

# Geography in Settlers of Catan

Name: \_\_\_\_\_

**MOVEMENT:**  
The geographic concept of *movement* is observable in the game by \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_.

**REGION:**  
There are \_\_\_\_\_ regions in the game that provide different resources. One example of this is the \_\_\_\_\_ region which provides settlers with \_\_\_\_\_.

**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

**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 \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_.

**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 \_\_\_\_\_  
\_\_\_\_\_.

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