

# AP Human Geography

## NATURE & PERSPECTIVES OF GEOGRAPHY

### Basic Ideas of Geography

- All places have location, direction, and distance with respect to other places.
- Places may be large or small; the scale is important
- Places have both physical structure and cultural content.
- The characteristics of places develop and change over time.
- The elements of places interact with other places.
- The content of a place is rationally organized
- Places may be classified into regions with similarities and differences.

### Location

- Position on the Earth's surface.
- **Absolute Location**
  - ◆ The exact position where something is.
  - ◆ Latitude and longitude-used to describe a point on earth in reference to degrees, minutes, and seconds.
- **Relative Location**
  - ◆ The position of a place in relation to another place.
  - ◆ It conveys interconnection and interdependence between different places
- **Site**
  - ◆ Describes the physical and cultural characteristics of a place
- **Situation**
  - ◆ Describes where a place is in reference to where other places are.
- **Scale**
  - ◆ How the size of a feature is depicted on a map in relation to the size of the feature in real life.

### The 4 Traditions of Geography-American Perspectives

- **Spatial Tradition**
  - ◆ emphasis is on movement and location
  - ◆ deals with the shape of the land
- **Area Studies Tradition**
  - ◆ deals with physical and cultural characteristics
  - ◆ emphasis is on region, place and history
- **Man-Land (Human Environment) Tradition**
  - ◆ overlaps with the area studies tradition
  - ◆ emphasizes the relationship between external conditions and human actions
- **Earth Science Tradition**
  - ◆ deals with how physical systems affect humans (hydrological cycle, wind patterns, etc.)

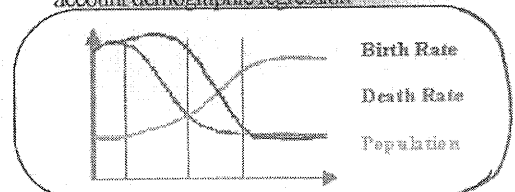
MR. KELLER

## GEOGRAPHICAL MODELS/CONCEPTS

- ❖ **Rostow Model** 1950s; gauge of economic development, based on *western* point of view. Contains 6 stages of development.
  - Traditional Societies
  - Preconditions for Takeoff
  - Takeoff
  - Drive to Maturity
  - Age of Mass Consumption
  - Post Industrial (theoretical/debatable)
- ❖ **World Systems Model** 1970s; as opposed to Rostow's, the World Systems model looks at economic development based on the relationships between countries—the *core* consists of the economically dominant partners; the *sub-periphery* and *periphery* are less dominant and typically contains more basic level employment. They are reliant upon the core.
- ❖ **Concentric Zone Model** E. Burgess, 1923; A generalized model of urban growth and land use that varies slightly from the Sector model. A city grows outward in a series of rings from the CBD. The second ring, around the CBD is called the *Zone of Transition*, (industry, & poor housing); The third ring is called the *Zone of Working-Class homes*, (older homes - independent working-class); The fourth ring is called the *Zone of Better Residence*, (middle class). The 5th and final ring is called the *Commuter's Zone*, and it consists of people who work in the CBD but commute there from the outer edges of the city (suburbs)\*
- ❖ **Sector Model** H. Hoyt, 1939; generalized model of urban growth and land use patterns. CBD is in the direct center. Wholesale manufacturing and low class residential housing areas are located next to the CBD but extend outward from it along a major transportation route. The outer edges are a mix of medium-class and high class housing.\*
- ❖ **Multiple Nuclei Model** C. Harris & Ullman; 1945; Another generalized model of urban growth and land use patterns. The Central Business District is not in the exact center. The city spreads outward from more than one node of growth. There are several other small centers from which growth occurs. There is a CBD, a wholesale manufacturing area, a low-class residential area, a medium-class residential area, a heavy manufacturing area, an outlying residential area, residential suburb, and an industrial suburb.\*
 

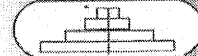
*\*United States Models. Other areas have their own, separate models*
- ❖ **Demographic Transition Model** A model that evaluates economic development by examining population patterns. The model consists of 4 stages. Stage One is characterized by high birth rates and high death rates. In Stage Two death rates decline but there is still a high birth rate. In the third stage birth rates also begin to decline;

people begin to control family size. The fourth and final stage is characterized by very low birth and death rates with only a slight percentage of total population increase if any. It is based solely on European examples and does not take into account demographic regression



- ❖ **Population Pyramids** a graph that represents a population by age and gender. They can represent stages of the demographic transition.

