



Key Vocabulary

**Village Shop:** A rural or small-town store that carries general items.  
**Post Office:** A place that handles the sending of mail.  
**Playing Fields:** A field used for outdoor team games.  
**Social Club:** A group of people, normally formed around a common interest.  
**Primary School:** A school for children aged 4-11.  
**Village Hall:** A building used by people who live in a village for community events.  
**Church:** A building used for Christian worship.  
**Play Park:** A public area designed for children to play in.  
**War Memorial:** A special place or statue remembering those who died in war.  
**Cricket Pavillion:** The main building on a cricket ground.  
**Houses:** Where people can live.  
**Farmland:** Land used for farming.  
**Arable:** Land used for growing crops.  
**Pastoral:** Land used for the keeping or grazing of sheep or cattle.



Key Facts

- To be a city, there must be a Cathedral in the area. Some towns may seem big enough to be a city but unless there is a cathedral, it isn't!
- Most villages have lots of land, how this land is used is different from village to village. Some land would have been used to build houses and building on, some land will be used for farming (farmland), other land will be used for growing crops like potatoes and corn (arable), and other land may be used for animals to stay on like sheep and cows (pastoral).
- An example of a human feature is a house, a bench, a shop, or a shed.
- An example of a physical feature is a river, a flower, trees, or stones.

Threshold Concepts

Human feature	A man-made feature.
Physical feature	A naturally occurring feature.