



<p>INTRO TO GEO Unit 1 ↓</p>	<p>POP & MIGRATION Unit 2 ↓</p>	<p>CULTURE Unit 3 ↓</p>	<p>POLITICAL GEO Unit 4 ↓</p>
<ul style="list-style-type: none"> • ESPeN = Economic, Social, Political, Environ • Economic = Money + Jobs • Political = Government + Laws • Environmental = Ecological + Nature • Cultural = Religion + Language • Maps → Reference (phys & polit.), Thematic (choropleth, dot, isoline, cartogram, prop symbol) • Projections → mercator, polar, etc • Regions → Formal (city, state), Functional (tv station, sports), Vernacular ("the south") • GIS, GPS, remote sensing • Possibilism → Humans can alter the physical landscape 	<ul style="list-style-type: none"> • Pop Pyramids → age, sex → pop growth • DTM = pop change, no migration included <ul style="list-style-type: none"> ◦ 1 (↑ birth/death, low pop, no states) ◦ 2 (industrializing, ↑ birth, ↓ death bc meds, fast pop growth, Kenya) ◦ 3 (↓ birth/death, pop growth, ↑ education, more meds Brazil) ◦ 4 (low death/birth, stable pop, US) ◦ 5 (very low death/birth, ↓ pop, Japan) • Stage 1-2 diseases = infectious (cholera) • Stage 3-5 diseases = age (alzheimers) • Malthus → natural checks on pop = good • Migrations → forced (reasons out of your control, war/slave/weather) or volunteer • Push = why leave, Pull = why go there • Ravenstein → migrants = mostly men, to cities, young, short distance, from rural) 	<ul style="list-style-type: none"> • Globalization → decrease distance decay • colonialism / historic migrations spread culture • Types of Diffusion = Contagious (viral videos), Hierarchical (from power), Stimulus (sparks new ideas) Relocation (moving with idea) • Hearth = origin of an idea, where it began • Lingua franca = common lang used for biz • Religions can be ethnic (Judaism, Hindu), or universalizing (Christianity, Islam, Buddhism) • Folk = traditional, isolated, diffused by move • Pop = changeable, widespread, media influ • Assimilate = lose tradition for new culture • Acculturation = blend traditions/cultures • Appropriate = adopt culture for own benefit • Ethnic enclave = Chinatown, Little Italy, etc 	<ul style="list-style-type: none"> • Sovereignty = pol independence • Legitimacy = recognized by others • Types → state (Canada), nation (Iroquois), nation-state (France), stateless nation (Kurds), multinational state (US) • Geopolitical forces → imperialism, decolonization, fall of communism • Theories of power = Heartland, Rimland • Law of Sea = boundaries offshore • Voting district, redistricting, gerrymander • Forms of gov = unitary (central, France), federal (states & fed gov, US) • Supranationalism → UN, NATO, EU, ASEAN • Devolution = fragmentation of states • Forces → Centrifugal (pull apart, majority /minority, ethnic diffs), Centripetal (bring together, identity, similarities, equity)
<p>AGRICULTURE Unit 5 ↓</p>	<p>CITIES & URBAN ISSUES Unit 6 ↓</p>	<p>INDUSTRY & ECON DEVELOPMENT Unit 7 ↓</p>	<p>TIPS & TRICKS EXAM SKILLS ↓</p>
<ul style="list-style-type: none"> • 1st Agr Rev = Dev of Agr, ~8,000 BCE <ul style="list-style-type: none"> ◦ Hearth = Fertile Crescent ◦ Mass diffusion after Col Exch • 2nd Agr Rev = Industrial Rev, ~1750 <ul style="list-style-type: none"> ◦ New tech → more food → more ppl → more workers → new jobs • 3rd Agr Rev = Green Rev, ~1950s <ul style="list-style-type: none"> ◦ More food = less hunger, but environ damage bc of chemicals • Subsistence → for use by farmer • Commercial → farming to sell crops • Intensive → same land, lots of use • Extensive → spread on lots of land • Large scale → agribusiness (vertical) • LDC prod = low lat = coffee, banana • Von Thunen → city, spoil crops, forest, grains/field crops, livestock • Enviro effects → irrigation, desertific. • Changes in food prod = new issues 	<ul style="list-style-type: none"> • Better transp & comm → urbanize -Borchert • Adv in agr → pop growth → migration to city • World cities = NY, London, Tokyo • Megacities → increasing periph classes • Rank-size → nth city = 1/nth largest city • Primate city → biggest city = 2x next big city • Central Place Theory → explains #, size, and location of humans in urban system • Gravity model = interactions between cities • N. American cities → Burgess (concentric), Hoyt (sector), Ullman-Harris (multi-nuclei) • Galactic city → suburbs surround inner city • Sustainable design → Mixed-use, new urbanism, greenbelts, slow-growth cities • Econ & Social issues = housing discrim & \$\$, food deserts, disamenity zone, gentrification 	<ul style="list-style-type: none"> • Industrialization → began in England b/c of new tech, pop of workers, resources (coal) • Diffused → more food → workers to cities • ↑ need materials & markets = imperialism • Econ sectors = primary (raw materials), secondary (manufacturing), tertiary (service), quaternary (legal/\$\$), quaternary (mgmt) • Weber's Least Cost Theory = ↓ transport & labor costs by maximizing agglomeration • Measures of Dev = GNI, income, fertility, mortality, literacy, health care, edu (below ↓) • Rostow → linear steps to mass production • Wallerstein → core, periphery, semi-periph • International trade orgs = EU, NAFTA • ↑ outsourcing = ↓ manufacturing jobs = service jobs in core, manufacturing jobs move to periph • Industry → outside of core → maquil., EPZ • Service sectors = growth pole (Silicon Valley) 	<ul style="list-style-type: none"> • MULTIPLE CHOICE = 50% of exam score <ul style="list-style-type: none"> ◦ 60 questions in 60 minutes ◦ No penalty for guessing. +1 when right ◦ Fill in bubbles as you go, don't skip! ◦ 30-40% of Qs are Stimulus Based • FREE RESPONSE = 50% of exam score <ul style="list-style-type: none"> ◦ 3 FRQs in 75 minutes, no choice of Q ◦ Each FRQ worth 7 pts, label A,B,C ◦ Answer concise, but w/ needed detail ◦ Only write what you need to answer the question • Common Verbs on the FRQ <ul style="list-style-type: none"> ◦ List/Identify = give the answer directly ◦ Define = give meaning + example ◦ Describe = explain how it works ◦ Discuss = connect + explain in detail ◦ Explain = discuss patterns in concepts

Events to Know: 8000 BCE 1st Agr Rev // 1347 Black Plague // 1607 Jamestown // 1619 Triangle Trade // 1750 Industrial Rev England // 1825 Erie Canal // 1836

Trail of Tears // 1840s Irish Potato Fam // 1840-1880 "Old" Immigrants // 1880-1920 "New" Immigrants // 1882 Chinese Exclusion Act // 1910-1940 Great Migration // 1914-1918 WWI // 1929-1939 Great Depression // 1939-1945 WWII // 1945-1970 Green Rev // 1945-1991 Cold War // 1947 India Independ // 1948 Israel // 1961 Berlin Wall // 1965 Immigration Act // 1970s "Boat People" Asian Immigration // 1994 Apartheid ends S Africa // 1994 Rwanda // 1990s Latin Am immigration // 2010 Arab