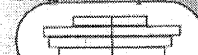
### ➤ Stage 1 - shape



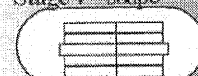
### ➤ Stage 2 - shape



### ➤ Stage 3 - shape



### ➤ Stage 4 - shape



- ❖ **Gravity Model** H. Carey, the laws of gravity are applicable in describing the attractive force that exists between two areas (cities). Large cities have greater drawing power for people than small cities. There is a breaking point for each city beyond which people will not be drawn to the city to meet their needs. **Distance Decay** is a term that should be linked with the Gravity Model. Distance decay describes the decline of attractive pull something has with increasing distance from the point of origin.
- ❖ **The Central Place Theory** Walter Christaller, 1930s; A central place is a market center used for an exchange of goods and services. People are attracted to a central place from the surrounding area. The competition between central places creates a regular pattern of settlements. Larger settlements are fewer and farther apart, they provide services to the smaller settlements. Based on threshold (minimum number of people needed to support an activity) and range (distance people are willing to travel for the activity).
- ❖ **Von Thunen's Model** Johann Heinrich von Thunen, 19<sup>th</sup> century describes the relationship between distance from market and land use. There are four rings around a central market. Products grown inside each of the rings are determined by the crop's *transport gradient*. Perishable items like fruits and vegetables face higher transport rates, while the transportation rates for commodities like grain are less. In the 1<sup>st</sup> ring, dairying and market gardening occur since these products are perishable and generate high transport costs. The 2<sup>nd</sup> ring around the center has cash grains and livestock. Mixed farming occurs in the 3<sup>rd</sup> ring, and extensive grain farming and stock raising occurs in the farthest ring.
- ❖ **Least-Cost Theory** A. Weber; used to discover the optimum location of an

industrial/manufacturing establishment. It weighs three basic expenses against each other to try to determine the best location. These three expenses are: a.) relative transport costs b.) agglomeration costs & c.) labor costs.

#### Economic Sectors

- Primary Sector: extractive activities – mining, farming. Relied upon by many developing nations.
- Secondary Sector: processing activities – manufacturing. Many developing nations support secondary activities with lower labor costs than developed countries.
- Tertiary Sector: service activities. Many developed countries economies are dominated by tertiary sector jobs.
- Quaternary Sector: informational activities. The *Quinary Sector* is a new theoretical sector within the quaternary sector of high level management jobs.

#### Malthus' Theory

- Population grows exponentially while its food supply grows linearly. A population is therefore limited by its food supply.
- Checks that keep population in balance with subsistence methods are either "private" (moral restraint, celibacy, chastity) or "destructive" (war, poverty, pestilence, famine).
- Gave rise to Neo-Malthusianism the advocacy of population control programs to preserve and improve general national prosperity and well-being.

**Boserup's Thesis** Boserup: contradicts Malthusianism. States that, as a population increases, the necessity to produce more will be met using technology. Population growth forces an increase in technology in the farming industry.

**Ravenstein's Laws of Migration** After careful observation of migrants and characteristics of migrants moving to certain areas, E.G. Ravenstein came up with a series of laws of migration in the 1870's and 80's. Some of the most important ones include:

- Most migrants go only a short distance.
- Most migration is rural to urban
- Most international migrants are young males
- Each migration flow produces a counterflow
- Most migration occurs in steps.

**Environmental Determinism** belief that the physical environment is solely responsible for shaping human actions and behaviors.

**Possibilism** belief that people, not the environment, are the dynamic forces that shape culture

#### Geopolitical Theories

Concerned with strategic advantage and the balance of economic and military power on the earth's surface.

- **Sea Power Theory** Mahan: late 1800s; argued that control of the sea lanes would lead to national strength.
- **Heartland Theory** Mackinder; early 1900s; based on land power. Believed that the best base for world domination would be the Eurasian Heartland.

