



Settlements

"A settlement is a place where people live."

What are the different sizes of settlements?

- Farmhouse
- Hamlet
- Village
- Town
- City
- Conurbation
- Megalopolis / Mega City



Settlement hierarchies.

Settlements provide **services** for the people who live in them and in the surrounding area. These include shops, as well as hospitals, schools and post offices.

There are two types of service:

Low order services are those that are used daily (e.g. post box).

High order services are those that are seldom used (e.g. hospital).

Shops tend to specialise in either ...

Low order goods (things that are inexpensive and bought daily: e.g. milk) or ...

High order goods (things that are expensive and bought occasionally: e.g. cars)

People tend not to shop around for **low order goods** and buy them from the nearest shop: they are **convenience goods**.

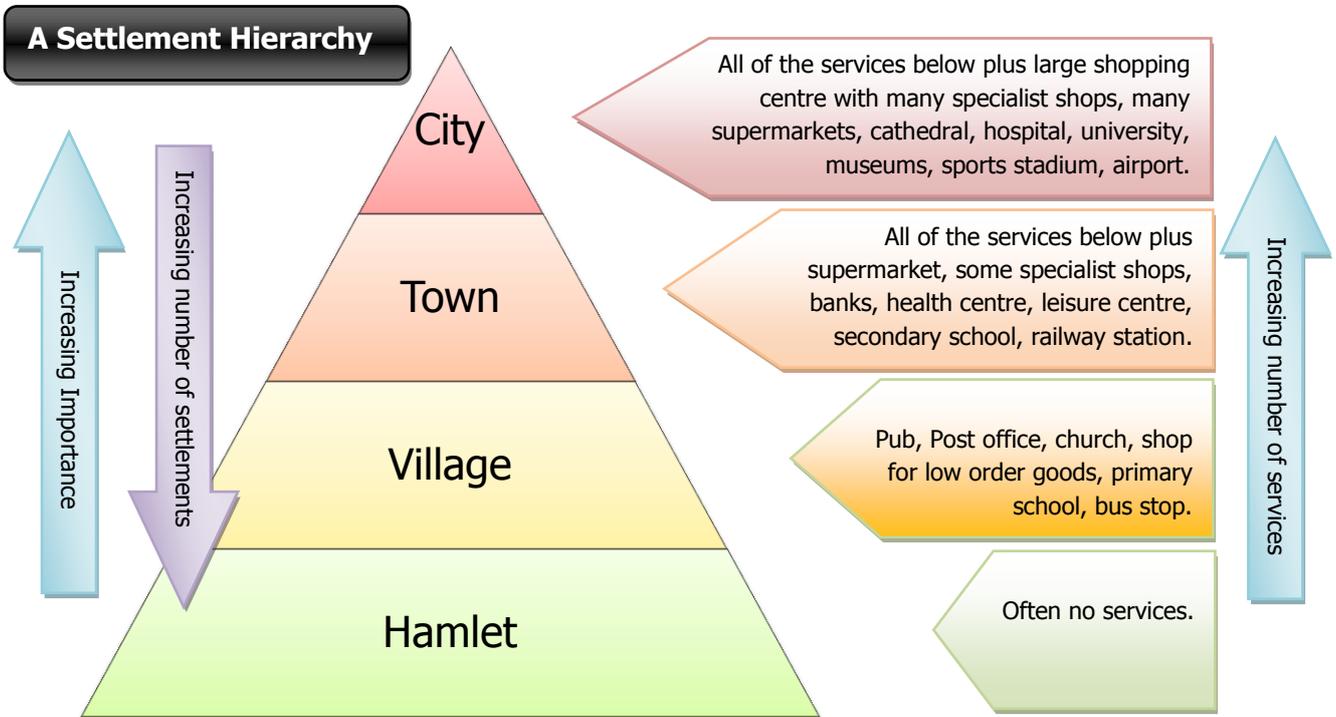
For **high order goods**, people generally shop around and compare prices in a variety of shops: they are **comparison goods**.

