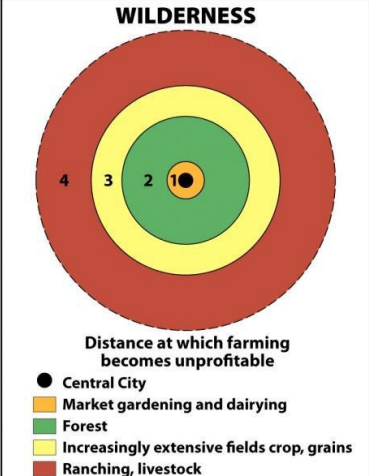
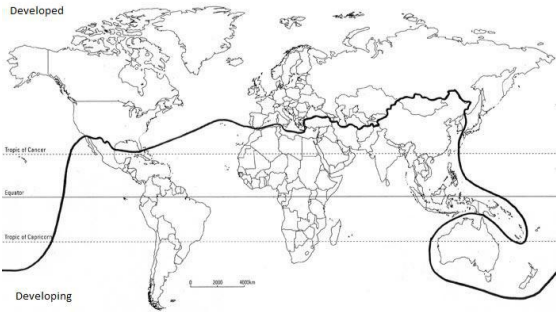
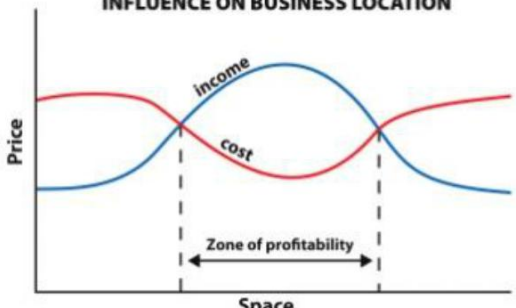
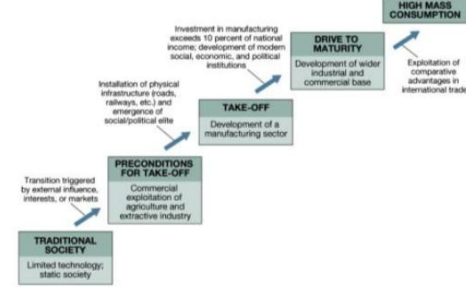

