

What is Geography?

- Geography = study of land, water, people and other living things.
 - "earth's description"
 - affects where/how we live

Geography Affects Us

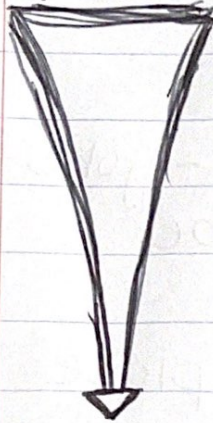
- How we live?
 - island vs. mountain - jobs, house, clothes, food will be different
- Transportation = getting from place to place
- Many people live around water
 - uses:
 - transportation
 - food/farming
 - boating
 - swimming/bathing

Five Themes of Geography

- geographer = someone who studies Geography
- 1. Location = place affects how we live
- 2. Place = features make differences
- 3. movement = people, goods, ideas move

4. Regions = places that have something in common
5. Human-environmental interaction = people use and change land to meet their needs

Where is North Carolina?



Planet - Earth
Continent - North America
Country - United States
State - North Carolina
County - Alamance
City/Town - Graham

- Continent = very large land areas, mostly surrounded by oceans or seas
- Country = land under control of one government (gov't)
- State = USA has 50 states
- County = smaller part of a state with its own gov't (NC has 100 counties)
 - within counties - cities, towns, neighborhoods, farms

Lesson 2 Relative Location

8.24.21

- relative location = describes where a place is in relation to other places or things.
- landmark - something that stands out.
 - Ex. mountain, river, beach
 - Ex. tall buildings, stores, bridges

Directions

8.25.21

- cardinal directions = north, south, east, west
- intermediate directions = northeast, southeast, southwest, northwest.
- compass rose = shows cardinal directions

Parts of a map

- Legend or key: explains what the symbols mean.
- Symbols = stand for cities, rivers, forest and other things.
- title: It tells you what kind of information the map shows.
- compass rose: shows both cardinal and intermediate directions.

- scale of miles = shows how far apart things are.

- map grid = numbers and letters that run along to sides and the top and bottom of the map.

Used to find the location of a place.

Lesson 3 Absolute Location

9-1-21

- absolute location - is the exact spot where a place can be found.
- Latitude and Longitude
- global grid - lines that cross each other on a map to show absolute location.
The lines are latitude and longitude.
- equator - imaginary line that runs around the middle of the earth.
- Prime Meridian - imaginary line that runs from the North Pole to the South Pole.
- latitude lines - drawn east - west (side to side) around the earth. 
- degree - is a part of a circle or globe.
- Longitude lines - drawn north - south (up + down) 
- Hemisphere - half of a sphere (northern - southern) (eastern - western)

- hurricanes - are large powerful storms that form over the ocean near the equator.
- eye of a hurricane - the center point of the storm. Clear w/ calm wind.
- meteorologist - scientists who study the weather.

Lesson 1, Ch. 3 Physical Features

- Physical features = natural, would be around even if humans weren't
ex: mountains, forests, plants, animals, climate
- human features = things people have made
ex: roads, bridges, cities, farms, houses, schools, stores

Landforms = feature of earth's surface.

- Coastal plain = broad, flat land
 - long, skinny islands = Outerbanks
 - Capes = points of land that stick out into ocean
- Rolling hills = land begins to rise, called Piedmont (aka foot of the mountain)
 - fertile soil = good dirt for growing crops
- Mountains = Appalachian mountains, largest mountain range in eastern United States

A place of flowing water

- NC is beside Atlantic Ocean
- Tributaries = rivers that flow into other rivers
- River system = rivers throughout state
 - Largest in NC = Cape Fear River System
- fall line = line connecting where one stream has a water fall
 - * falling water can make electricity
- Sound = body of water between main land and an island

Water Crops

- Reservoirs = man made lake to hold extra water from heavy rain
 - Stores water for cities, towns, farms in drought

Electricity

- turbine = inside dam along rivers that are like large fans that turn with water movement
- Electricity made by waterpower = hydroelectricity

Magnificent Atlantic

Waves = cut into shores, take sand/rock away

- make sea cliffs/caves/sand bars

Cycle of water

- Water evaporates into the air, then falls back to ocean/ground that goes into rivers, lakes, back to ocean

Ocean Animals

- fish
- shellfish:
 - Shrimp
 - lobster
 - crab
- mammals
 - sharks
 - whales

A Home for Plants

- Habitat = place that provides shelter, food, and water
 - * natural home of plant/animal

