

# STAGE 3 GEOGRAPHY

## ACTIVITIES TO LEARN ABOUT FACTORS THAT SHAPE PLACES

**Learning intention:** Activities are designed to engage students with the outdoors, investigating the ways in which people and the environment influence one another.

### Activity 1: Landforms

Choose one of the following landforms to make a model of using soil, sand or playdough:

Mountain	River	Canyon
Valley	Peninsula	Island

Indicate on your model where the best place for people to build their homes would be. Why do you think this would be the best place? Make a list of the positives and negatives for living on/near this type of landform.

**Extension activity:** Choose a different landform from the list above and create a model of it, thinking again about the best position for housing and development. Which of the two landforms you have modelled would you prefer to live on/near? Give reasons for your preference.



### Activity 2: Create your own town

Create your own town! Give it a name and think about what types of places (natural and man-made) you would like your town to have. You can either draw a birds-eye view image of the town or make a model of it using LEGO or other building materials. Ensure your town has:

- areas for people to live
- areas for people to work
- commercial and retail buildings
- space for recreation and leisure activities
- health and education services
- access to transport facilities
- natural areas.

**Extension activity:** What attractions could your town have to appeal to tourists? Add a natural and a man-made tourist attraction to your town design. Make a brochure or poster advertising your town as a potential tourist destination for travellers.



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