- **Rimland Theory** Spykman; 1944; based on coastal power. Reasoned that the best base for global conquest would be the Eurasian Rimland.

#### POPULATION GEOGRAPHY

- ❖ The study of population characteristics is defined as demography. This includes: settlement patterns, population growth or decline, and rate of demographic development
- ❖ **Settlement** In Pre-Industrial settlements, people live in villages. In Industrial Age development, people congregate in cities. In the Post-Industrial age of computers and robotics, people have tended to move into suburbs away from urban blight.
- ❖ **Resource Utilization** The success of a people depends on their balanced use and conservation of environmental resources.
- ❖ **Cities** Develop as marketplaces for surplus goods. Cities need water. Therefore, historically, most cities have developed on or near river plains, near ocean coastlines, or near mountain streams or lakes. Cities and their suburbs form metropolitan areas. *see Urban Geography*
- ❖ **Population Concepts**
  - **Population Growth** Number of births plus incoming immigrants minus the number of deaths and departing emigrants from a place per 1,000. It may be a plus or minus number or zero.
  - **Replacement Level** 2.1 rate of natural increase, the necessary amount for a population to sustain but not grow or decline
  - **Birth Rates** (Number of live births per 1,000) Fertility, attitudes about abortion, availability of contraception, labor value of children, government policies, and social values influence the birth rate.
  - **Death Rates** (Number of deaths per 1,000) Disease, war, medical technology, health facilities, transportation development, food availability may affect the death rate.
  - **Rate of Natural Increase** Subtracting crude death rate from the crude birth rate. Does not account for immigration/migration.
  - **Doubling Time** time it would take for the country's population to double at current RNI
  - **Dependency Ratio** number of dependents (under 15 or over 65) to number of productive people (ages 15-65)
  - **Migration** Migration may explain increasing or decreasing population levels.
  - **Physiological Population Density** People per unit of arable land
  - **Overcrowding** May result in lack of adequate housing (India) or cramped living quarters (Japan).
  - **Cohorts** a population group unified by a specified common characteristic
  - **Demographic Momentum** ("Ripple" Effect) seen with a large "boom" population moving through a pyramid (*Stage 3 – Demographic Transition*)

#### ❖ Population Distribution, Density, and Overpopulation

- **Ecumene** habitable areas on the earth's surface; populated areas
- **Nonecumene** uninhabitable areas of the earth's surface, few people
- Most people live on a low-lying region of the world close to the 30°N latitudinal line. Population is concentrated in Europe and Southeast Asia (including China, Japan, and India)
- **Carrying Capacity** theoretical amount of people a given area could support
- **Overpopulation** when a population has exceeded its land's carrying capacity
- ❖ *See DEMOGRAPHIC TRANSITION, POPULATION PYRAMIDS, BOSERUP'S THESIS, AND RAVENSTEIN'S LAWS OF MIGRATION in the Models Section*

#### CULTURAL GEOGRAPHY

- Concerned with cultural hearths (places of origin) interactions, diffusion (spread of ideas), landscape evidence, and regionalization. Culture includes beliefs, attitudes, traditions, dominant ideas, material tools, and practices.
- ❖ **Ethnocentrism** Believing one culture (usually one's own) is superior and all other cultures must follow its example.
  - ❖ **Colonialism** Domination by an occupying power. Can be subtle (traders, missionaries) or forced (war, slavery, or imperial administration).
  - ❖ **Humans and Culture**
    - **Culture** Values, behavior, social institutions, skills learned within a society.
    - **Cultural Pluralism** two or more groups that follow different ways of life within the same region
    - **Cultural Hearth**
      - ◆ Early region of cultural innovation
      - ◆ Origin point; ideas diffuse from this origin to other places around the world
  - ❖ **Cultural Components**
    - **Culture Traits** units of learned behavior ranging from the language spoken to the tools used or the games played
    - **Culture Complex** individual cultural traits that are functionally interrelated
    - **Culture Region** a portion of the earth's surface occupied by populations sharing recognizable and distinctive cultural characteristics. Basic spatial unit of culture; subjective term.
    - **Culture Realm** a set of culture regions showing related culture complexes and landscapes
  - ❖ **Cultural Ecology** study of the relationship between a culture group and the natural environment it occupies
    - **Landscape Transformation** People alter, improve or destroy the landscape. In the American Southwest, ultra-modern glass offices are built near ancient American cliff dwellings.
      - ◆ **Cultural Landscape** Part of the landscape modified by humans.



