

Key Terms: Physical Landscapes



UK Physical Landscapes

- Upland Areas:** High-altitude regions with rugged terrain, e.g., Scottish Highlands.
- Lowland Areas:** Flat or gently rolling landscapes, e.g., The Fens.
- River Systems:** Networks of rivers and their tributaries, e.g., River Severn.



River Landscapes

- Long Profile:** Gradient of a river from source to mouth.
- Cross Profile:** Cross-sectional shape of a river valley.
- Hydraulic Action:** Erosion by water force against riverbanks.
- Solution:** Dissolving of soluble materials.
- Traction:** Rolling of large particles along a riverbed.
- Saltation:** Bouncing of small particles along the riverbed.
- Suspension:** Sediment carried in water flow.
- Interlocking Spurs:** Projections of land in upper river valleys.
- Waterfalls:** Sudden drop in a river's course.
- Gorges:** Steep-sided valleys formed by river erosion.
- Meanders:** Curves in a river's course.
- Ox-Bow Lakes:** Cut-off meanders forming a lake.
- Floodplains:** Flat areas beside rivers prone to flooding.
- Levées:** Raised riverbanks formed by deposition.
- Estuaries:** Tidal areas where rivers meet the sea.
- Flood Risk:** Likelihood of flooding influenced by natural and human factors.
- Hydrograph:** Graph showing precipitation and river discharge over time.
- Dams and Reservoirs:** Hard engineering to control river flow.
- Flood Warnings:** Systems to alert communities of potential floods.
- Floodplain Zoning:** Restricting land use in flood-prone areas.



Coastal Landscapes



- Waves:** Movement of water caused by wind.
- Constructive Waves:** Low-energy waves depositing material.
- Destructive Waves:** High-energy waves causing erosion.
- Weathering:** Breakdown of rocks by physical or chemical processes.
- Mechanical Weathering:** Physical breakdown, e.g., freeze-thaw.
- Chemical Weathering:** Breakdown of rocks by chemical reactions, e.g., acid rain.
- Mass Movement:** Downhill movement of soil/rock, e.g., sliding, slumping.
- Erosion:** Breakdown and removal of rock.
- Hydraulic Power:** Erosion by the force of water.
- Abrasion:** Erosion caused by material scraping rock surfaces.
- Attrition:** Rocks breaking into smaller pieces.
- Transportation:** Movement of sediment.
- Longshore Drift:** Transport of material along a coastline by waves.
- Deposition:** Sediment dropped due to loss of energy.
- Headland:** Resistant rock jutting out into the sea.
- Bay:** Inward-curving coastline between headlands.
- Wave-Cut Platform:** Flat area of rock at the base of cliffs.
- Caves, Arches, Stacks:** Coastal features formed by erosion of headlands.
- Beaches:** Deposited sediment forming coastal landforms.
- Sand Dunes:** Hills of sand formed by wind.
- Spits and Bars:** Depositional features extending along the coast.
- Sea Walls:** Hard engineering structure to protect coasts.
- Rock Armour:** Large rocks placed on coasts to absorb wave energy.
- Gabions:** Wire cages filled with rocks to reduce erosion.
- Groynes:** Structures to trap sediment and reduce erosion.
- Beach Nourishment:** Adding sand to beaches.
- Dune Regeneration:** Restoring sand dunes to act as barriers.
- Managed Retreat:** Allowing controlled flooding of low-value land

