

2nd Year Revision List – November Assessment

1. Population

- **Population Terms:**
 - **Birth rate:** number of live births per 1,000 people per year
 - **Death rate:** number of deaths per 1,000 people per year
 - **Natural increase:** difference between birth rate and death rate
 - **Population density:** number of people per square kilometer
 - **Population distribution:** how population is spread out over an area
- **Demographic Transition Model (DTM):**
 - Stages 1-5 (characteristics of each stage)
 - Examples of countries in each stage
- **Factors Affecting Population Growth:**
 - Economic development, healthcare, education, war, and natural disasters
- **Overpopulation and Underpopulation:**
 - Consequences of overpopulation (e.g., resource depletion)
 - Consequences of underpopulation (e.g., aging population)
- **Population Pyramids:**
 - How to read and interpret population pyramids
 - Age structure and what it tells us about a country's population

2. Migration

- **Types of Migration:**
 - **Internal migration:** movement within a country (e.g., rural to urban)
 - **International migration:** movement between countries
 - **Voluntary migration:** choosing to move for better opportunities
 - **Forced migration:** moving due to war, persecution, or natural disasters (e.g., refugees, asylum seekers)
- **Push and Pull Factors:**
 - **Push factors:** reasons people leave a place (e.g., unemployment, conflict)
 - **Pull factors:** reasons people move to a place (e.g., job opportunities, safety)
- **Impact of Migration:**
 - On host country: economic contributions, cultural diversity, social tensions
 - On country of origin: loss of workforce, remittances sent home
- **Barriers to Migration:**
 - Legal barriers (immigration laws)
 - Physical barriers (deserts, oceans)
- **Examples of Migration Patterns:**
 - Case study of migration from rural to urban areas or between countries (e.g., Syrian refugees, Mexican migration to the USA)

3. The Sea

- **Coastal Processes:**
 - **Erosion:** hydraulic action, abrasion, attrition, solution
 - **Transportation:** longshore drift, traction, suspension
 - **Deposition:** why and how material is deposited by the sea
- **Coastal Landforms (Erosion):**

- **Headlands and bays**
- **Cliffs and wave-cut platforms**
- **Sea caves, arches, stacks, and stumps**
- **Coastal Landforms (Deposition):**
 - **Beaches**
 - **Spits** (e.g., Spurn Head)
 - **Bars and tombolos**
- **Coastal Management:**
 - **Hard engineering:** sea walls, groynes, rock armour
 - **Soft engineering:** beach nourishment, managed retreat
 - **Sustainable coastal management**
- **Impact of Human Activity on Coasts:**
 - Coastal erosion, tourism, pollution, and protection efforts

4. Maps

- **Map Skills:**
 - **4-figure and 6-figure grid references:** how to find exact locations on a map
 - **Map symbols:** key symbols used on OS maps (e.g., churches, schools, forests)
 - **Scale:** understanding different map scales and calculating real distances
- **Contour Lines and Relief:**
 - Reading contour lines to understand elevation and landforms
 - Identifying landforms like valleys, ridges, and hills using contours
- **Compass Directions:**
 - Cardinal (N, S, E, W) and intermediate (NE, SE, etc.) directions
 - How to use compass directions to describe locations
- **Cross Sections:**
 - How to draw a cross section from a map (e.g., showing the shape of a hill or valley)
- **Latitude and Longitude:**
 - Understanding lines of latitude (parallels) and longitude (meridians)
 - How to use latitude and longitude to find locations
- **Types of Maps:**
 - Physical maps (showing relief and natural features)
 - Political maps (showing countries and borders)
 - Thematic maps (showing data like population density, climate, etc.)