**Roots of Culture** almost all culture originated in that of the hunter gatherers.

- **Cultural Diversity** result of different people moving through different stages of development in different areas at different times.
- Culture gradually became sedentary after the Agricultural Revolution, and became urban after the Industrial Revolution

**Cultural Structure/Integration** the interlocking nature of all aspects of a culture

- **Ideological Subsystem** ideas, beliefs, and knowledge that builds the ethical and moral base of a culture
  - ◆ **Mentifacts** abstract belief systems from the ideological subsystem that are passed down
- **Technological Subsystem** the material objects together with the techniques for their use that enable a culture to live and survive
  - ◆ **Artifacts** tools and other instruments dealing with the Technological Subsystem
- **Sociological Subsystem** the cultural expected patterns of personal relations and class rankings, dependent on a variety of factors and that culture's values
  - ◆ **Sociofacts** define the social organization of a culture; part of the sociological subsystem
- **Cultural Convergence** sharing of artifacts, mentifacts, and sociofacts between two cultures

**Culture Change**

- **Cultural Lag** when a culture is slow to respond/adapt to changing circumstances
- **Spatial Diffusion** method by which cultural ideas are spread
  - ◆ **Expansion Diffusion** the variable spreads to other areas but remains strong in its hearth region
  - ◆ **Contagious Diffusion** the variable spreads uniformly outward from source region, little regard for other factors
  - ◆ **Hierarchical Diffusion** process of spreading the variable through tiers
  - ◆ **Relocation Diffusion** variable is physically and usually intentionally carried from one region to another
  - ◆ **Diffusion Barriers** and conditions that hinder either the flow of information or the movement of people
- **Acculturation** adopting some or all of the characteristics of another dominant culture
- **Syncretism** fusing old and new parts of culture together

**Cultural Concepts/Ideas**

- **Folk Culture** heritage of static traditional customs of culture, usually specific to a certain group. Tends to divide people between each other.
- **Popular Culture** dynamic culture of a mass of people, tends to unify people.
- **Language** organized method of spoken and usually written communication

- ◆ **Dialect** recognizable speech variant from the common version of the language
- ◆ **Pidgin** a mixture of two languages
- ◆ **Creole** a pidgin that has evolved to become the first language of a group
- ◆ **Lingua Franca** established language for two people with incomprehensible native languages
- **Religion** a system of worship of a divine entity, usually contains moral/ethical systems within it
  - ◆ **Universalizing Religion** faiths that are applicable to all humans; a religion that actively seeks converts. *ex) Buddhism, Christianity, Islam*
  - ◆ **Ethnic Religion** may be recognized as both a religion and as an ethnic group *ex) Hinduism, Judaism, Shintoism*

❖ See ENVIRONMENTAL DETERMINISM, POSSIBILISM in the Models Section

### POLITICAL ORGANIZATION OF SPACE

- ❖ **Political Geography** Concerned with the division of earth's land into units of governmental, economic, and military power
- ❖ **Nations and States**
  - **Nation** A group of people with unifying cultural characteristics and a *perceived* homeland
  - **State** A sovereign political unit with government and *boundaries* recognized by outsiders
  - **Nation-State** A state that coincides with a nation
  - **Centripetal Forces** Unify the people of a state
    - ◆ **Nationalism** Loyalty and identification with one nation or state and its goals, above all others
  - **Centrifugal Forces** Promote division within a state
    - ◆ **Regionalism** Identification with a minority group and region rather than a state
- ❖ **State Shapes**
  - **Compact** *ex) Uruguay*
  - **Fragmented** *ex) Maldives*
  - **Prorupted** *ex) Thailand*
  - **Perforated** *ex) South Africa*
  - **Elongated** *ex) Chile*
- ❖ **Political Regions and Organizations**
  - **Core Area** A state's foremost center of population, transportation, and economic activity
  - **Unitary State** Country with a centralized government and cultural homogeneity
  - **Federal State** Country made up of several equal provinces with strong regional governments
  - **Forward-Thrust Capital** A capital deliberately sited away from a state's core to encourage uniform development
  - **International Organization** A group of associated states whose jurisdiction is secondary to the governments of each