Low order services and shops that sell low order goods tend to have a **smaller sphere of influence**: that is, the **threshold distance** that people are prepared to travel is **low**.

High order services and shops that sell high order goods tend to have a **larger sphere of influence**: that is, the **threshold distance** that people are prepared to travel to use them is **high**.



The larger settlements have more services than the smaller settlements. They also tend to have more **high order services** than the smaller settlements. You can arrange settlements in order of their size *and* importance. This is called a **settlement hierarchy**.



In an area, there will be **more low order settlements** and **fewer high order settlements**.

What are the different functions of settlements?

The **function** of a settlement is the main economic activity (type of employment) that happens there. Examples include ...

- **Port** (e.g. Dover)
- **Tourist Resort** (e.g. Blackpool; Chamonix)
- **Government** (e.g. Canberra; Brasilia)
- **University** (e.g. Cambridge; Oxford)
- **Defence** (e.g. Durham; Edinburgh)
- **Industry** (e.g. Sheffield – iron and steel)

NOTE: The function of a settlement can change over time: e.g. mining villages in South Wales needed to change function when the coal started running out.



The Growth of Settlements

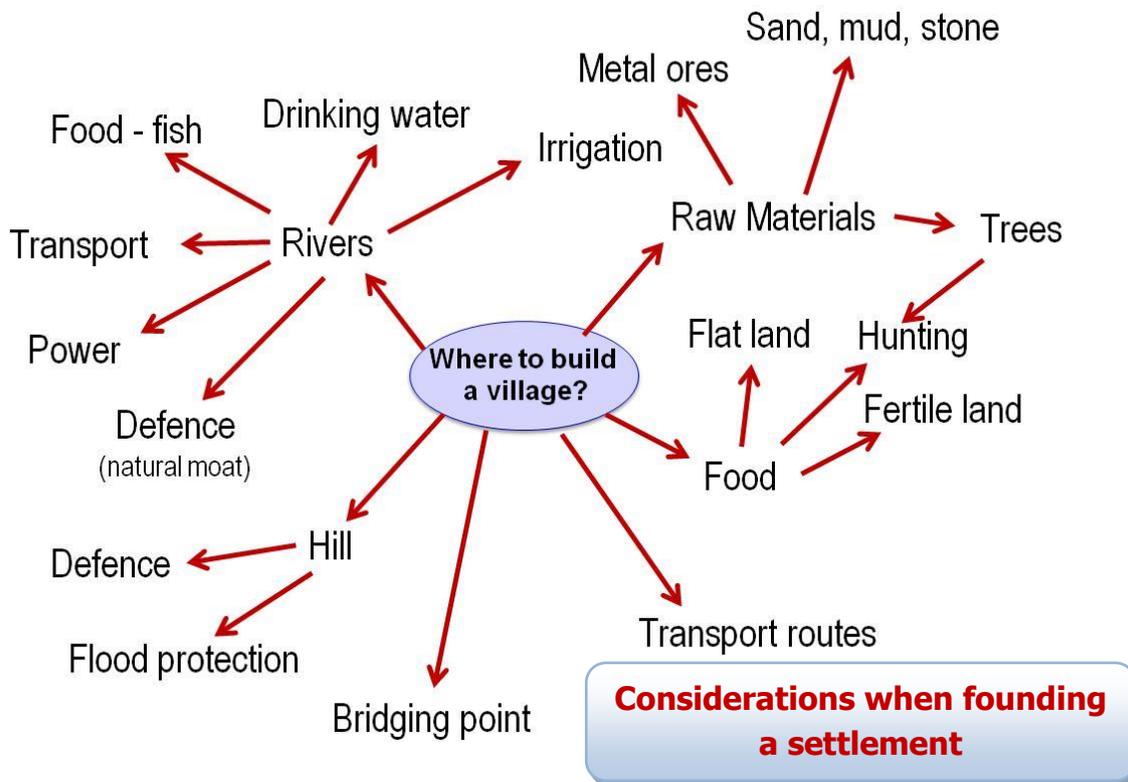
Remember, settlements grow over time: a city was once a town and that town was once a village and that village was once a hamlet

People began to settle in one place at about the same time that they stopped being **nomadic** and began farming in one place (**sedentary** farming).

