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Rural and urban settlement

Concept of settlement

- Settlement = place where people live
- Buildings and systems
- Different sizes, ages, functions, etc
- No two are the same

Site and situation

- Site= location (physical space/actual ground)
- Situation= relationship between the settlement and its surroundings (e.g. mountains, nearest town)
- Site selected according to the people's needs and depends on the function of the settlement (e.g. fresh water, soil fertility, drainage, micro-climate, grazing)

Rural and urban settlements

- Function = reason settlement was built
- Changes over time
- Rural settlement usually unifunctional and associated with primary economic activities
- Urban settlements often multifunctional and associated with secondary, tertiary and quaternary activities
- **See table 4.1 page 154**

Classification of settlements

- Size:
 - Isolated farmstead, hamlet, village, town, city, metropolis, conurbation, megapolis
- Complexity:
 - Simple versus complex
- Pattern:
 - Dispersed or nucleated

Rural settlements

Site and situation

- Affected by cultures and primary activities
- Primary activities include:
 - Fishing
 - Farming
 - Mining
 - Forestry
- Historically due to:
 - Freshwater
 - Fertile soil
 - Fuel source
 - Building materials
 - Pasturage
- Primary consideration:
 - Topography
 - Drainage
 - Aspect
 - Micro-climate
 - Defence
- When surplus is produced:
 - Access to transport and communication works
 - Distance to markets
- Commercial: need to process, store or deliver product
- Self-sufficient: can be in remote areas

Classification

- Pattern (physical and social factors p161 + 162):
 - Dispersed
 - Nucleated (close together) e.g. water and dry point settlement
- Function:
 - Subsistence farming (often mixed farming)
 - Commercial farming (generally monoculture)

Settlement shapes

- Round:
 - Social or physical circumstances (wet/dry point settlements)
 - Focal point (church, market square)
- Linear:
 - Usually along physical feature or man-made feature (river, in valley, along road)
- Cross and T-shaped:
 - Transport route intersections
 - Settlements follows shape of roads
 - May become more star shaped and eventually lose geometric shape

Land use

- Dependant on size and function
- Can have a more casual use of the land or more planned
- Classify as:
 - Intensive farming = type of commercial farming where the output and the labour input is high in relation to the size of the farm
 - Extensive farming = type of commercial farming where the output and labour inputs are low in comparison to the size of the farm (often mechanized)
- Different primary activities compete for land in different ways
- One activity may negatively affect another
- Urban areas may also “threaten” rural areas as they expand
- Border between the two is known as the rural-urban fringe

Rural settlement issues

- People move from rural to urban areas for various reasons (rural - urban migration)
- Subsistence areas suffer from environmental, social and economic issues due to traditional farming practices and the old apartheid policies
- Commercial areas affected by fluctuating market prices and mechanization decreasing employment opportunities
- May be permanent or temporary move

- Urbanization is the process whereby the percentage of people living in urban areas increases
- Most urbanized provinces are Gauteng and the Western Cape
- Least urbanized provinces are Limpopo, North West and Northern Cape provinces
- Past geography can explain present urbanization levels and migration patterns
- Before 1994, Black people had to live in one of the homelands
- These were overcrowded and lacked resources, infrastructure and employment opportunities
- People moved out of the homelands in search of a better life
- Provinces with previously declared homelands are the least urbanized provinces
- Rural depopulation is caused by people leaving the rural areas or a declining birth rate
- Usually people leave because they are unhappy and believe it will be better in the urban areas
- **Refer to push and pull factors (figure 4.27)**
- In areas of subsistence farming:
 - Population imbalances
 - Lack of education as leave school
 - Less food produced
 - Money received may not be consistent
 - Family separation
- In areas of commercial farming:
 - Affect those directly and indirectly involved
 - Develop ghost towns of too many people move out of the rural areas
 - **Spiral of rural decline (figure 4.28 p174)**

Strategies to address rural depopulation

- Meeting basic needs:
 - Jobs and services
- Tourism and special events:
 - Visitors boost economy
 - Ecotourism
 - Adventure tourism

- Urban-rural migration:
 - Buy property for weekend or holiday homes
 - Live in nearby town and commute
 - Retirement

Social justice issues

- Equality (equal rights and equal access)
- Include land, housing, employment, education and health care
- In SA we have equal rights but not equal access
- Access to resources
 - Sustainable developments is when there is a balance between inputs and the infrastructure
- Land reform
 - Historically unfair distribution of land due to colonization and then apartheid (1994 80% commercial farms owned by white farmers)
 - Various land reform programmes
 - Many obstacles that the land reform programmes have to overcome

