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# **Teacher's Introduction**

## **Overview**

This resource has been produced to support teaching and learning of the **GCSE Edexcel A Geography** specification **1GAO – Topic 4: Changing Cities**. The learning content is covered by the following sets of keywords with matching descriptions, which cover all of the Learning Aims for the topic:

- Changing Cities: Urbanisation
- Functions and Structure
- Employment and Services

- Globalisation and Economic Change 1
- Globalisation and Economic Change 2
- Character of the City

For each set, there are a number of different keyword activities on CD designed to give you a range of different options for classroom, homework and revision. This variety enables you to take a different approach to different topics – such as using the Crosswords as homework for one topic, and the Match Up as a starter for another.

Alternatively, differentiate the activity for a given topic; for example, you might want to give your stronger students the **Crosswords** early on while you start weaker learners on the **Match Up** (where terms and definitions are both available). **Domino** and **Bingo** activities add an element of fun and reinforcement, as well as potential for pair and group work. Finally, the **Flash Cards** come into their own for revision and the **Table Fill** and **Write Your Own Glossary** allow students to test their understanding by correctly filling in keywords or definitions.

For more information about the different activities included, see overleaf >

## **Digital Format!**

All of the activities are provided electronically on the accompanying CD. To use on a school network, the entire contents of the CD needs to be copied and pasted into an accessible location.



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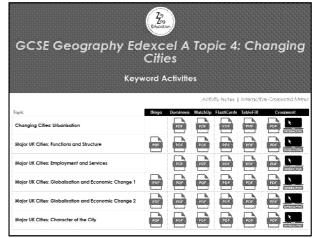
Providing easy access to the activities are two HTML menus:

### 1. Access All Menu

Location: index.html

This menu, designed primarily for teacher use, includes links to everything on provided on the CD – allowing you to easily select what you need when preparing your lessons.

If you intend to give learners access to this menu, then be aware that it does include links to the solutions.



## 2. Interactive Crossword Menu

Location: interactive-crosswords/index.html

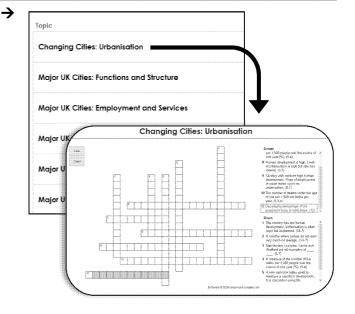
This menu, which can be accessed via the *Access All* Menu is included to allow learner access to just the interactive crosswords (without the answers).

# Free Updates!

Register your email address to receive any future free updates\* made to this resource or other Geography resources your school has purchased, and details of any promotions for your subject.

\* resulting from minor specification changes, suggestions from teachers and peer reviews, or occasional errors reported by customers

Go to zzed.uk/freeupdates



## **Activity Types**

All activities are provided as PDF files, allowing for easy printing and sharing on your school's internal network or VLE. In addition, each of the single-page activities (*crosswords*, *match up* and *table fill*), as well as the solutions, are provided on paper too.

The activities included in this resource are as follows:

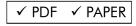
### Bingo

Each student is given a different bingo card containing a selection of words from the set. The teacher reads the definitions using the Keyword Answers and the student must match the definition to the words on their card to complete rows, columns, and the full bingo card.



#### Crosswords

These traditional keyword activities are equally effective as lesson or homework activities – and are also an excellent way to ease students into their revision programme.





In addition to the photocopiable worksheets and pdf, the crosswords are provided in interactive format on the accompanying CD-ROM. These are web-based (HTML5) and will run straight from your Internet browser.

#### **Dominoes**

This is essentially another match-up activity, but this one is designed to be used in a more active way to engage students. It is recommended that students work in pairs or small groups.



Half of each card contains a keyword, and the other contains a description. To complete the activity, students must align all the cards in the correct order. There is a 'Start' and a 'Finish', meaning that if any cards are left outside of the chain, then students have gone wrong somewhere.

### Match Up

Students match descriptions to their keyword by drawing lines between them. Because there are similar descriptions and keywords, students are likely to make the odd mistake while completing the activity, so it is recommended that they use a pencil to start with! By eliminating the keywords that they are familiar with, students can then think about and learn the ones that they are less confident with.

## Flash Cards

These are a helpful revision tool. To make the cards, fold the page in half, then cut each card and stick together so the keyword is on one side and the definition the other. In addition, students could use these to play a game of pairs. Cut each card in two and place face down on the table.

Students will then take it in turns to turn over two cards with the aim of matching up a keyword to its definition. Matched up cards are removed and the game is finished when all the cards have been matched.

## **Table Fill**

Nothing fancy – students simply write the keyword which is being described, without any other help. Because this activity tests the students' own knowledge, it is best used as a homework activity at the end of each topic or during revision. This then acts as a check that they have grasped the key terminology for each topic. Alternatively, they could be given to students at the beginning of the topic, to see what they already know.

