

Designing a new settlement



Geography

Unit: Settlements: where do people live and why?

Outcome

I can design a new settlement that would be good for the future.



Keywords

design

future

features

reflect



Keywords

A **design** is a drawing or plan of something before it is made or built.

The **future** is a period of time that is yet to come.

Features are definable aspects of the landscape and may be natural or human-made.

To **reflect** is to think very carefully about something.



Lesson outline

Designing a new settlement



How will our settlements change in the future?



How can we design a settlement for the future?



How will our settlements change in the future?



We now understand why our local settlement was sited where it is and the reasons why it has developed.

What will happen to our local settlement in the next 50 or 100 years?



How will our settlements change in the future?



The population of the UK is expected to increase from an estimated 67.1 million in 2025 to 69.2 million in 2035.

What could this mean for our local settlement?



How will our settlements change in the future?



What is expected to happen to the population of the UK?

- a** it will increase ✓
- b** it will stay the same
- c** it will decrease



How will our settlements change in the future?

People living in settlements need transport to get to work, school and to access services.



Instead of petrol or diesel vehicles, what could become a popular form of transport in the future?



How will our settlements change in the future?

We need energy to light and heat our homes and power appliances.



What types of energy could be used in the future?



How will our settlements change in the future?

Settlements need enough houses for people to live in. Houses come in all different shapes and sizes.



Could a home have more than one use?

How will our settlements change in the future?



True or false?

Settlements change and develop over time and will continue to change in the future.

T True ✓

F False

Justify your answer

- a** Developments in energy, transport and houses mean settlements will need to change. ✓
- b** Settlements already have everything they need to serve the people who live there.



Task A

How will our settlements change in the future?



Take one of the feature cards and discuss how this factor could be different in the next 50 - 100 years.

How might this affect your local settlement?

Transport

How will transport be different 50-100 years in the future?

What will that mean for our local settlement?

Energy production

How will energy production be different 50-100 years in the future?

What will that mean for our local settlement?

Schools

How might schools be different 50-100 years in the future?

What will that mean for our local settlement?

Houses

How would homes be different 50-100 years in the future?

What will that mean for our local settlement?



Task A

How will our settlements change in the future?



Feedback

Transport

More electric vehicles and improved public transport means less reliance on cars. Fewer car parks and petrol stations.

Our local settlement

Energy production

More renewable energy produced in Britain. More wind farms on- and offshore, solar panels on more buildings.

Houses

Solar panels on roofs and charging points for cars. Multi-use homes as more people are working/learning at home. Gardens with room to grow their own food.

Schools

Older children might attend virtual schools, meaning a reduced need for secondary school buildings.



Lesson outline

Designing a new settlement



How will our settlements change in the future?



How can we design a settlement for the future?



How can we design a settlement for the future?

How do we define a settlement?

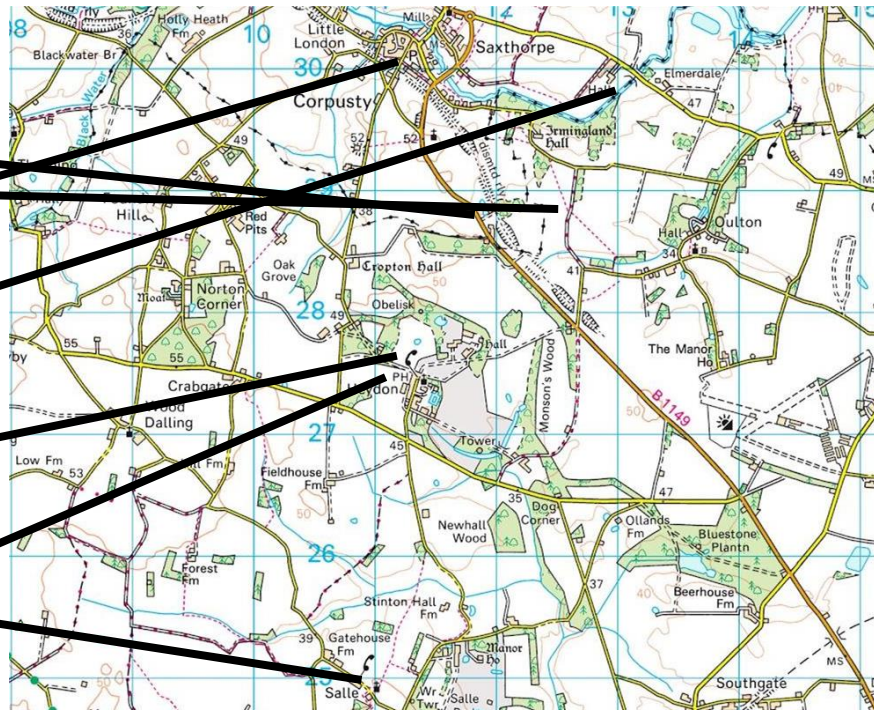
A settlement is a place where people live and work.



How can we design a settlement for the future?

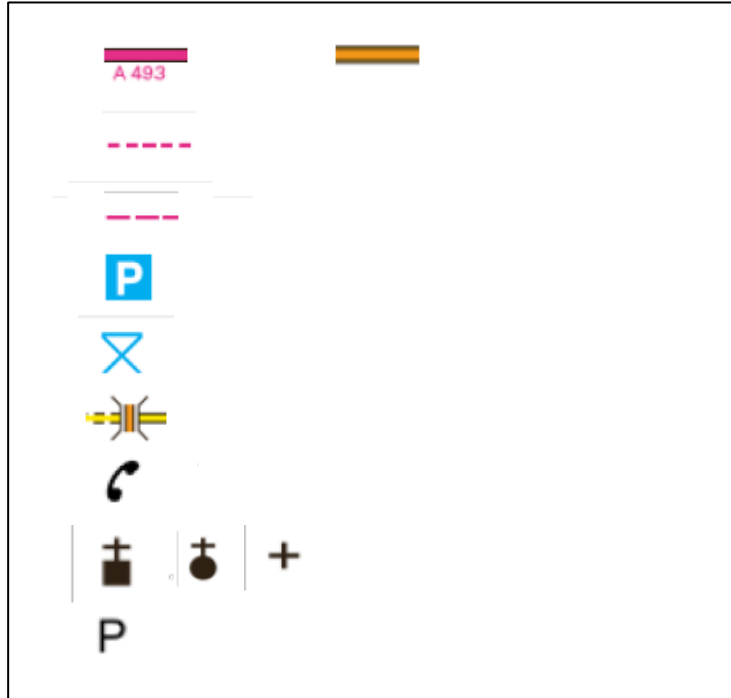
What services and features might you see on an OS map of a typical village?

- A and B roads
- footpath
- bridleway
- Post office
- picnic site
- bridge
- telephone box
- place of worship
- parking
- public house

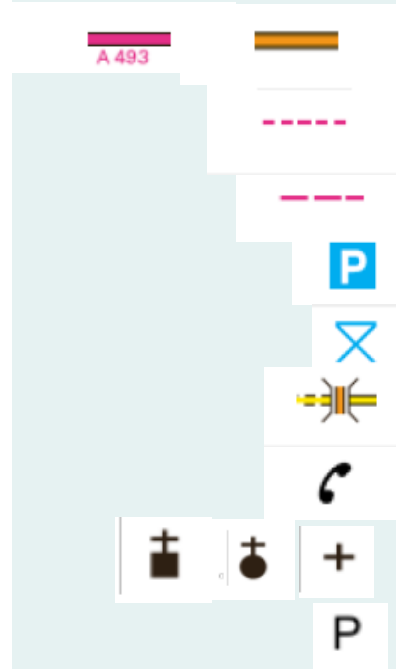


How can we design a settlement for the future?

Tell your partner the meaning of each symbol.



Did you correctly identify the symbols?



A and B roads

- footpath
- bridleway
- parking
- picnic site
- bridge

telephone box

place of worship

- post office



Explanation



How can we make sure your settlement is fit for the future?



How can we design a settlement for the future?

Future settlements will need to have a range of transport facilities and services.



I think most cars will be electric in the future, so we might need fewer petrol stations and more charging points.



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How can we design a settlement for the future?

Future settlements will need to consider the natural environment.



I think people in the future will be trying to protect wildlife, so there might be lots of natural areas planned in to new settlements.



How can we design a settlement for the future?

We know that settlements develop over time. What specific features might a new settlement need to have to be fit for the future?

Discuss your ideas with your geography buddy.

Be ready to share your ideas.

Did you think of any of these features?

- *Electric charging points*
- *Improved public transport reduces the need for cars and car parks*
- *Providing online services to reduce the need to travel for work*
- *More walking and cycling routes*
- *Not too many buildings - preserve the natural countryside and enhance biodiversity*
- *Sports facilities to keep people fit and healthy*



Task B How can we design a settlement for the future?



Design a new settlement fit for the future.

You must:

- Include a small housing estate
- Show how the settlement is connected to other places – by roads, pathways and cycle tracks
- Use OS map symbols
- Make a key



Task B How can we design a settlement for the future?



Feedback

Take turns to talk to your geography buddy about your settlement designs, explaining the features that you have included and why you have located them in particular places.

What similarities and/or differences have you noticed between your designs?

Are there any features that everyone has included – why do you think this is?



Summary Designing a new settlement

- New settlements can be designed and built.
- Future settlements may need specific features to be fit for the future.
- Geographical ideas can be represented and shared by making maps and models.
- Settlements change and develop over time and will continue to change in the future.



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OGL