- native = from a certain area
- NC has good habitat for plants
 - mild climate
 - plenty of water
 - variety of soil
- Plants =
 - Venus fly trap (rare)
 - ginseng (used for medicine)
- Balds = place without plants
- Trees =
 - maple
 - hickory
 - spruce tree
 - longleaf pine
 - birch
 - oak
 - evergreen

A Place for Animals

- Poisonous snakes
 - Copperhead (most common)
 - cottonmouth
 - rattlesnake
 - coral snake
- Beaver, raccoons, opossums, foxes, squirrels, rabbits are found every where
- Alligators (east), bears (west)
- fish/shellfish

Our climate

- Climate = patterns of weather in a place over many years
 - NC = mild (or temperate) climate
- humid, hot summers / mild winter
- mountains = colder

Reasons for Climate difference

- * Distance from large bodies of water
- * elevation = how high land is above sea level

Lesson 2 - Human Features

- Human Systems: any time people use or move around in a place
ex: towns/cities

Choosing Where to Live

* Geography plays GREAT part *

- towns were built...
 - near roads/railroad tracks
 - near rivers

- harbors

- Soil was good for farming

- Choosing because...

- jobs

- climate

- Urban - Community where houses, businesses are close together (busy cities)

ex: New York City

- Suburbs - houses/businesses are more spread out

ex: Burlington

- Rural - small town, plenty of land/pasture

ex: Snow Camp

- People and their environment
- Land has a lot to do with the way people live
 - food / crops
 - clothes
 - types of homes
 - Adapt - change something so it works better or fits better
 - ex: build bridge to get over river

Our Natural Resources

- Natural Resource = something found in nature that people use
 - water - drinking, bathing
 - soil - farming, forests
 - minerals / rocks - sell or make something
 - forests - wood / lumber

Riches in the Ground = MINES

- Gold
 - Clay
 - Hiddenite
 - Phosphate (fertilizer)
 - generators) → • Mica
 - Granite etc...
 - gravel
- Quarry = open site where stone is dug

North Carolina Gold

- Gold Rush - in a short amount of time, many people moved or "rushed" to strike gold
- Searching for gold = occurred in shafts dug underground
 - ↳ tunnel-like

Taking Care of the Land

- to maintain healthy/beautiful place, the following need to be cared for
 - > land
 - > air
 - > water
 - > wildlife
- Preserves: land set aside in order to protect it and keep it natural

Coastal Plain

Ch 4. Lesson 1

- region = area that has something in common (ex - physical feature)

• desert • city

• mountain

• coast

• regions with coal

• corn

- can be big or small

(continent → neighborhood)

• land region = area of land that share mostly one type of landform

* coastal plain = area of flat land next to atlantic ocean

- plain = area of flat land without many trees

- Two Parts

① Tidewater / outer Coastal plain

② Inner Coastal plain

1. Land closest to ocean

Tides = water rise / fall each day

- flat, raised higher
- fertile soil
- agriculture = science of farming

Physical Features of Coastal Plain.

- Outer banks = large sandy islands found along coast of NC
 - barrier island = stand between ocean and mainland (blocks mainland from ocean)
- Sounds = area blended with salt and freshwater (brackish water)
 - Pamlico/Albemarle = major sounds
 - Bogue, Core, Currituck = smaller sounds
- Rivers - empty to sounds
 - Cape Fear River = only NC river to flow to Atlantic ocean
- wetlands = low/wet land
- Swamp = low ~~to~~ wet area with trees and shrubs
- Pocosin = Native American word meaning swamp on hill
- Carolina Bay = shallow, oval lake
- Scientists think meteor shower struck making these holes
- Sandhills - rolling ridges of sand (not close to ocean)
 - towns - Southern pines
 - Raeford

* Human Features of Coastal Plain

- Natural features made people want to build cities here

- Port Cities

1. Wilmington (largest coastal city)

2. Morehead City

1. - most important port in NC

- grew near Cape Fear river meets Atlantic

- Cargo: goods carried

- exported: shipped out to other places

* Making a Living in Coastal Plain

• Agriculture: farming

- Inner Coast plain is home of tobacco farming

• barns for curing (drying out) with heat

- cotton

- Soybeans

- peanuts → coastal plain growers are 3rd largest producers in US

- veggies/fruits

• sweet potatoes, corn, soybeans, cucumber, blueberries, strawberries

- Livestock = animals used/sold
to make money
• mainly turkey, and hogs

• fishing

• manufacturing: making things in
factories or by hand

• Service industries: things people do
for other people to earn money

• education

• films

• tourism: when people come from
all over to visit a place
(serving visitors)

