

Factors effect settlements locates

- o 1) Water supply: o Settlements need water they often locate on wet point sites for this, settlements built away from rivers and water supplies to avoid flooding are located at dry point sites. o The settlements must be change over the time so an example on this that the farming villages are moving out to find jobs
- o 4) Communications: o Settlements often located next to rivers that could be easily crossed, these are called bridging points; other favorable places included where at the junctions of all valleys or in gaps through hills, these locations allowed maximum communication between different settlements and increased trade; for example o New castle is built on the tyne at a bridging point and could benefit with trade from the north and the south. o 5) Climatic: o Such as wet or dry situations, availability and the need for shelter and drainage; and the necessity for warmer or cooler garb can all determine whether or not the situation is appropriate for settlement. o 7) Economic factor: o Economic factor such as nearby markets for trade, ports for importing and exporting goods, number of available to account for gross domestic product; and commercial route ways also play a large role in this decision.
- o 2) Defence: o Building on high ground allowed people the chance to look out for enemies; for example, Edinburgh castle while surrounding a settlement with water also helped with deed defense; for example, Durham is built inside a meander. o 3) Aspect and Shelter: o In the northern side south facing slopes receive more sunlight and are protected from cold northerly winds.
- o 6) Physical: o Physical factors like drainage, as well as soil quality, ports, and resources, can affect whether or not a location is suitable for building a city. Settlements built away from rivers and water supplies to avoid flooding are located at dry point sites.

What location factors influence the development of settlements? v o Physical factors that influence the location of a settlement includes; 1. Factors that are still relevant today are: I think Lands, Aspect and shelter. Which of these factors are still relevant today?