

Why People Move

Read population patterns, movement, and community change.

SS.6.G.4 "Understand the characteristics, distribution, and migration of human populations."

NAME _____

DATE _____

1 READ AND MARK _____ Read it twice

YOUR JOB Underline words or phrases that explain why people live in some places more than others, circle each push factor and pull factor, and number two effects of migration.

Population Patterns and Movement

- ① Human populations are not spread evenly across Earth. Many people live near rivers, coasts, and fertile plains because these places can provide water, transportation, fishing, or productive farmland. Cities also attract people with jobs, schools, hospitals, and services. In contrast, deserts, high mountains, and very cold regions usually have fewer residents. Population density describes how many people live in a certain area. A crowded city neighborhood can have a high density, while a ranching area may have a low density.
- ② People migrate when they move from one place to another to live. A push factor is a problem that encourages people to leave, such as war, drought, or too few jobs. A pull factor is an advantage that attracts people, such as safety, work, or family nearby. Migration may happen within one country or across national borders. For example, a family might leave a drought-stricken rural area and move to a city where jobs and reliable water are available. This move can change both places.
- ③ When newcomers arrive, the destination may gain workers, customers, languages, foods, and skills. If many people arrive quickly, however, leaders may need more housing, classrooms, transportation, and water systems. The place people leave may have fewer workers, but families there may receive money sent home by relatives. Population characteristics, including age, language, occupation, and household size, can change as people move. Geographers study these patterns to explain where people live, why they move, and how communities respond.

2 ANSWER WITH EVIDENCE Use the passage

1 Which kinds of places tend to have more people, and what resources or services attract them?

2 In the family example, what is the push factor, and what are two pull factors?

3 Name two ways a destination community may change when many newcomers arrive quickly.

4 What are two population characteristics that can change as people migrate?

3 YOUR TURN Your own words

Invent two communities. In three sentences, explain why some people move from one community to the other, using one push factor, one pull factor, and one change the destination may experience.

PART 1 • READ AND MARK

Underline words or phrases that explain why people live in some places more than others, circle each push factor and pull factor, and number two effects of migration. Accept any marking that follows this job and points at the right text.

PART 2 • ANSWERS

#	QUESTION	ANSWER
1	Which kinds of places tend to have more people, and what resources or services attract them?	Rivers, coasts, fertile plains, and cities tend to have more people. Water, transportation, fishing, farmland, jobs, schools, hospitals, and services attract people.
2	In the family example, what is the push factor, and what are two pull factors?	The push factor is drought in the rural area. The pull factors are jobs and reliable water in the city.
3	Name two ways a destination community may change when many newcomers arrive quickly.	The destination may gain workers, customers, languages, foods, or skills, and it may need more housing, classrooms, transportation, or water systems.
4	What are two population characteristics that can change as people migrate?	Any two: age, language, occupation, or household size.

PART 3 • YOUR TURN (SAMPLE ANSWER)

Pine Hollow has few residents because it is dry and far from major roads. After its factory closes, some adults move to Lakeview, where a hospital and several employers offer work. Lakeview gains workers and families, so it may need more housing and classroom space.

Accept any plausible invented communities and migration reasons. The response must clearly include a push factor, a pull factor, and a realistic effect on the destination.