

Activity Title:

2b - Previous knowledge brainstorm

Learning outcome(s):

- Investigate the concepts of urban patterns and settlements.

Key words:

Housing; urban settlements; urban patterns

Materials:

- Urban patterns and settlements brainstorm template

Approximate time required:

20 minutes.

Suggested prior learning:

2a What makes a city a great place to live?

Possible learning activities:

Brainstorm existing knowledge

1. Break into groups and use the urban patterns and settlements brainstorm template, or work as a class to share existing knowledge.

Follow-on activities (found elsewhere in this resource):

2d How retail development areas reflect surrounding places

2e Urban pattern – factors affecting where the new people live

Activity #:

2b

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Previous knowledge brainstorm

Curriculum Level:

Level 6 / 7 / 8

Curriculum Links:

Social Science Achievement objective

7.1 Understand how the processes that shape natural and cultural environments change over time, vary in scale and from place to place, and create spatial patterns.

Curriculum:

Key competencies:

Thinking; Participating and contributing

Principles:

Cultural diversity

Values:

Innovation, inquiry and curiosity

Geographic Key Concepts:

Interaction

Processes

Geographic skills:

Social skills

Assessment opportunities:

Geography Achievement Standards: 3.5, 2.5, 2.2, 3.3

Sustainability tip!

Re-use paper from this activity