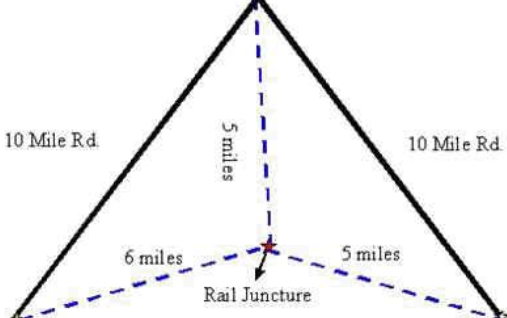
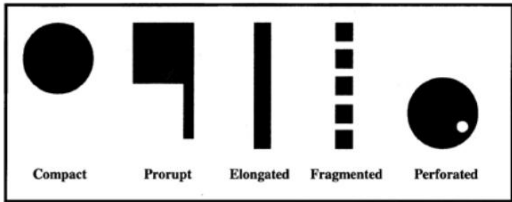
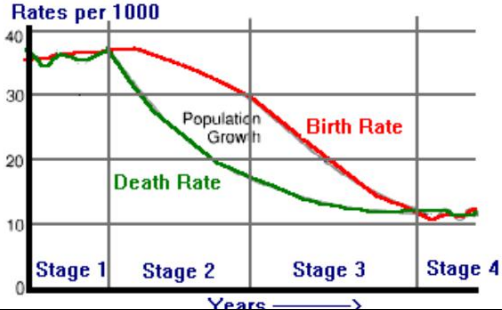
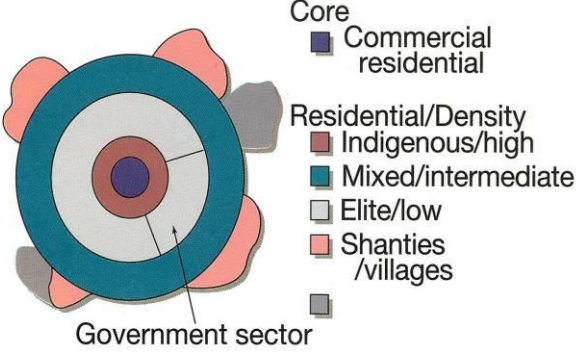
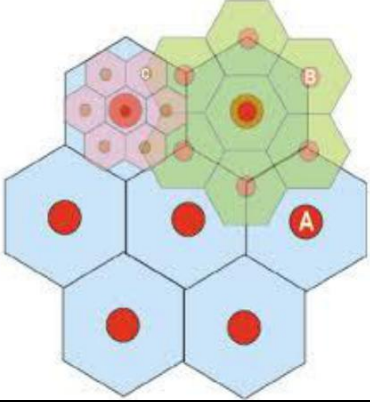
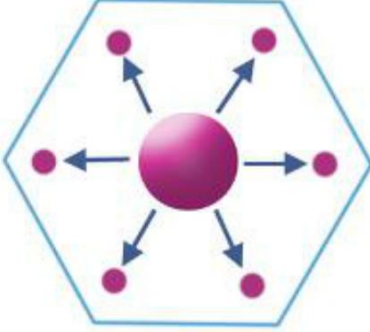
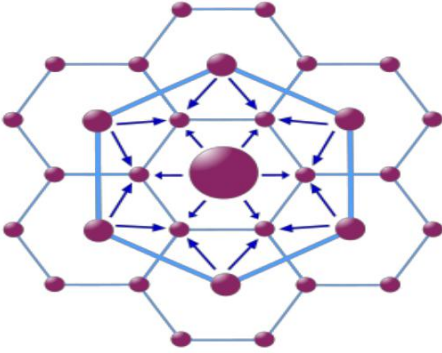
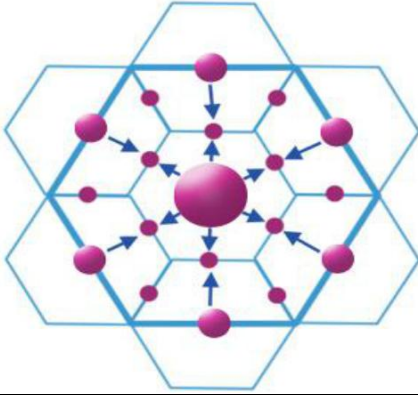
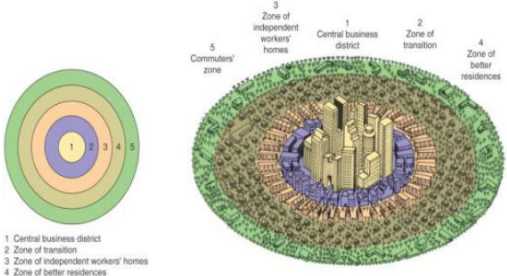


AP Human Geography Models

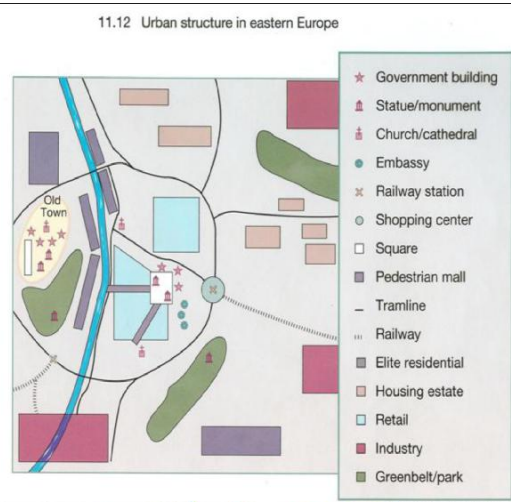
Theory	Model/Rule	Description/Importance
<p style="text-align: center;">Agriculture: Von Thunen Agricultural Model</p>	<p style="text-align: center;">WILDERNESS</p>  <p style="text-align: center;">Distance at which farming becomes unprofitable</p> <ul style="list-style-type: none"> ● Central City ■ Market gardening and dairying ■ Forest ■ Increasingly extensive fields crop, grains ■ Ranching, livestock 	<p>Explains the connection of different agricultural practices and the location of the market. Accounts for land needed and transportation costs.</p>
<p style="text-align: center;">Culture: Carl Sauer</p>	<p>Proposed idea of Cultural Landscape in which human activity superimposes itself on the physical landscape. Each Cultural group leaves own unique imprints.</p>	<p>Basis for study of Human Geography</p>
<p style="text-align: center;">Development: Brandt Line</p>		<p>Theorized in 1980, the Brandt line divides the world between the developed North and the less developed South.</p>
<p style="text-align: center;">Development: Human Development Index</p>	<ol style="list-style-type: none"> 1. Very High Human Development 2. High Human Development 3. Medium Human Development 4. Low Human Development 	<p>Measures Life Expectancy, Education (Mean years of schooling and expected years of schooling), and Gross National Income (adjusted Purchasing Power Parity)</p>

