## Site factors affecting settlements

## **Key words**

build protection trees attack water drinking floods shelter rivers heat water supply wood flat transport



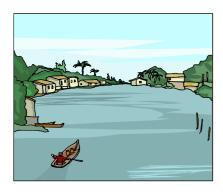
This site factor is p\_\_\_\_\_

Hills are good for looking for



This site factor is w\_\_\_\_\_s\_\_\_s\_\_\_

Water is needed for d\_\_\_\_\_. Too much causes f



This site factor is r\_\_\_\_\_.

They are good for w\_\_\_\_ and t\_\_\_ and can be crossed easily.



This site factor is w\_\_\_\_\_.

This is needed for creating fires for h



This site factor is s

T\_\_\_\_\_ make good shelter from the wind.



This site factor is f\_\_\_\_\_ land.

This makes is easy to b\_\_\_\_\_ on and grow crops for farming.