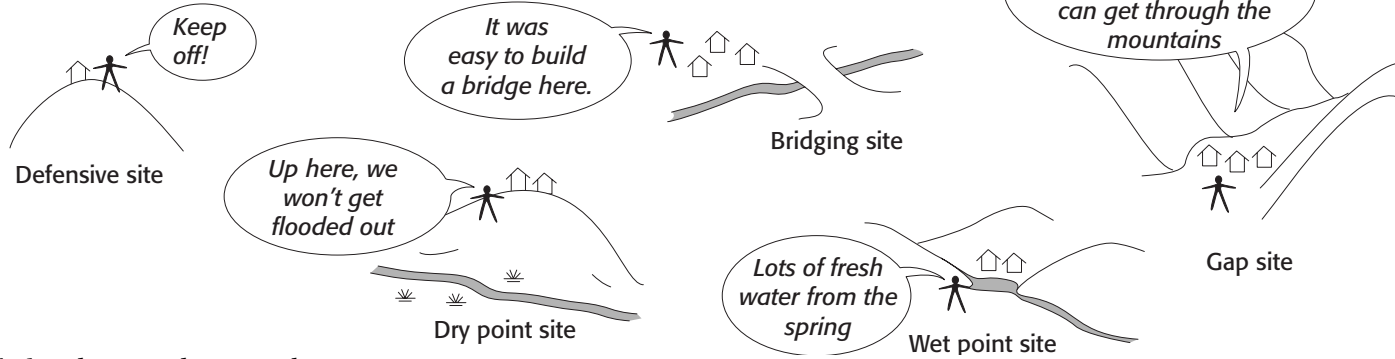
For **E**: in a pass between mountains, so there is access; the site is flat compared to the surroundings; it is sheltered by the mountains; it would be easy to see enemies approach through the pass; judging by the grass, the land looks good for grazing animals; there would have been plenty of trees to build wooden houses; with all those mountains, and given that it is not an arid climate, there are bound to be plenty of springs, waterfalls and streams; the first settlers may also have chosen the site because of the view.

- 6** **A**: the fishing village of Tay-Tay, in Patawan, The Phillipines.  
**B**: in Canada.  
**C**: an oasis near Erfoud in Morocco.  
**D**: the village of Gordes in Provence, France.  
**E**: the village of Lauterbrunnen in Switzerland.

Name \_\_\_\_\_

Class \_\_\_\_\_

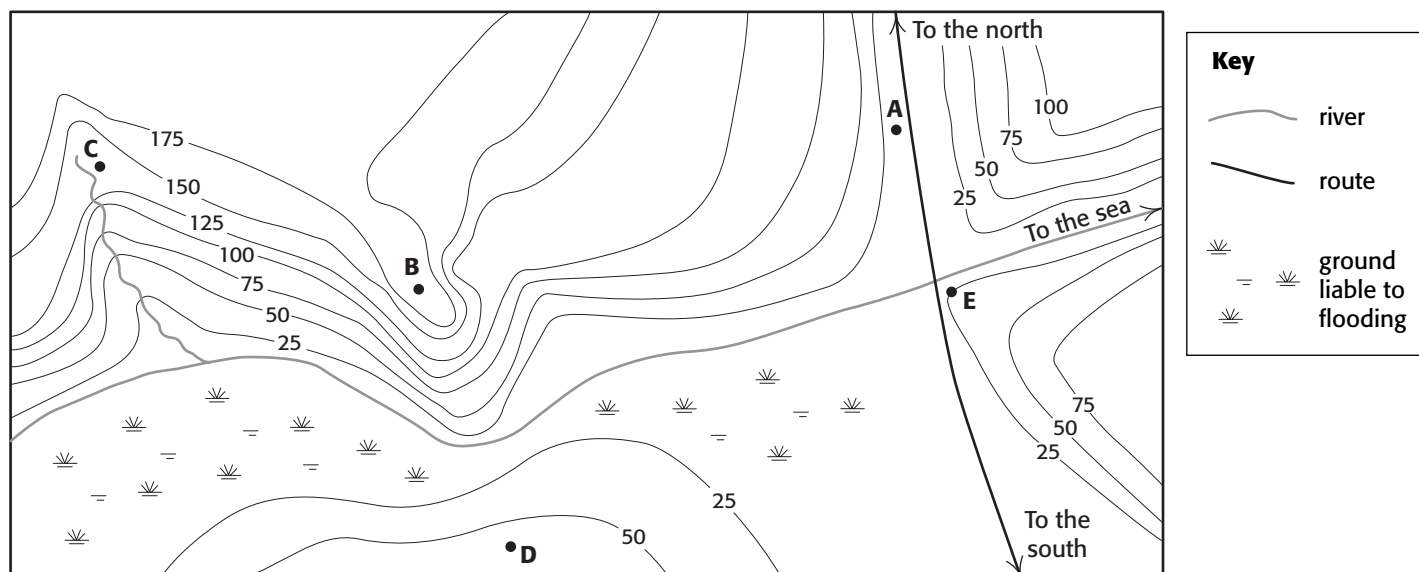
When our ancestors settled down, they chose their sites carefully. These are the different types of sites they chose:



This is what you have to do.

- In the first column of this table, write in the names for the five types of site. Write each beside its correct definition.

Type of site	Definition	Example on map
	Has a good clean water supply (spring or well)	
	At a point where you can cross a river easily	
	Easy to defend from attack	
	At a gap in a ridge of hills or mountains, (and usually on a good route between them)	
	Safe from flooding	



- Then from the map below, choose the site (A, B, C, D or E) that matches the definition best, and write it in the third column.