













Unit 1

Thinking Geographically

2Unit 2

Population & Migration

Unit 3

Cultural Geography

Unit 4

Political Geography

5 Themes of Geography

- **Location:** Absolute (latitude, longitude)
- **Place:** Physical and human characteristics of a place
- **Human-environmental interaction:** How people interact with the environment around them
- Movement: Mobility of people, goods, and ideas across places
- **Regions:** Areas that are distinctive from one another
- Types of Geography: Modern (science), Human (culture), Physical (landforms/vegetation)
- Map Types
 - **Isoline:** Line of equal value represent data such as pressure and temperature, **Choropleth:** Color shows information, Proportional Symbol: Size correlates to variable's intensity, **Dot:** Dot shows info
- Types of Sensing
 - Remote Sensing, GPS (Global Positioning System), GIS (Geographical Information Science)

Important Models

- Population Pyramids: % of males and females of an age group
- **Demographic Transition Model:** Sequence of demographic changes country moves from high birth and death rates to low
- **Epidemiologic Transition Model:** Distinct cause of death at each stage
- **Ravenstein's Laws of Migration: 10** rules about migration
- **Malthusian Theory of Population Growth**: Human population grows more rapidly than food supply

Key Characteristics

- Crude birth rate (# births per 1000 ppl), crude death rate (# deaths per 1000 ppl), emigration (out), endemic, epidemic, feticide (killing a fetus), immigration (in), infanticide (killing an infant)
- Types of Density
 - Arithmetic (# objects), Physiological (# people), **Agricultural** (# farmers)

Types of Culture

- Folk (traditions, dress modes), Popular (trends in diet, music, and food), Local (specific to people in a community customs, traits), Material (art, sports, dance), Non-material (beliefs, practices, aesthetics)
- Cultural Relativism: person's beliefs, values, and practices understood based on their own culture
- Ethnocentrism: own culture is the center: other cultures evaluated based on it
- Universalizing vs. Ethnic Religions
 - Universalizing: spread through expansion and relocation diffusion
 - o Example: Christianity, Islam, Buddhism, Sikhism
 - Ethnic: found near the heath or spread through relocation diffusion
 - Example: Hinduism, Judaism
- Acculturation: weaker culture adopts dominant traits of stronger one
- Assimilation: weaker culture replaced by stronger one
- Syncretism: blending of 2 cultures
- Multiculturalism: 1+ culture in 1 area

- Geopolitics: interplay between international political relations and territories
- Sovereignty: authority of state to govern
- State Vs. Nation
 - State: political unit, independent country, defined boundaries, full control over land and people
 - Nation: cultural unit. common ancestry, common religion
- Vocabulary: Nation-state (Japan, Denmark, Poland), State-less nation (Kurds, Basques, Palestinians), Multinational state (former USSR, Lebanon), Multistate nation (Kurds, Koreans)
- Types of Boundaries: Antecedent (before human cultures), Subsequent (evolved thru cultural landscape). Superimposed (forcibly put by outside party). Relict (no longer functions as a boundary)
- Irredentism (ethnic group that aims to reoccupy area) - East/West Germany, Balkanization (state fragmenting into smaller states) - Former Yugoslavia, **Self-determination** (ethnicities have right to govern themselves) - Czech Republic

Unit 5

Agriculture & Rural Land-Use

Unit 6

Cities & Urban Land-Use

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Industrial & Economic Development

PRQ Tips

- · Intensive farming: market gardening, plantation agriculture, mixed crop/livestock
- Extensive farming: shifting cultivation. nomadic herding, ranching
- Rural Settlement Patterns: clustered (close proximity), dispersed (isolated from neighbors), linear (along a road or river straight line)
- Rural Survey Methods: metes and bounds (relies on descriptions of land ownership and natural features), township and range (rectangular land division scheme). long lot (land divided into narrow parcels)
- Diffusion Patterns: 1st Ag. Revolution (Neolithic), 2nd Ag. Revolution, Columbian **Exchange**

- **Urbanization:** population of city grows
- Concentric Zone Model: city grows outward in series of rings
- Sector Model: Hovt: city develops in sectors
- Multiple Nuclei Model: city includes more than one center around which activities revolve
- Galactic/Periphery Model: modified multiple nuclei model; accounts for suburbanization; business nodes form on outside
- Squatter Settlements: low residential area, developed without legal right to land; high mortality, unhealthy living, increased cheap labor, unemployment, political unrest, pollution
- Site (characteristics that make city easy to defend)/Situation (favor city growth)

- **Economy:** producing and consuming goods
- Economy Sectors: Primary (extracting raw material and harvesting), Secondary (processes raw materials into finished goods). Tertiary (provides services). Quaternary (collecting, processing info), **Quinary** (economic activity that requires high-level decision making)
- Formal Economic Activities: legally registered, monitored, taxed/Informal Economic Activities: not legally registered or taxed
- Rostow Model: traditional society. pre-conditions takeoff, takeoff, drive to maturity, high mass consumption
- Weber's Least Cost: Transport, Labor, Agglomeration

- Keep it simple! Restate the prompt, and be straightforward. Don't waste time giving extra explanations!
- Always label the specific part you are referring to (A-G)!
- Read the captions and other text to explain and understand stimuli! Take into account numerical data and units when reading/analyzing graphs!
- Common Tasks:
 - **Identify:** state the answer
 - Describe: explain how something works
 - **Explain:** show patterns btw concepts
 - Compare: sim and diff btw concepts