

Week 7 Social Studies: How Communities Use Land

Page 1: Land–Use Picture Sort

Communities divide land into different areas so people have places to live, shop, make goods, grow food, and play. Look at each picture below. Choose the correct land-use word from the Word Bank to label each picture.

Word Bank: Residential • Commercial • Industrial • Agricultural • Recreational



1. Used for living in homes



2. Used for buying and selling goods



3. Used for growing crops and food



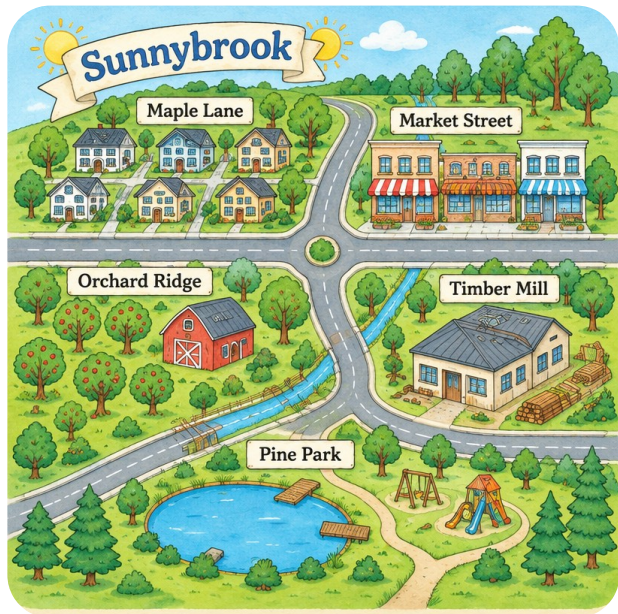
4. Used for making and storing products



5. Used for sports, resting, and outdoor play

Page 2: Imagined Community Map

Geographers use maps with special keys and symbols to show how different zones of land are shared. Study the community map of Sunnybrook below, then answer the questions.



Map Legend / Key

Residential: Maple Lane (homes)

Commercial: Market Street (shops)

Agricultural: Orchard Ridge (farm)

Industrial: Timber Mill (workshop)

Recreational: Pine Park (playground)

1. Look at **Maple Lane** on the map. What type of land use is found here?

- ☐ Commercial
- ☐ Residential
- ☐ Industrial

2. Which area of Sunnybrook provides fresh apples and food for the community?

3. Where would a family go to buy shoes, groceries, or get a haircut? Name the street and the land-use type.

4. Why is it helpful for a town to place **Pine Park** near the houses on Maple Lane instead of next to the noisy timber factory?

Page 3: Community Designer Portfolio

Part A: Design Your Blueprint. In each box below, draw a symbol or building for that land use and write what happens there.

1. Residential Zone

(Draw a home or apartment)

What people do here:

2. Commercial Zone

(Draw a store, bakery, or bank)

What people do here:

3. Agricultural Zone

(Draw a farm, field, or orchard)

What people do here:

4. Recreational Zone

(Draw a playground, park, or trail)

What people do here:

Part B: Explain Your Thinking. Choose **one** place from your plan above. Write or dictate a complete sentence explaining why your town needs this place. You must use the word **because**.

Sentence Frame: Our community needs a _____ because _____.

Page 4: Early Learner Explorer

Activity 1: Circle the Home. Listen as your helper reads: "Find the place where families live, sleep, and eat together." Circle the correct picture.



Home



Factory



Tractor Field

Activity 2: Park Play Area. Listen: "Parks are recreational land where children have fun." Draw your favorite thing to play with (such as a swing, a ball, or a slide) inside the park box below!

My Fun Park Drawing

Activity 3: Match the Purpose. Listen as your adult helper names each item. Point or draw a line to match each object to where it belongs:

Object / Activity	Place in Town
Bed for sleeping	House (Residential)
Shopping cart for buying food	Grocery Store (Commercial)
Fresh red apple on a tree	Orchard Farm (Agricultural)
Playground slide	Town Park (Recreational)

Answers

Page 1: Land-Use Picture Sort

1. Residential
2. Commercial
3. Agricultural
4. Industrial
5. Recreational

Page 2: Imagined Community Map

1. Residential
2. Orchard Ridge (the farm / agricultural land)
3. Market Street; Commercial land use.
4. Sample answer: Homes are peaceful places where children live, so having a park nearby gives them a safe and easy place to play without noise, traffic, or pollution from a timber factory.

Page 3: Oaklynn's Mission

Part A: Student drawings should reflect the four categories: Residential (house/bed/living), Commercial (shop/cash register/buying), Agricultural (crops/animals/food), Recreational (park/swings/sports).

Part B: Accept any logical explanation using the word "because." Example: *"Our community needs a grocery store because families need to buy fresh food to stay healthy."* or *"Our community needs a park because children need open space to run and play."*

Page 4: Brooksley's Mission

Activity 1: Learner circles the first picture (the cozy family Home).

Activity 2: Any recognizable drawing or scribble of playground equipment, balls, swings, or trees.

Activity 3: Matching pairs: Bed -> House; Shopping cart -> Grocery Store; Apple -> Orchard Farm; Slide -> Town Park.