<p>Development: Losch Model of Profitability</p>	<p style="text-align: center;">DIAGRAMMATIC REPRESENTATION OF ECONOMIC INFLUENCE ON BUSINESS LOCATION</p> 	<p>Manufacturing plants choose locations where they can maximize profit.</p>
<p>Development: Rostow Levels of Development</p>		<p>5 Stages of Economic Development</p> <ol style="list-style-type: none"> 1. Traditional Society 2. Pre-conditions to Take-off (Primary Sector) 3. Take-off (industry) 4. Maturity 5. High Mass Consumption
<p>Development: Wallerstein World Systems Theory</p>		<p>Theorizes the world as a unified economic system in which different countries have different roles and depend on one another. Divides world into Core, Periphery, and semi-periphery.</p>
<p>Industry/Services: Clark's Industrial Sectors</p>	<ul style="list-style-type: none"> - Primary: Extractive of resources - Secondary: Factories and industry - Tertiary: Services - Quaternary: An activity that engages in the collection, processing, and manipulation of information. - Quinary: An activity that involves a managerial or control-function associated with decision-making in large corporations or high government officials. 	<p>Division of labor into different sectors and responsibilities.</p>
<p>Industry/Services: Weber's Least Cost Model</p>		<p>Explains the relationship of cost of transporting materials between bulk-gaining and bulk-reducing industries with centers of production and the distance to markets.</p>
<p>Migration: Ravenstein's Laws of Migration</p>	<ol style="list-style-type: none"> 1. Most migration is over short distances 2. Migration occurs in steps 3. Long-range migrants usually move to urban areas 4. Each migration produces a movement in the opposite direction 5. Rural dwellers are more migratory than urban dwellers 	<p>Explains the processes of world migration.</p>

	<ol style="list-style-type: none"> 6. Within their own country females are more migratory than males, but males are more migratory over long distances 7. Most migrants are adults 8. Large towns grow more by migration than by natural increase 9. Migration increases with economic development 10. Migration is mostly due to economic causes 	
<p>Political: Evolution of Boundaries</p>	<ol style="list-style-type: none"> 1. Antecedent,- drawn before populated 2. Superimposed- Does not take into account existing ethnic groups 3. Subsequent - Drawn after populated 4. Relict 	<p>Proposed by Richard Hartshorne</p>
<p>Political: Territorial Morphology</p>		<p>Divides states into five different categories.</p> <ol style="list-style-type: none"> 1. Compact 2. Prorupt 3. Elongated 4. Fragmented 5. Perforated
<p>Population: Demographic Transition Model</p>		<p>Explains the connection between development and the changes in the Birth Rate, Death Rate, and Population growth.</p>
<p>Population: Malthusian Theory</p>	<ol style="list-style-type: none"> 1. Food grows Arithmetically 2. Population grows Exponentially 3. Population Checks <ul style="list-style-type: none"> - Positive Checks - Negative Checks 	<p>Explains the population growth and the impacts it has on over-population</p>
<p>Urbanization: African Model of Cities</p>	<p style="text-align: center;">Africa</p> 	<p>Designed much like the concentric zone model with rings extending from the commercial center, with slum-like settlements on the periphery.</p>

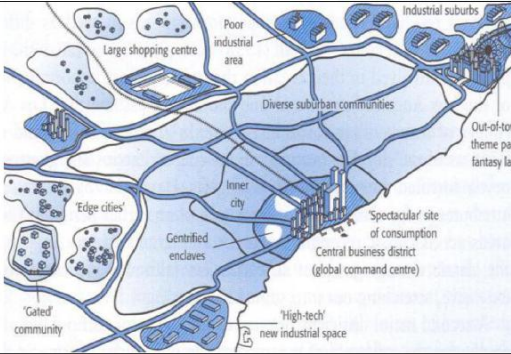
<p>Urbanization: Central Place Theory</p>		<p>Explains the relationships between the location of businesses in relation to the location of population centers. Connected to the idea that people travel less distance for essential products but will travel further for consumer goods.</p>
<p>Urbanization: Central Place Theory (Administrative Principle)</p>		<p>Theorized problems in sharing centers so lower order centers are located entirely within the hexagon of higher order centers</p>
<p>Urbanization: Central Place Theory (Marketing Principle)</p>		<p>The lower the order of the city the more of them there are. The bigger the city the bigger the market area</p> <ul style="list-style-type: none"> - Ex. There will be 3 times more towns than city's, but a city's market size will be 3 times bigger
<p>Urbanization: Central Place Theory (Transportation Principle)</p>		<p>Arrangement of cities to connect as many important places as straightly and cheaply as possible</p> <ul style="list-style-type: none"> - Lower order centers located along edges, not corners of hexagons
<p>Urbanization: Concentric Zone Model</p>	 <p>1 Central business district 2 Zone of transition 3 Zone of independent workers' homes 4 Zone of better residences 5 Commuters' zone</p> <p>Copyright © 2005 Pearson Education, Inc.</p>	<p>Based off assumption that CBD is center of city and home values/rents increase as distance from city increase</p>

Urbanization: Eastern European Model of Cities



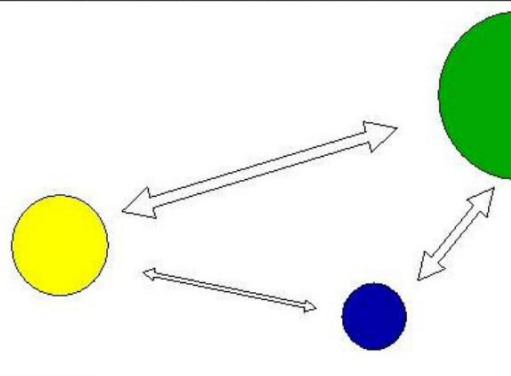
A historic center that is fairly unchanged with elite residential and industrial centers around the periphery of the city. Retail centers near the historic center help expand the city centers role as a tourist destination.

Urbanization: Galactic City Model



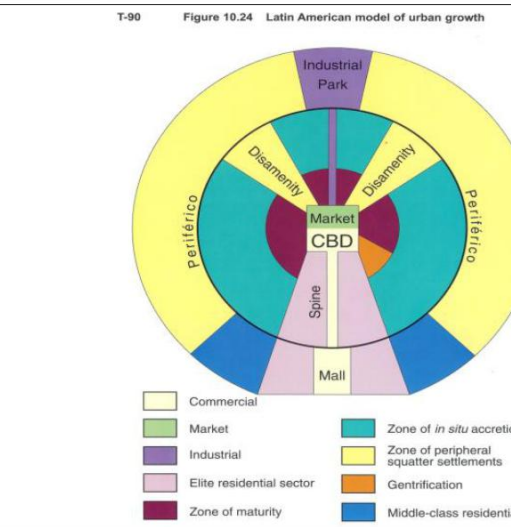
Mini edge cities that are connected to another city by beltways or highways.

Urbanization: Gravity Model

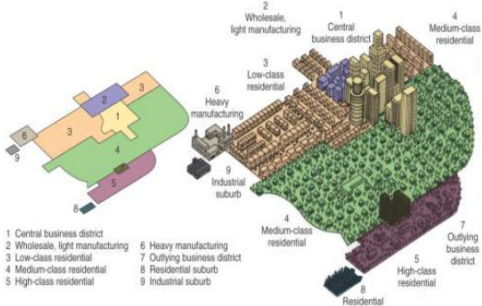
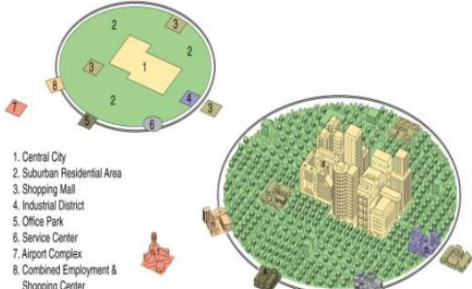
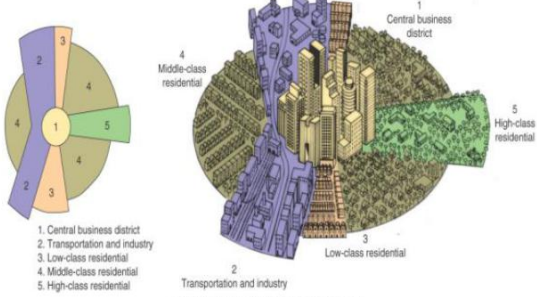
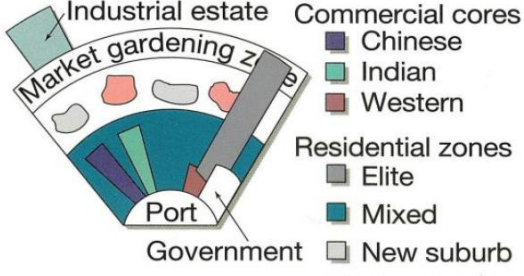


