Directions: Use the following table of different models and theories to help study for the upcoming AP Test.

<table>
<thead>
<tr>
<th>Theory</th>
<th>Model/Rule</th>
<th>Description/Importance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Agriculture: Von Thunen</td>
<td>Agricultural Model</td>
<td>Explains the connection of different agricultural practices and the location of the market. Accounts for land needed and transportation costs.</td>
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<tr>
<td>Culture: Carl Sauer</td>
<td>Proposed idea of Cultural Landscape</td>
<td>Basis for study of Human Geography</td>
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<tr>
<td>Development: Brandt Line</td>
<td>Theorized in 1980, the Brandt line divides the world between the developed North and the less developed South.</td>
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<tr>
<td>Development: Losch Model of Profitability</td>
<td>Manufacturing plants choose locations where they can maximize profit.</td>
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</tbody>
</table>
| Development: Rostow Levels of Development | 5 Stages of Economic Development  
1. Traditional Society  
2. Pre-conditions to Take-off (Primary Sector)  
3. Take-off (industry)  
4. Maturity  
5. High Mass Consumption |
| Development: Wallerstein World Systems Theory | 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. |
| Industry/Services: Clark’s Industrial Sectors | Division of labor into different sectors and responsibilities.  
- 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. |
| Migration: Ravenstein’s Laws of Migration | Explains the processes of world migration.  
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 |
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.

**Political: Evolution of Boundaries**

1. Antecedent - drawn before populated
2. Superimposed - Does not take into account existing ethnic groups
3. Subsequent - Drawn after populated
4. Relict

Proposed by Richard Hartshorne

**Political: Territorial Morphology**

Divides states into five different categories.
1. Compact
2. Prorupt
3. Elongated
4. Fragmented
5. Perforated

**Population: Demographic Transition Model**

Explains the connection between development and the changes in the Birth Rate, Death Rate, and Population growth.

**Population: Malthusian Theory**

1. Food grows Arithmetically
2. Population grows Exponentially
3. Population Checks
   - Positive Checks
   - Negative Checks

Explains the population growth and the impacts it has on over-population.

**Urbanization: African Model of Cities**

Designed much like the concentric zone model with rings extending from the commercial center, with slum-like settlements on the periphery.
| Urbanization: Central Place Theory | 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. |
| Urbanization: Central Place Theory (Administrative Principle) | Theorized problems in sharing centers so lower order centers are located entirely within the hexagon of higher order centers. |
| Urbanization: Central Place Theory (Marketing Principle) | The lower the order of the city the more of them there are. The bigger the city the bigger the market area. |
| Urbanization: Central Place Theory (Transportation Principle) | Arrangement of cities to connect as many important places as straightly and cheaply as possible. |
| Urbanization: Concentric Zone Model | Based off assumption that CBD is center of city and home values/rents increase as distance from city increase. |
### 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.

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### Urbanization: Galactic City Model

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

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### 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.

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### 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.
| Urbanization: Multiple Nuclei Model | Accounts for the growing importance of cars and commuting. Creation of different nuclei that support each other |
| Urbanization: Peripheral Model | Urban areas consisting of an inner city surrounded by large suburban residential and business areas tied together by a beltway or ring road. |
| Urbanization: Primate City Rule | The Largest city is more than twice as large as the next city in terms of importance and population. Used to explain the relationship between cities where one is disproportionately larger. |
| Urbanization: Rank-Size Rule | – 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  
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. |
| Urbanization: Sector Model | Different areas attract different activities by chance of environmental factors. Different sectors grow out in wedge shaped areas away from CBD |
| Urbanization: Southeast Model of Cities | Centered around a port with sectors of Chinese, Indian, and Western zones. Division between elites, squatter settlements and new industry. |
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.