individual state

- **Supranational Organization** A group of associated states whose jurisdiction supersedes that of each individual state
- **Shatter Belt** Region under continuous stress due to aggressive political or cultural rivalries
- **Enclave** A foreign territory that perforates a larger state
- **Exclave** An outlying portion of one state, usually inside another country
- ❖ **Boundaries**
  - **Natural Boundaries** Based on recognizable, natural features of the earth's surface
  - **Artificial (Geometric) Boundaries** Partitions that tend to take the form of a straight line
    - ◆ **Antecedent Boundary** Drawn before the cultural landscape is put into place
    - ◆ **Subsequent Boundary** Drawn after the cultural landscape was put into place
    - ◆ **Consequent Boundary** Partition drawn to accommodate cultural or economic differences between countries
    - ◆ **Superimposed Boundary** Forced onto a populated area by an outside power that is unconcerned with preexisting divisions
    - ◆ **Relic Boundary** Nonfunctional partition still marked by landscape features or differences
- ❖ See GEOPOLITICAL THEORIES in the Models Section

### AGRICULTURAL AND RURAL LAND USE

- ❖ **Primary Activities** are economic actions that involve removing a resource from the earth (includes agriculture, extractive, and gathering industries)
- ❖ **Rural Agriculture** the growing of crops or livestock either to subsist upon, or for market sale.
  - **Subsistence Agriculture** growth of crops in order to sustain oneself
  - **Extensive Subsistence Agriculture** involves large plots of land, and small amounts of labor
  - **Intensive Subsistence Agriculture** involving smaller plots of land, using a large labor force in an attempt to increase yield
  - **Nomadic Herding** migration to allow livestock to feed by foraging
  - **Shifting Cultivation (Slash & Burn, Swidden)** clearing of large plots of forest in order to farm on it
  - **Green Revolution** The use of hybrid seeds and improvements in management, and technology in order to increase yields.
- ❖ **Commercial Agriculture** farming in order to sell yields for profit
  - **Intensive Commercial Agriculture** farming which uses small amounts of technological and scientific input for each plot of farmland. Generally applied to crops

which have high prices and a high market demand (fruit, vegetables, dairy)

- **Extensive Commercial Agriculture** large amounts of land, that is not intensively worked upon. (wheat, livestock)
- **Collective Farms** cooperative farming, in which producers lose their land, and join large numbers of workers in order to perform different jobs within the collective for the good of the order
- **State Farm** government farms, run by employees of the state

See BOSERUP'S THESIS, VON THUNEN'S MODEL, and CENTRAL PLACE THEORY in the Models Section

## INDUSTRIALIZATION AND DEVELOPMENT

**Industrialization** The industrial revolution began in the United Kingdom in late 1700's. The root of the industrialization was technology. It began with the textile industry. Before the Industrial Revolution the cottage industry was the base of the manufacturing system.

### Industrial Ideas

- ◆ **Agglomeration** concentration of production in one spatial area
- ◆ **Bulk-Reducing Industry** Economic activity in which the final product weighs less than its inputs
- ◆ **Bulk-Gaining Industry** Economic activity in which the final product weighs more than its input
- ◆ **Labor Intensive Industry** Industry where labor costs are a higher percentage of expense
- ◆ **Fordist Industries** Industries where each person is assigned a specific task. Ford was one of the first companies to organize its production in this way early in the twentieth century.
- ◆ **Post Fordist Industries** Relatively skilled workers must master a wide variety of tasks
- ◆ **Market Equilibrium** the price at which the supply equals the demand
- ◆ **Ubiquitous Industries** are not influenced by locational factors, may be located anywhere
- ◆ **Break of Bulk Point** the location at which a good is transferred from one mode of transportation to another
- ◆ **Line-Haul Costs** transportation costs for a good
- ◆ **Transnational Corporations** (Multinational corporations) – Operates factories in countries other than the one in which its main headquarters are located
- ◆ **Trading Bloc** Group of countries near each other that promote trade within the bloc and barriers may be placed on other blocs