Urban Settlement

Origin and development

- Originate when a surplus of food is produced
- Trade begins and becomes basic function
- First were established in Iraq, Egypt, Pakistan and China
- Originally walled settlements
- Also become religious, administrative and political centers
- Rapid urban growth began by 1300s
- Market towns
- Became overcrowded and unsanitary
- By 1500s cities expanded beyond their walls and the first suburbs were established
- 1800s saw the function of cities beginning to change to industrial
- Level and rate of urbanization increased rapidly during the 1950s due to advances in health care and sanitation
- Level and rate of urbanization differs in different parts of the world
- Less developed countries currently have a higher rate of urbanization than developed countries
- In 1960 there were only 2 megacities (>10 million inhabitants), 2010 there were 25, by 2025 there are expected to be 35

Site and situation

- **Usually due to a combination of factors (p189)**
- Common factors for site (actual ground) include:
 - Natural harbors
 - Dry point sites (away from water)
 - Wet point sites (by oasis, spring, well)
 - Bridging points
 - Defense points
 - Gap points/pass (way through mountain range)
 - Relief
 - Route point
 - Natural resources

- Common factors for situation (relationship between the settlement and the surroundings) include:
 - Topography
 - Access to transport and communications routes
 - Access to resources and infrastructure
 - Distance to markets
- The site is usually chosen to satisfy an immediate need whereas situation usually determines its size, shape and long term success

Classification

- Established for a specific function
- Function may change or others added
- Cove range of functions usually but can be generally classified as one of:
 - Central place (provide goods and services)
 - Trade and transport settlement (ports, junction towns, gap or gateway towns, bridge towns or break-of-bulk points)
 - Specialized settlement (one predominant function)

Urban hierarchies

- A ranking or ordering system of urban settlements
- May be ranked accordingly to:
 - Size
 - Number of functions
 - Relative importance
- When looking at function:
 - Functions allocated a weighting and a total score for places calculated (**see table 4.4 page 192**)
 - In general, the more functions there are the fewer the number of central places
 - The variety of function is determined by the threshold population, sphere of influence and the range of goods
- Threshold population = the minimum number of customers required by that function in order to make profit (related to how often something is needed)

- Sphere of influence = the area from which the function draws its customers (related to how often the service is needed)
- Range of goods = the maximum distance a customer is prepared to travel for a function/service (related to the specialization)

Lower and higher order functions and services

- Lower order/convenience goods = everyday goods, relatively cheap and easy to get, only prepared to travel short distances
- Higher order/comparative goods = not required regularly, relatively expensive, prepared to travel greater distances to get them
- The more specialized a service, the higher its threshold population, the larger its sphere of influence and the greater its range
- Lower order centers offer only lower order goods
- Higher order centers offer higher order goods
- Find many lower orders centers and they are closely spaced whereas there are fewer higher order centers and they are spaced further apart (may extend beyond the borders of a country)
- World cities are cities which contains specialized functions that have global influence e.g. cultural, sporting, academic, economic (London, Tokyo, Sydney)

Urban structure and pattern

- Land divided into zones according to its predominant land use
- Unique urban patterns created according to how these zones are laid out
- Zones include:
 - CBD
 - Transition zone
 - Residential zone
 - Industrial zone
 - Rural-urban fringe
 - Recreation zone

CBD

- Central business district typically in the center of the city
- Land expensive therefore buildings tall
- Commercial heart of city
- Over time becomes less attractive (congestion, decay, crime) and businesses may move to the suburbs forming an outlying business district (OBD)
- May also move to other areas (along transport routes, outskirts of city)
- Process called decentralization

Transition Zone

- Usually adjacent to the CBD
- Mixed land use (residential, commercial and light industries)
- City slums may develop

Residential zone

- Where people live
- Zones according to income (low, middle, high)
- Difference in plot size, house size and housing density
- Informal settlements often develop on the outskirts of cities

Industrial zone

- Light industrial less impact on environment and may be located in the transition zone or within residential zones
- Heavy industries have a greater impact on the environment therefore they are located on the outskirts of the city
- May get specific industrial parks now that cater for industry only

Rural-urban fringe

- Found on the outskirts of the city
- Boundary between urban and rural land use
- Mixed land use