Settlements develop in certain places because these **sites** and **situations** have certain advantages.

- **Site** is the actual place where the settlement is founded.
- **Situation** is the position of the settlement in relation to other settlements and transport routes.

Example: London was built at the **lowest bridging point** on the River Thames; i.e. the first place where it could be crossed.



Rural Settlement Patterns (Village patterns)

Villages (rural settlements) have three main patterns (or forms). These are often altered by the **relief** of the area. The three patterns are

- **Nucleated**
- **Linear**
- **Dispersed**



Nucleated Villages



A 'clustered' pattern around a central point (nucleus) such as a crossroads or village green.

Linear Villages



The buildings all follow a transport route (road, rail or river) in a line.

Dispersed Villages



These are spread out. Normally isolated farms surrounded by their land.

Urban Land Use Models

Models are a simplified version of reality. They are used to show the main trends and processes in a system or place.

Urban land use models try to show how and why similar patterns of land use occur in cities.

There are several and their layout depends upon which city the person who created the model was looking at and when they were looking. Below is a list of models that you might come across. You should be aware of the first two.

- **Burgess** (concentric rings)
- **Hoyt** (sectors)
- **Harris and Ullman** (multiple nuclei)
- **Mann** (sectors and concentric rings – based on UK cities)

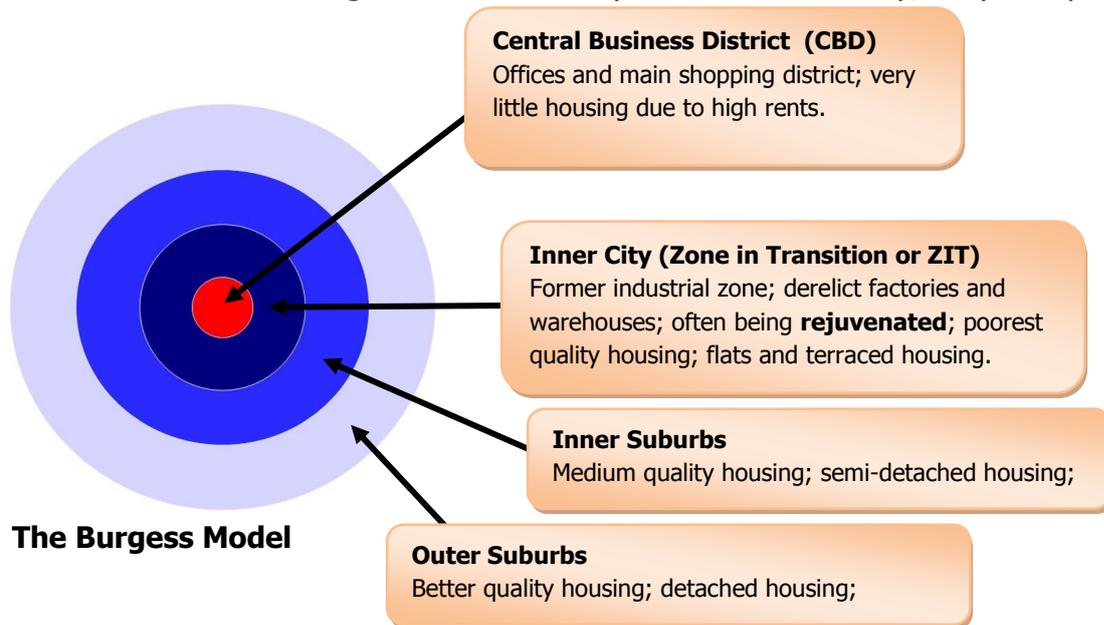
Note: these models only apply to MEDCs, there are different ones for LEDCs.



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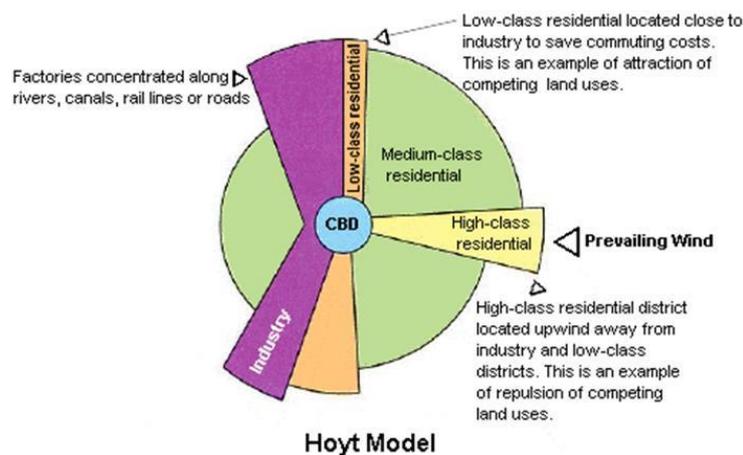
The Burgess Model (Concentric Ring Model)

- The Burgess Model is a concentric ring model. (Rings sharing the same centre)
- It was based on Chicago in the 1920s.
- Cities grow outwards in rings (like trees) facilitated by the improvements in transport.
- The idea was that people aspire to have better housing and so move outwards to get more space and bigger houses.
- The worst housing is in the inner city zone which is noisy, dirty and polluted.



The Hoyt Model

Homer Hoyt suggested a variation to the Burgess Model, that urban growth would happen in sectors or wedges.



He said that the industry would grow in sectors along the main transport lines (road, rail and canal)



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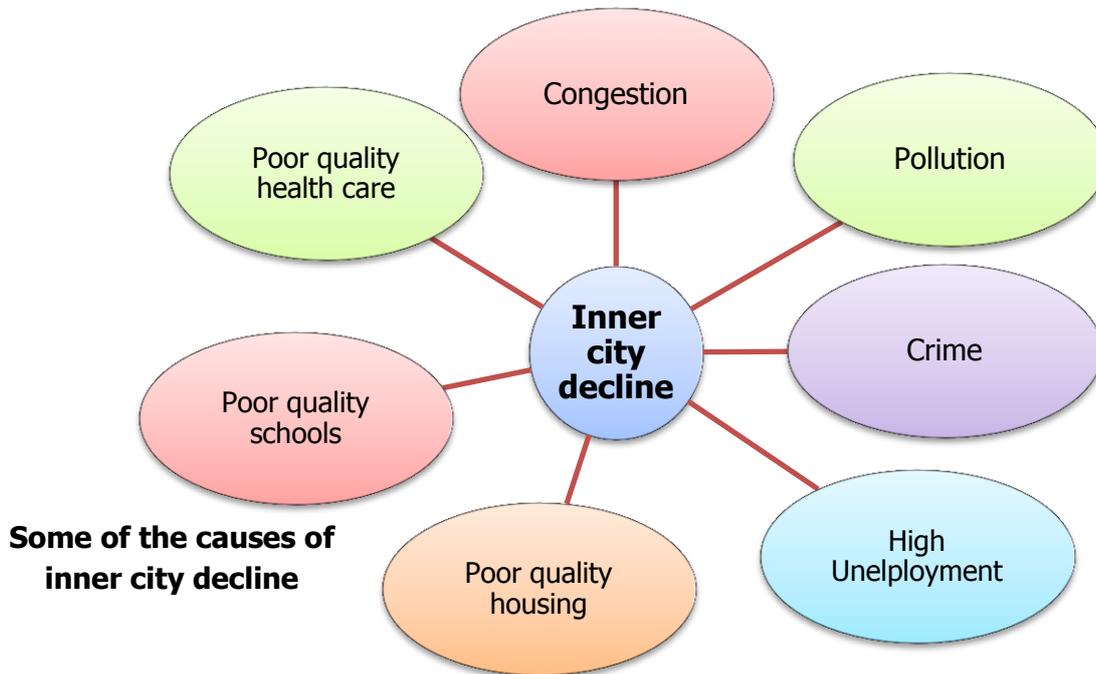
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The poor quality housing would be close to the noise, dirt and grime of the industry.

