A **settlement** is a place where people permanently live. The first humans were **hunter gatherers** and were always on the move, following their food. Once humans learned to **farm** they began to build permanent settlements.

The **site** is the land a settlement is built on
The **situation** is the land surrounding the settlement

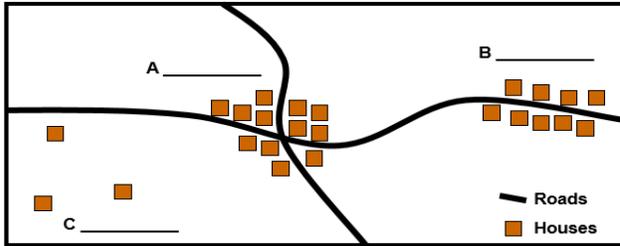**Reasons for choosing the site and situation for a settlement**

Good farmland – Growing crops
Woodland – Building and firewood
Near water – Drinking and washing
On flat land – Easy to build on
On a hill – Protection
On dry land – No flooding
Near a river – Transport and Trade
Near a quarry – Stone for building
South facing – Warmer in winter
Sheltered – Protection from weather
Near the sea – Ports for trade

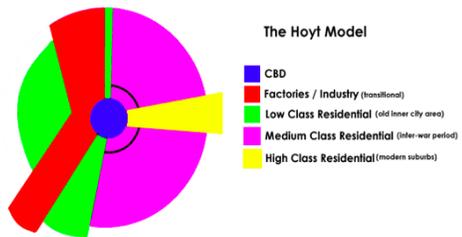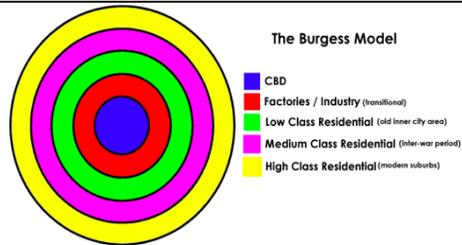Different areas of a city have different **functions**
Commercial – Shops and businesses
Residential – Housing
Industrial – Factories
Recreational – Leisure areas
Green space – Parks and open space
Agricultural – Farmland
Educational – Schools, colleges and universities

Settlements have different **shapes.**
Linear – Built along roads or river valleys
Nucleated – Clustered around accessible places e.g. road crossings or crossings over rivers
Dispersed – Spread out in the countryside e.g. farms

A _____
B _____
C _____
— Roads
▪ Houses

Most large settlements began to grow during the **industrial revolution**. They have similar **features** and grow and change in similar ways
This can be shown in a **land use model**

The Burgess Model
■ CBD
■ Factories / Industry (transitional)
■ Low Class Residential (old inner city area)
■ Medium Class Residential (inter-war period)
■ High Class Residential (modern suburbs)

The Hoyt Model
■ CBD
■ Factories / Industry (transitional)
■ Low Class Residential (old inner city area)
■ Medium Class Residential (inter-war period)
■ High Class Residential (modern suburbs)

Re-development is about improving **run down** or **derelict** areas of cities to improve housing, leisure and job opportunities

The **Central Business District**. The oldest and original part of the settlement but now **re-developed**. The most **accessible** part of the city. **Shops, Offices, Civic buildings** and **business headquarters** are found here.

The inner city. Built in the 19th century. Where factories were located in the industrial revolution. Now re-developed with **small businesses, housing, train and bus stations.** Some areas are still run down.

The inner city. Built in the 19th century. Lots of terraced housing, built for the poor workers in the old factories. Narrow roads as there were no cars. Many houses now demolished and replaced with blocks of **flats**. The poorest part of the city.

The inner suburbs. Built in the 1940's for a more wealthy population. Lots of semi-detached houses with **gardens, garages**, and more **open space**. Roads designed for cars as people now owned them. **Council estates** also built to re-house the less wealthy workers from the old inner city.

The outer suburbs. The newest part of the city. Larger detached houses with lots of open space near the countryside. Built for wealthy **commuters** (people who drive to the city to work) Large **retail parks** are also located here.

Bristol Harbourside has been re-developed from a run down and derelict city port. It is now a mixture of modern flats and places of leisure and entertainment. It has created many jobs. It has also kept and restored many of the old historic features and buildings.

Quality of Life - describes the general well-being of individuals, communities and societies. Quality of life of people **varies** between different parts of a city due to many factors.

Access to healthcare
Quality of housing
Access to leisure and recreation
Levels of crime
Educational opportunities and qualifications
The quality of the environment
Income of the people
Access to jobs and employment
Noise and traffic pollution
Antisocial behaviour

Modern cities have many problems that need to be overcome.
Traffic congestion – Makes people late for work or appointments and costs businesses money through delayed deliveries.
Crime – Make people feel unsafe on the streets.
Poverty – Many families struggle to make ends meet and live in poor quality housing.
Rising house prices – Many young people can no longer afford to buy their first home.
Homelessness – Thousands of people live rough on the streets.
Dereliction – some parts of cities may be polluted, run down and vandalised.

Sustainable cities try to solve city problems using a range of strategies. For example;
Better public transport
More green spaces
Recycling schemes
Cycle Paths
Building affordable housing
Providing social housing
Re-developing run down areas