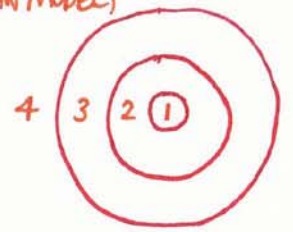


MAIN LAND-USE ZONES:

(URBAN MODEL)



1. CBD - Central Business District
2. Inner City - (19th Housing & Industry)
3. Suburbs - (20th Housing & new industry)
4. Green belt

SITE vs SITUATION:

SITE: The land on which the settlement is built, look at physical features e.g. availability of water / bridging point

SITUATION: Where it is in relation to its surroundings

SERVICES:

LOW-ORDER: e.g. newsagent, people will only travel short distance to it.

MEDIUM-ORDER: e.g. supermarket, people will travel a fair distance to use it

HIGH-ORDER: e.g. International Airport, people would travel a long distance to use this service

URBAN DECAY:

Urban decay is when an area of a settlement falls into disrepair. Solutions to this include:

COMPREHENSIVE REDEVELOPMENT: This is when the old buildings are completely demolished and replaced by others

URBAN REGENERATION: Some buildings are demolished or are knocked through to be made larger. Toilets moved indoors, leisure facilities improved etc.

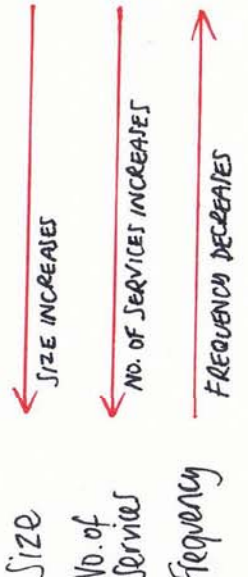
URBAN RENEWAL: The name given to any improvement scheme intended on making improvements

NEW TOWNS: e.g. East Kilbride, Cumbernauld, Glenrothes.

Settlement

SETTLEMENT TYPES:

- Single buildings
- Hamlet
- Village
- Town
- City
- Conurbation



SPHERE OF INFLUENCE:

How far you would travel to visit a settlement and/or use its services!

FUNCTION:

What does the settlement do?
 What is its purpose?

- e.g. Kelso - market town
- Blackpool - seaside tourist resort