The best quality housing would be up-wind of the industry and on the opposite side of the town.

Change in Cities

The Inner City is a zone which, after factories and warehouses are no longer needed due to changes in technology, has several problems:



This results in people who can afford to, **migrating** out of this zone and the problems getting worse.

The Government has tried to tackle some of these problems with **urban renewal schemes** which aim to **attract new industries** to the inner city, and **encouraging** investment in **new housing, services** and **jobs** for the local people.



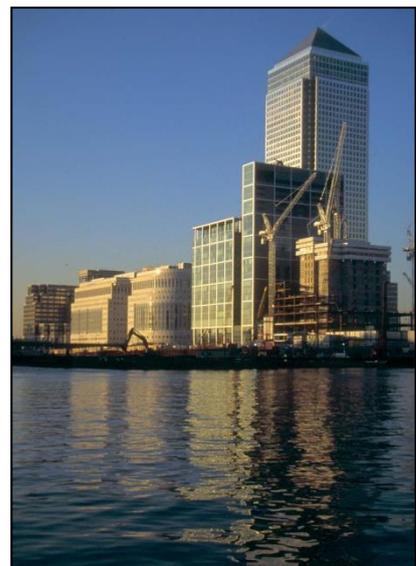
Example: Docklands redevelopment on the Isle of Dogs, London.

- The docks were the centre of the British Empire in the 19th Century, importing and exporting goods around the world.
- The docks employed thousands of people: loading and unloading ships; ship building and repairs; crew; storing goods (warehouses); management and insurance; board and lodging for visiting crews; etc.
- The development of bigger steel ships and, in particular, massive container ships in the 20th Century, meant that the docks were too far up the Thames and inaccessible to this new ships. The new ships went to the new container docks at Felixstowe.
- The docks were totally derelict by the end of the 1960s



Docklands in the Early 20th Century

- In the 1980s, the Government (under Margaret Thatcher) set up the **London Docklands Development Corporation (LDDC)** which was set the task of **rejuvenating** this run-down part of the East End.
- The LDDC started numerous transport plans:
 - **The Limehouse Link** – a road tunnel linking the Docklands to the City of London.
 - **The Docklands Light Railway (DLR)** – a driverless electric train to carry commuters around the Docklands and too and from the City.
 - **The Jubilee Extension** – Extending the Jubilee line on the London Underground, taking it south of the River Thames and linking it up with the DLR.
 - **City Airport** – Converting the old docks into an international short-haul airport in the heart of the city.



The Canary Wharf development



- They encouraged **new developments** (buildings) with these transport links and by reducing planning restrictions and giving property developers tax breaks (they did not pay tax for several years):
 - **Office buildings:** e.g. Canary Wharf
 - **Housing:** luxury apartments and riverside developments.
 - **Sports and Leisure facilities:** e.g. marinas and the Docklands Arena (a venue for exhibitions and concerts)
- **Local inhabitants** complained that none of the new jobs or developments were for them: they were for rich city workers.
- Unfortunately the stock market crash at the beginning of the 1990s meant that the Docklands development went on hold for several years.
- By the early 2000s, the project was back on course and London had a new, second financial city centre.

Settlements in LEDCs

LEDC stands for **Less Economically Developed Country** (sometimes now referred to as LIC or Less Industrialised Country).

These are poor countries and they normally have:

- **Low GDP** (wealth)
- **A large proportion of people working in farming**
- **Poor services** (healthcare, etc.)

LEDCs tend to have one major city (the **Prime City** or Primate City) and very few towns. MEDCs (rich countries) tend to have several large cities.

Examples:

Ghana – Accra

Mexico – Mexico City

Venezuela – Caracas

This primacy of one city is caused by people from all over the country **migrating** to the city in search of a better quality of life.

Life in rural areas (the countryside) can be very hard and this might **push** people towards the city.

