LOCATION:
An example of relative location in the game is the location of the desert, which on our board is located ____________________________.

An absolute location has a specific coordinate or address, in this game we can use rows and columns to determine absolute location, the desert’s tile is located at ____________________________.

REGION:
There are _____ regions in the game that provide different resources. One example of this is the __________________ region which provides settlers with ________________.

MOVEMENT:
The geographic concept of movement is observable in the game by ____________________________.

Place:
Place is the human and/or environmental characteristics that describe a specific location. I would describe my settlements as (urban/rural). I chose to locate my first settlements near ____________________________ tiles because ____________________________.

HUMAN ENVIRONMENT INTERACTION:
As a settler in the game we use resources such as ______________ to create and build things like ______________________. I think that some of the more valuable resources are ______________________ because _________________________.

GEOGRAPHY
GEO-EARTH
GRAPH: TO WRITE

Essential Question: In what ways does geography determine (influence or cause) development?