

## Functions of Nucleated Settlements

### Functions of a settlement

The **FUNCTIONS** of a settlement are the services it provides to its inhabitants and the people in the surrounding area (hinterland).

Identify some services towns provide to their inhabitants

### Number of functions

Most towns have more than one function.

The bigger the town the greater the number of functions it provides.

### How many people?

The bigger the town the greater the number of people using it.

The number of functions surviving depends on the number of people demanding them.



The oldest towns were founded on the basis of a single, dominant function.

### Examples of functions –

Ecclesiastical (Churches/Monasteries/Abbeys/Friaries/Convents)

Residential (Houses/Apartments)

Village (Residential and Market)

Market Towns (Most towns have this function – essential to survival)

Administrative (Company HQ's/Government-Capital cities/Garda Stations)

Resource (Mining/timber-Forestry/Fishing ports)

Retail (Shops/Shopping Centres)

Commercial (Finance/banking/Solicitors/Accountants)

Agricultural (Farming)

Resort (Beaches/Hotels/Holiday Camps/Caravan Parks/Camping sites)

Defence (castles etc – historical function)

Most towns are **MULTIFUNCTIONAL**. This means they have more than one function.