

# Contents

## 1 Introducing geography 4

- 1.1 What's geography about? 6

## 2 Making and mapping connections 8

- 2.1 Making connections 10
- 2.2 Plans and scales 12
- 2.3 Maps and grid references 14
- 2.4 How far? 16
- 2.5 Which direction? 18
- 2.6 Drawing a sketch map 20
- 2.7 Ordnance Survey maps 22
- 2.8 How high? 24
- 2.9 Latitude and longitude 26

## 3 Settlement 28

- 3.1 Settling down 30
- 3.2 Example: settling in Aberdeen 32
- 3.3 How settlements grow 34
- 3.4 Land use in towns and cities 36
- 3.5 Change around town: Edinburgh Quay 38
- 3.6 From Edinburgh to Glasgow – by canal! 40

## 4 Exploring your island home 42

- 4.1 Your island home 44
- 4.2 It's a jigsaw! 46
- 4.3 What's our climate like? 48
- 4.4 Where do we live? 50
- 4.5 What kind of work do we do? 52
- 4.6 Richer? Poorer? 54
- 4.7 Scotland's National Parks 56

## 5 Weather 58

- 5.1 Measuring and mapping the weather 60
- 5.2 So it's raining ... 62
- 5.3 Air pressure and weather 64
- 5.4 Sudden changes in our weather 66
- 5.5 Monsoon: too much rain? 68
- 5.6 A closer look at flooding in Bangladesh 70
- 5.7 Hurricane! 72
- 5.8 Hurricane Katrina 74

## 6 Climate and ecosystems 76

- 6.1 Climate and climate factors 78
- 6.2 Climate around the world 80
- 6.3 Climate and ecosystems 82
- 6.4 Desert! 84
- 6.5 The hot desert ecosystem 86
- 6.6 Humans in the hot deserts 88
- 6.7 The Arctic tundra 90
- 6.8 Humans in the Arctic tundra 92
- 6.9 Ecosystems under threat 94

## 7 Coasts 96

- 7.1 Waves and tides 98
- 7.2 The waves at work 100
- 7.3 Landforms created by the waves 102
- 7.4 Along the East Lothian coast 104
- 7.5 Managing land use in coastal areas 106
- 7.6 How long can Happisburgh hang on? 108
- 7.7 The war against erosion 110
- 7.8 Managing the defence of the coast 112

## 8 Football! 114

- 8.1 Exploring success in football 116
- 8.2 Earning a living from football 118
- 8.3 The football business 120
- 8.4 Arsenal's new home 122
- 8.5 Who are the losers? 124

OS map symbols 126

Map of the British Isles 127

Map of the world 128

Glossary 130

Index 132