Interaction between urban centers can be calculated by size and distance. Large cities have greater draw power. Decreasing interaction as size and distance increases.

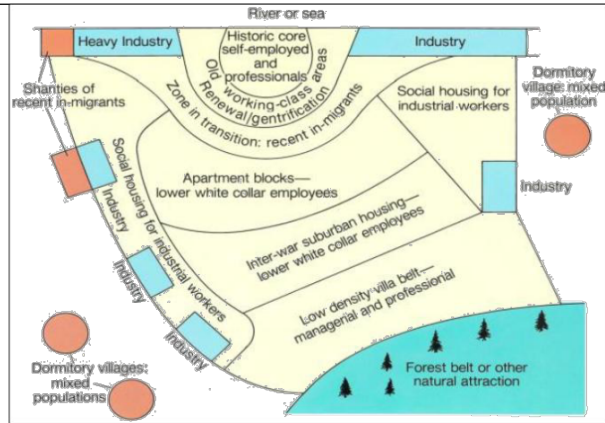
Urbanization: Latin America Model of Cities



The city grows up around the historic city centre hit different sectors extending from the middle of upper class housing and slums. More slums and new development on the periphery including modern industrial parks.

<p>Urbanization: Multiple Nuclei Model</p>	 <p>1 Central business district 2 Wholesale, light manufacturing 3 Low-class residential 4 Medium-class residential 5 High-class residential 6 Heavy manufacturing 7 Outlying business district 8 Residential suburb 9 Industrial suburb</p>	<p>Accounts for the growing importance of cars and commuting. Creation of different nuclei that support each other</p>
<p>Urbanization: Peripheral Model</p>	 <p>1. Central City 2. Suburban Residential Area 3. Shopping Mall 4. Industrial District 5. Office Park 6. Service Center 7. Airport Complex 8. Combined Employment & Shopping Center</p>	<p>Urban areas consisting of an inner city surrounded by large suburban residential and business areas tied together by a beltway or ring road.</p>
<p>Urbanization: Primate City Rule</p>	<p>The Largest city is more than twice as large as the next city in terms of importance and population.</p>	<p>Used to explain the relationship between cities where one is disproportionately larger.</p>
<p>Urbanization: Rank-Size Rule</p>	<ul style="list-style-type: none"> – Rank 1 – Largest City – Rank 2 – ½ the number of people as Rank 1 city – Rank 3 – 1/3 the number of people as Rank 1 city – Rank 4 – ¼ the number of people as Rank 1 city – Rank 5 – 1/5 the number of people as Rank 1 city 	<p>If all cities in a country are placed in order from the largest to the smallest, each one will have a population half the size of the preceding city.</p>
<p>Urbanization: Sector Model</p>	 <p>1. Central business district 2. Transportation and industry 3. Low-class residential 4. Middle-class residential 5. High-class residential</p>	<p>Different areas attract different activities by chance of environmental factors. Different sectors grow out in wedge shaped areas away from CBD</p>
<p>Urbanization: Southeast Model of Cities</p>	<p>Southeast Asian city</p>  <p>Commercial cores ■ Chinese ■ Indian ■ Western</p> <p>Residential zones ■ Elite ■ Mixed ■ New suburb ■ Squatters</p>	<p>Centered around a port with sectors of Chinese, Indian, and Western zones. Division between elites, squatter settlements and new industry.</p>

Urbanization: Western European Model of Cities



A historic centre with relatively little change over the last hundred years. Growth extending from the cities with industrial centers on the periphery.