Curriculum Visions Lesson 5

Students: fill in next to the word answer and return the document for assessment.

Geography

The Coast Book

Everything here is based on our Curriculum Visions book The Coast Book. In this segment we are going to think about how people are affected by living close to the coast. Pages 32-37 Part 1 Pages 32-33 Play the video on page 32. Why do people like to live by the seaside? Answer..... For the view, fresh air and closeness to using the sea. What shape does this make seaside towns? Answer..... Long (along the shore) and thin (not many streets deep). Now play the video on page 33.

What are the two types of cliff collapse on this stretch of cliff?

Answer.....

Landslides and mudlfows.

From the video, do these collapses happen all of the time, or very occasionally? How much warning do you think people get of a landslide, and how much cliff can it carry away?

Answer.....

Mudlfows tend to happen each winter. Landslides only happen every few years, but they happen with no warning and can take away large chunks of cliff – just look at the landslide areas near to the houses.

Part 2

Pages 34-35

What is special about the weather in Florida that makes building by the low coast exceptionally dangerous?.

Answer.....

Florida suffers from regular hurricanes which can cause a rise in sea level and also push very tall waves onshore. The result is wave damage and flooding and wind damage.

Part 3

Pages 36-37

What do people sometimes put in beaches to stop coast erosion?

Answer.....

Fences called groynes, sea walls and piles of rocks.

That is the end of this worksheet, and you can now turn to another one. Also, find out if your teacher has left you any other worksheets or special instructions on your school website.

If you interested in this topic continue to browse the book and watch our amazing videos. They start right on the book cover.

Or you may want to see related books. If so just go to the top of the screen, select Geography, and from the page that opens choose Coast.