Recreation zone

- Open or green areas scattered throughout the city
- For relaxation, recreation, conservation and offsetting carbon emissions

Various factors affect where land use zones are located

- Accessibility
- Land values
- Special requirements
- Compatibility
- Planning and zoning
- Push factors (centrifugal forces)
- Pull factors (centripetal forces)

Urban profiles

- What the city looks like from the side
- See relationship between land use zones, building density and land values
- Higher land values = high building density (tall buildings)
- Lower land values = land use that requires large tracts of land

Morphological structure of a city

- Original shape determined by a combination of physical, historical and social factors
- Shape may change as grows
- Most cities roughly circular (develop around focal point)
- Can be restricted and become linear or semi-circular (e.g. by mountains, coastline, rivers)
- May be star-shaped or sprawling if follow transport routes
- Street patterns depend on history, topography or modern urban planning
- Old European cities are radial
- More modern cities are grid pattern
- Uneven topography often results in irregular pattern
- Newer settlements may have irregular pattern to have an uninterrupted flow of traffic and as a calming effect

- Patterns also dependent on whether they were planned or not
- Often there is an older core with planned newer extensions to the city
- City patterns may be affected by political change (e.g. apartheid)

Models of urban structure

- Attempt to explain the general location and relationship between the different land use zones within cities
- Older models reflected the layout of the industrial city
- Newer models include:
 - Multiple nuclei model
 - The modern American-western city
 - Third World city models
 - The South African city

Multiple nuclei model

- Main function shifted to services
- Increased ownership of private cars
- Creation of suburbs and declining CBD

The modern American-western city

- Urban sprawl due to improved transport
- Resemble a combination of all previous models
- Hybrid model developed
- Later the Urban Realms model

The world city models

- Have not followed the same development path as the MEDCs
- Shaped by colonialism, low levels of industrialization and rapid urbanization
- Compact city models with concentric zones and sectors
- Griffin-Ford Model (blend of local culture and globalization)

The South African city

- Apartheid policy divided residential areas according to race
- Buffer zones separated the racial groups (natural or man-made)
- Today cities are separated based on income

Changing urban patterns and land use

- CBD and transition zone:
 - Urban renewal: the process whereby an urban area is improved or rehabilitated
 - Gentrification: the restoration and upgrading of residential areas by middle and upper income groups
 - Façadism: the practice of preserving the fronts of old buildings while demolishing the backs and constructing modern interiors
- Outlying business districts:
 - Edge cities: a large commercial center on the outskirts of a city offering a mixture of employment, shopping, entertainment and residential functions
- Rural-urban fringe:
 - Under constant pressure to be developed
- Residential zones:
 - Densification: the increased use of space both horizontally and vertically in urban areas (increased population density)
 - Gated communities: a form of residential community or housing estate containing strictly controlled entrances (often surrounded by a wall)
 - Enclosed neighbourhoods: an established residential area with roads that have gates to control the movement of traffic and people into and out of the area (some roads permanently closed)

Urban settlements issues

- Urbanization level is generally associated with a higher level of development but this is not always the case
- Rapid urbanization can lead to many issues as people often live unplanned and poorly serviced informal settlement

Issues related to rapid urbanization

- Lack of planning:
 - Informal settlements develop
 - No basic services or amenities
- Housing shortage:
 - Need to upgrade informal settlements and provide low cost housing
 - RDP housing attempts to address problems caused by the apartheid laws
- Overcrowding:
 - More people living in dwellings that were meant to accommodate less
 - Leads to an increased demand on water and electricity, blocked sewerage systems, ineffective waste removal, overcrowded schools, increased crime, over-burdened health care facilities and greater impact of disasters.
- Traffic congestion:
 - Too many cars for road network
 - Traffic jams, increased fuel consumption, increased travel time, increased carbon emissions
- Service provision:
 - Difficult to provide services in unplanned settlements
 - Not always possible to extend existing service network
 - Systems may become overloaded

Informal settlements

- A large % of the world's population live in informal settlements (aka slums)
- Issues:
 - Limited land ownership
 - Overcrowding
 - Unhygienic living conditions (high levels of pollution)
 - Illegal and unsafe structures
 - Little or no basic services
 - Haphazard layout (little/ no proper roads)
 - Crime, disease and unemployment
 - Land ownership
 - Community involvement
 - Sustainable development/ environmentally friendly
 - **NB case studies (p221 - 227)**