### **Write Your Own Glossary**

Like the Table Fill, this activity can be used to test pupils before learning a topic, or as a revision tool after learning a topic. Students are given a list of the keywords and need to produce their own definitions. Using Table Fill and Write Your Own Glossary, lessons can be differentiated for all levels of learner.

# **Selected Activities and Completed Glossary Page**

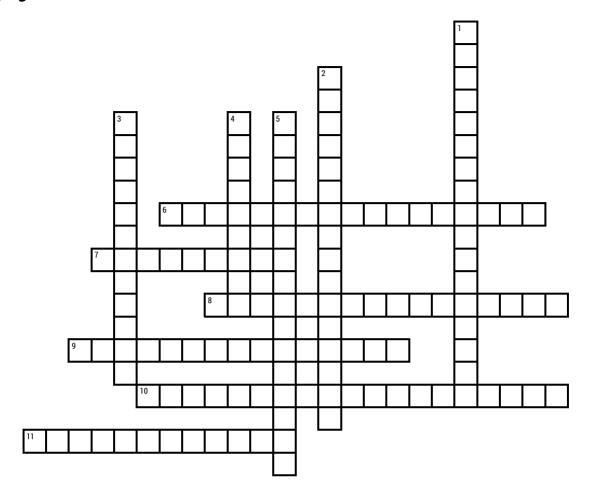
This sample shows <u>one</u> example of several activities.

The whole resource contains approximately 40 activities –

6 or 7 activities for each of the 6 topics.

The resource covers 75 key terms.

# **Changing Cities: Urbanisation**



#### **Across**

- **6** A country where people earn a large amount on average. (4-6,7)
- 7 A measure of the number of deaths per 1,000 people over the course of one year (%). (5,4)
- 8 Human development is high. Level of urbanisation is high but rate has slowed. (9,7)
- 9 Country with medium-high human development. Hope of employment in urban areas spurs on urbanisation. (8,7)
- **10** The number of deaths under the age of one per 1,000 live births per year. (6,9,4)
- 11 Decreasing percentage of the population living in rural areas. (12)

#### Down

- 1 The country has low human development. Urbanisation is often rapid but unplanned. (10,7)
- **2** A country where people do not earn very much on average. (3-6,7)
- **3** Manchester, Liverpool, Leeds and Sheffield are all examples of \_\_\_\_\_ (5,7)
- **4** A measure of the number of live births per 1,000 people over the course of one year (%). (5,4)
- **5** A very common index used to measure a country's development. It is calculated using life expectancy, education and GNI. (5,11)

# **Changing Cities: Urbanisation**

**Birth Rate** A measure of the number of live births per 1,000 people over the course of

one year (%).

**Death Rate** A measure of the number of deaths per 1,000 people over the course of one

year (%).

**Infant Mortality Rate** The number of deaths under the age of one per 1,000 live births per year.

**Urbanisation** An increase in the proportion of the population living in towns and cities.

**Low-income Country** A country where people do not earn very much on average.

**High-income Country** A country where people earn a large amount on average.

**Urban Centre** An area with a high population, usually administered by several authorities;

for example, Manchester.

**Developed Country** Human development is high. Level of urbanisation is high but rate has

slowed

**Emerging Country** Country with medium-high human development. Hope of employment in

urban areas spurs on urbanisation.

**Developing Country**The country has low human development. Urbanisation is often rapid but

unplanned.

**Human Development** A very common index used to measure a country's development. It is

calculated using life expectancy, education and GNI.

# Changing Cities: Urbanisation (Table Fill)

A country where people do not earn very much on average.	
A country where people earn a large amount on average.	
A measure of the number of deaths per 1,000 people over the course of one year (%).	
A measure of the number of live births per 1,000 people over the course of one year (%).	
A very common index used to measure a country's development. It is calculated using life expectancy, education and GNI.	
An area with a high population, usually administered by several authorities; for example, Manchester.	
An increase in the proportion of the population living in towns and cities.	
Country with medium-high human development. Hope of employment in urban areas spurs on urbanisation.	
Human development is high. Level of urbanisation is high but rate has slowed.	
The country has low human development. Urbanisation is often rapid but unplanned.	
The number of deaths under the age of one per 1,000 live births per year.	

# Changing Cities: Urbanisation (Match Up)

A country where people do not earn very much on average. A country where people earn a large amount on average. A measure of the number of deaths per 1.000 people over the course of one year (%). A measure of the number of live births per 1,000 people over the course of one year (%). A very common index used to measure a country's development. It is calculated using life expectancy, education and GNI. An area with a high population, usually administered by several authorities; for example, Manchester. An increase in the proportion of the population living in towns and cities. Country with medium-high human development. Hope of employment in urban areas spurs on urbanisation. Human development is high. Level of urbanisation is high but rate has slowed. The country has low human development. Urbanisation is often rapid but unplanned. The number of deaths under the age of one per 1,000 live births per year.

Birth Rate

Death Rate

**Infant Mortality Rate** 

Urbanisation

**Low-income Country** 

High-income Country

**Urban Centre** 

**Developed Country** 

**Emerging Country** 

**Developing Country** 

Human Development

# **Changing Cities: Urbanisation**

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