

village



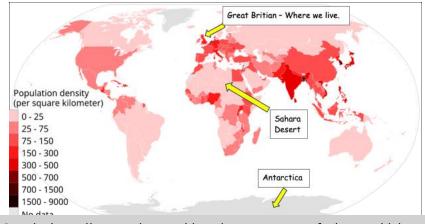
Town and Country



Vocabulary	
city	A large town where many people live.
countryside	Land not in towns, cities, or industrial areas, that is either used for farming or left in its natural condition.
hamlet	A small settlement usually one house.
human feature	Something created by humans such as a road, a house or a bridge.
location	Where something or someone is.
map	A picture of the whole or part of an area.
natural resources	Things we can use in the environment such as wood, water and coal.
physical features	Something created by nature e.g. a hill or a river.
population	The total number of people who live somewhere.
rural	A countryside environment.
settlement	A place where humans stay.
suburb	A smaller area within a city or large town, but outside its centre.
town	A built-up area which is larger than a village but smaller than a city.
urban	A town or city environment.

A group of houses and other

buildings in a rural settling.



People live all over the world and some parts of the world have more people living there than others. Some parts of the world have few people living there, such as Antarctica (which is too cold) and deserts (which are too hot and do not have much water). The map above shows how many people live in a set area for each country in the world. The darker the colour, the more people live there.



Approximately 67 million people live in the Great Britain. Most of these people live in cities (urban areas). Above is a map showing the major cities in Great Britian.

The three biggest cities are: London: **population** of 10 million;

Birmingham: population of 2.57 million'

Manchester: population of 2.54 million.

Birmingham is a city. Cities are very big so they are split into smaller areas called suburbs. Moseley, Edgbaston, Kings Heath and Balsall Heath are all suburbs of Birmingham.

Dear Parents,

Our first Humanities topic is a Geography unit about 'Town and Country'. Please help your children to prepare for this topic by learning some of the key words and the facts on this sheet.

There are some homework activities on the back of this sheet. Your child can complete these at any time. Your child's teacher would love to see what they have created.

Thank you for your support, Kind regards, Year 2 Teachers



Early humans were nomadic. This means they moved around hunting animals and gathering plants, fruit, nuts and other natural resources.

Over time, humans began to settle in places and to grow crops to eat and to understand farming.

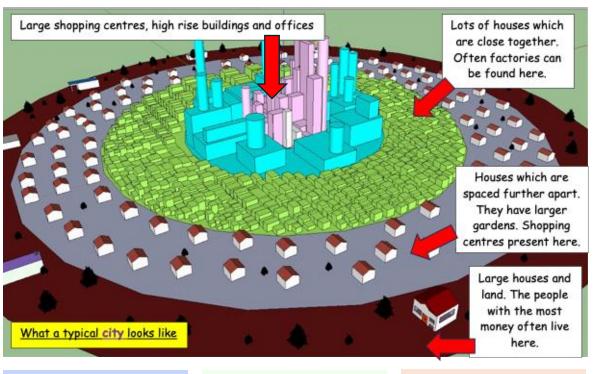
Around 2000 years ago, the Romans began to build towns. These towns were places people could trade goods.

Londinium was a Roman town. Today we call it London.

Features of a hamlet

- Usually one house, although there may be other buildings.
- Located in a rural setting.
- Hamlets are usually formed around a single source of activity such as a farm, mine, mill or harbour.





Features of a village

- Usually have a population of a few hundred people.
- Most villages are found in the countryside (rural setting).
- Villages usually have a few small shops.
- There may be a place of worship, like a church.
- May have a small primary school.



Features of a town

- Usually have a population of several thousand people.
- More homes and shops than a village.
- They have leisure centres, swimming pools and a town hall.
- There are different several places of worship.
- Often have a train station.
- Has different schools.



Features of a city

- Usually have large populations of hundreds of thousands of people.
- Often has universities, sports stadiums and large shopping centres.
- Major cities often have high rise buildings for offices.
- Has train and bus stations and some also have airports.



Homework Ideas:

- Create a model of a building you may find in a settlement. This could be a house, flats, a church (or another place of worship) or a famous building like the Rotunda in Birmingham.
- Design your perfect house or a different building.





- Research about a city like Birmingham. Write down 10 facts about it.
- Create a map for a new settlement. Think about what features it will have:
 - houses
 - a shopping centre
 - swimming pool
 - park
 - train station
 - school
 - library
 - airport