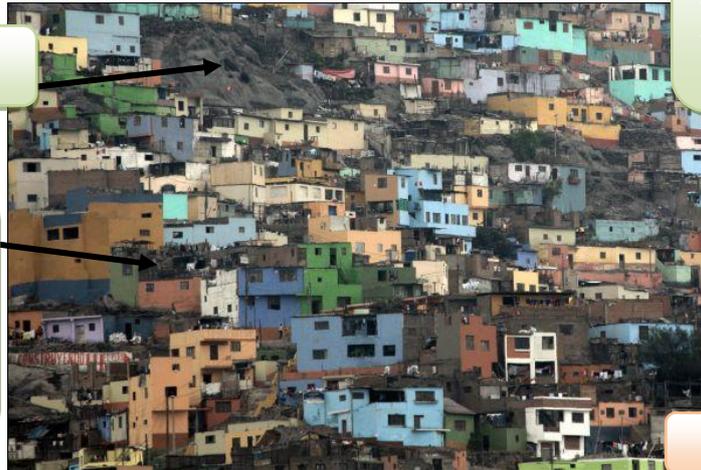
The centre of the city might be very rich. The bright lights of the city **pull** people towards the city.



Name: _____

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When they arrive in the city they have nothing and join the millions of people living in the illegal squatter settlements or **shanty towns** on the edge of the city or next to dirty noisy transport routes or factories. These shanty towns are called **favelas** in Brazil and **bustees** in India. They have no services (running water, electricity and sewage, schools, hospitals, etc.) and often very high crime rates.



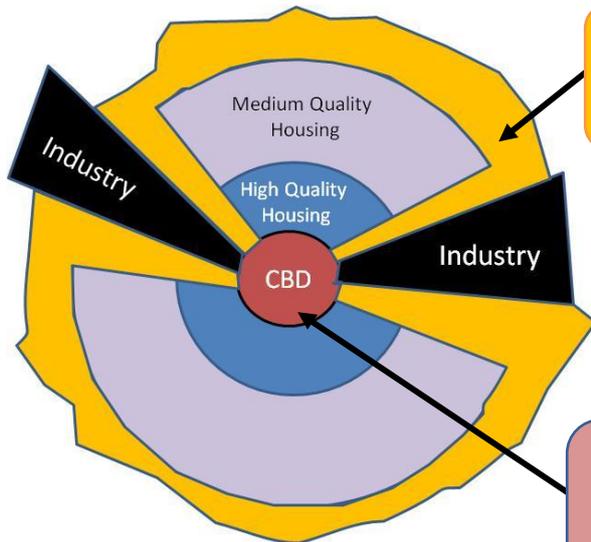
Land slips occur.

There are no planning restrictions: people build on top of other houses; there is a lack of space so they build up.

Shanty towns are often built on steep slopes that no-one else wants to build on.

A favela in Lima

Land use in an LEDC city



Shanty towns are found around the edge and next to the dirty, noisy factories.

Note that the model is the opposite of the Burgess Model in MEDCs in that the housing gets better in quality towards the centre.

The CBD contains the best housing as well as the offices and best shops. There are expensive apartments here.



Urban renewal in LEDCs

The shanty towns cause real problems to governments in LEDCs.

- They are over-crowded
- They lack sanitation – no sewage system. The sewage flows down the street and so disease is common.
- Crime levels are high: criminals hide away in the shanty towns and are untouchable by the police.
- Electricity and water are 'stolen' from the national grid and their provision is unsupervised and dangerous.
- There are no building regulations and so in the case of a natural disaster (hurricane, flood or earthquake), they are flattened and many of the inhabitants are killed.
- They have no state-provided health care or education.

So the governments have tried several ways to get rid of shanty towns:

- In Mumbai (Bombay), India, the slums are regularly cleared and peoples houses are flattened.
- The inhabitants are re-housed in new apartment blocks on the outskirts of the city in 'New Towns' – these are a long way from where employment opportunities and services are and so are not popular.
- In Rocinha (Rio de Janeiro, Brazil) the government has tried to encourage self-help building programmes where the government provides some of the materials and tried to formalise the buildings.
- Unfortunately, as soon as one part of the slum or shanty town is cleared, new migrants arrive from the countryside to take their place.