### Less Developed/Developing Countries (LDCs)

- ◆ Early stages in Demographic Transition and Rostow's models, generally periphery in World Systems Model
- ◆ High rate of population growth
- ◆ High % of population in the dependency range under 15 years
- ◆ Low life expectancy
- ◆ Low literacy rate
- ◆ Low rate of urbanization
- ◆ Low GNP/Capita figures
- ◆ Limited industrial sector
- ◆ Economy heavily tied to agriculture/primary activities
- ◆ Problems include limited infrastructure, lack of universities to educate and train managers, accountants and other technical and skilled jobs

### More Developed Countries (MDCs)

- ◆ Later stages in Demographic Transition and Rostow's models, generally core/sub-periphery in World Systems Model
- ◆ Declining population growth rates.
- ◆ High life expectancy
- ◆ High quality/quantity of food supply
- ◆ High GNP/Capita figures
- ◆ More toward the service sector
- ◆ Higher rate of resource consumption

### Developmental Indicators

- ◆ **Purchasing Power Parity** number used by the World Bank, measure's value of country's money
- ◆ **GDP/GNP** measures the gross domestic (value of goods produced within a country) or gross national (total value of goods including income from other countries) product of a country
- ◆ **Population Indicators** (ex: RNI, Birth Rate) can be linked to stages in the demographic transition model; high rates usually indicate stages 1 or 2 in the model; low rates usually indicate stages 3 or 4.
- ◆ **Literacy Rate** measures percentage of people who can read and write

❖ See ROSTOW'S MODEL, WORLD SYSTEMS MODEL, DEMOGRAPHIC TRANSITION, LEAST COST THEORY, ECONOMIC SECTORS, and CENTRAL PLACE THEORY in the Models Section

## CITIES AND URBAN LAND USE

- ❖ **City/Town** a cluster of people in a "nucleated settlement." A city contains a Central Business District, residential sectors, and, depending on the city, commercial sectors, government sectors, and industrial sectors. Cities are located in certain areas to perform certain functions. They have relations with cities around them and their location in space is often due to strategic (political,

cities located at break-of-bulk points take advantage of the economic options of the area.

- **Conurbation (Megalopolis)** a series of cities that have grown into one urban area over time
- **Suburb** a residential, industrial, or commercial –specialized area of a city that is reliant upon other sectors of the city. It is not self-sufficient.

### Economic Base

- **Basic Sector** activities dealing with the production of goods or services that bring money into the city
- **Nonbasic Sector** production of a service for residents within the city, responsible for city maintenance
- As a city grows in size, the basic/nonbasic ratio is altered, increasing the number of nonbasic workers. In principle, cities with populations over 1 million will have twice as many nonbasic workers as basic. With economic growth and an increase in the size of the city, comes the **Multiplier Effect** (the way in which an increase in an activity acts as a stimulus to the initial effect of that activity; in reverse the decrease lessens the activity but usually at a slower rate), which is determined by the city's basic/nonbasic ratio

### Urban Hierarchy ranking of cities on a scale

- **Rank-Size Rule** United States model when the  $n$ th largest city is  $1/n$  the size of the largest city
- **Primate City** where one city is more than twice the size of the next largest and clearly dominates the country's economy
- **World Cities** (New York, London, and Tokyo) international urban centers that are the core of global trade and finance
- See CENTRAL PLACE THEORY

### Urban Ideas

- **Central Business District (CBD)** centralized core of the city, generally center of finance and government
- **Gentrification** process of revitalizing an area of a city to make it more attractive to the middle and upper classes
- **Ghettoization** when parts of a city may become subject to racial or economic prejudices, people may be forced, overtly or otherwise, to live in that section
- **Edge City** an area on the fringe of a city with more office space and jobs than residents. It may compete with or replace functions in the main city's CBD.

❖ See CONCENTRIC ZONE MODEL, SECTOR MODEL, MULTI-NUCLEIC MODEL, and CENTRAL PLACE THEORY in the Models