• military bases

* Life in the Coastal Plain

- Land is protected to enjoy natural
beauty

- businesses and communities
work together to improve
environment

Lesson 2 The Piedmont p97-107

- Piedmont = "foot of the mountain"
↳ land between Coastal plain and mountains

- Physical Features of Piedmont Region

- ① Plateau
- ② Hills and valleys
- ③ Uwharries

① Plateau = high, mostly flat land
Piedmont is very wide plateau that has rolling hills near the mountain region

② As you move west from the beach, flat land becomes rolling hills → land becomes more and more hilly until Statesville where hills become mountains

③ Uwharries = hills that look like mountains
• rocky, thin soil = not good for farming
• NC Zoo is here!

- Human Features of Piedmont

- ① Farms
- ② Better roads / Railroads
- ③ Cities

① Farms

- Small river valleys were good for farming

- bottomland = flood plains along the rivers (good places to plant fields)

② Roads/Railroads

- tracks follow natural curves

- Piedmont Crescent: railroad that curves around Uwharrie mtn.

③ Cities

- Largest city = Charlotte

- Raleigh, Durham, Chapel Hill form the Triangle

- Greensboro, High point, Winston Salem form the Triad

Making A Living in the Piedmont

- Economy = the way people use resources to make a living

- ① Furniture-making and Timber

- ② Brick making from clay

- ③ Water Power → power plants / drinking water

- ④ Research and Education

- ⑤ Government → Raleigh = state capital →

- ⑥ Business/Technology

governor's home is here!

- ⑦ Manufacturing

- Textile mill = make cloth/yarn

Lesson 3 Mountains

11/8/21

p.108-121

Physical Features of Mountain

- mountains
- high peaks and ridges
- valley

• Appalachian Mtn

- run down east coast into southeast
- have smaller ranges within

• Blue Ridge Mtn. - named because they look blue from far away

• Black mtn - dark evergreen trees, Mt. Mitchell is here

(largest peak) and Asheville is here (largest city in mtn region)

• Great Smoky mtn. - named because of smoky haze at peaks

- 800+ miles of trails

- highest peak = Clingman's Dome

• Snow

- mtn. region gets most snow in NE

- snow/ice from January until March

- 16/8/11
- coves, valleys, and streams
 - Cove: small opening between ridges

* measuring mountains

- Dr. Mitchell began measuring mtns by using math to calculate air pressure at different heights
- Thomas L. Clingman thought he measured the tallest peak but Mitchell measured a different way so tallest mtn = Mitchell Mtn.

Human Features of the mountains

- | | | |
|-----------|--------------|----------------|
| - bridges | - good roads | - schools |
| - cabins | - overlooks | - railroads |
| - cities | - tunnels | - reservations |
| - trail | - parks | |

Making A Living:

- | | |
|------------------------|-------------|
| - Farming | - industry |
| - Wood/Timber products | - tourism |
| - mining | - education |

Lesson 1, Chapter 5 p130

Early People Lived Here

Paleo-Indian People

- About 12,000 years ago
- Paleo = means very old
- Migrate = move to another place in search of food, shelter or better climate
- Scientists believe people walked across land bridge that joined Asia and North America
- Hunter-gatherers = people who travel to hunt and gather food
- Made weapons/tools from stones and animal bones
 - knives
 - sharp points
 - scrapers (scrapes fur off animals)
- hides were used for clothing/bags

Archaic people

- As time passed, climate changed (became warmer and drier)
- Giant animals became extinct = no longer living/exist
- hunted/lived in larger groups
- only moved when seasons changed

- Chapter 2 6130
- people learned more skills as time went on
 - grinded stones } better ways to
 - bone fishhooks } find/cook food
 - dug pits to store food during winter
 - new tools/weapons
 - atlatl = long wooden stick with hook and hand grip on other end (helped throw spears faster/harder)

Woodland People

- Lived in NC when Europeans arrived
- Different from other groups bc
 - they became farmers
 - didn't travel much for food
 - settled in villages
 - skilled @ pottery (helped with cooking/storing food)
- Still hunted game (deer, fowl, etc.) with bows, and arrows

Many Tribes

- At least 34 communities or tribes in NC
 - spoke different languages