

During the late Stone Age (Neolithic Age), tribes began to settle in one place rather than moving around. They built farms (called settlements), planting crops and keeping animals.

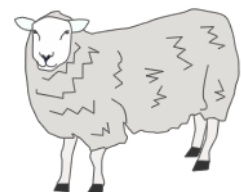
Your job is to create a settlement using the grid provided.

Remember, a good settlement needs:

- ✓ a supply of water – usually a river or natural spring
- ✓ land suitable for growing crops – farmers would clear all the forest away for this
- ✓ land for animals such as sheep, pigs, goats and cows to graze
- ✓ a space for huts for people to live in
- ✓ a space for a grain store.

Use symbols or letters to represent the following features on your grid. Remember, you will need to include a key!

<b>Animals</b>	6 cows, 6 pigs, 6 sheep, 4 goats, 4 dogs
<b>Land</b>	8 plots of barley, 8 of wheat
<b>Buildings</b>	10 dwellings and 1 grain hut
<b>People</b>	12 villagers



Name: .....

Date: Wk: 20.04.2020

Choose a name for your settlement: .....

When planning your settlement, consider the most sensible sites for each feature.

Start by plotting the river. Next consider where to put your buildings. What are the advantages and risks of being close to the river?

Advantages:

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Risks:

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Where will you place your crops and your grain store? What do you need to consider?

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Where should your animals go? What do you need to consider?

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Now you have planned carefully, you should be ready to create the perfect settlement!

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Key: