



Teacher's Notes BBC Two Spring 2009

Geography

Curriculum Match

Human Environments — Industrial Geography

Geography (Intermediate 1) course code C209 10

Geography (Intermediate 2) course code C208 11

Geography: Human Environments (Higher) course code DF 43 12

Transmission time:

Programme 1 — Dundee and Cottage Industries

Thursday 29 January 05.20–05.40

Programme 2 — Grangemouth and Business Parks

Thursday 29 January 05.40–06.00

New Lives, New Landscapes

Programme One looks at the changing function of Dundee from traditional jute manufacturing to the high tech quaternary computer games industry. It also looks at the changing role of cottage industries including information about how people are making a living from eBay and the niche industry of the Oban Chocolate Company.

Programme Two looks at the historical development of Grangemouth and its important role within the Scottish economy. It also provides a comprehensive study to the location factors surrounding the new Maxim business park that is scheduled to open in 2010.

Programme One: timed running order

- Main themes:**
- 1 **The changing industrial landscape of Dundee**
 - 2 **The modern day cottage industry (eBay and the Oban Chocolate Company)**

Time	Content	Syllabus link
		Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
00.00 –00.22	Introductory graphics and music.	
00.22 –00.37	Start of commentary. Introduction to Dundee explaining how its industrial landscape has changed. Assorted views (some aerial) of the city.	Industrial landscapes: diversity. <i>Industrial change: factors affecting the changing location of industry.</i>
00.37 –01.25	Background of the Dundee City jute industry, including historical photographs of the places where jute was used.	Industrial systems: historical changes in industrial location. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
01.25 –04.28	Industrial location factors for the jute industry. Skilled shipbuilding town, which meant they could import raw materials (jute) and export the finished product (linen). Next to the sea for transportation, it also became one of the UK's top whaling ports. Oil was needed in the manufacturing process. Active workforce. About 50,000 were employed at the height of the jute industry. Flat land so the industry could expand.	Industrial systems: location factors. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
04.28 –05.35	Reasons for industrial decline including competition from overseas. Effects of unemployment.	Industrial change: reasons for, and implications of, industrial change. <i>Industrial change: changing landscapes.</i>
05.35 –07.20	Emergence of quaternary industries in Dundee (Computer Games Design). Background and history to this industry development.	Industrial systems: classification of industry. <i>Industrial change: changing landscapes.</i>
07.20 –08.42	Location factors for computer games industry. Proximity to Abertay University for a skilled, well-trained workforce.	Industrial systems: location factors. <i>Industrial change: factors affecting the changing location of industry.</i>

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Programme One: timed running order (continued)

Time	Content	Syllabus link Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
08.42 –09.50	Urban redevelopment. How the computer games industry has redeveloped some of the old jute mills into office space.	Urban change: industrial location.
09.50 –11.17	Cottage Industries – are they a thing of the past? Old film footage and description of cottage industries. Introduction to modern day cottage industries. Brief introduction to George Robertson (part time eBay trader) and how people are making money online. Brief introduction to the Oban Chocolate Company and discussion about the philosophy behind the business.	Industrial systems: classification of industry. Industrial systems: locations. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
11.17 –13.32	Selling on-line using eBay. Discussion of the effects to local trade due to internet generation and increased on-line buying and selling. Discussion about on-line trading being a global market. Discussion about how on-line trading can lead to a better work life balance and the positive affects to services.	Industrial systems: classification of industry. Industrial systems: locations and location factors. <i>Industrial change: factors affecting the changing location of industry.</i>
13.32 –15.40	The Oban Chocolate Company. Further background and philosophy behind the Oban Chocolate Company, including information about manufacturing process of their hand-made chocolates.	Industrial systems: locations. Case Study: Oban Chocolate Factory. <i>Industrial change: factors affecting the changing location of industry.</i>
15.40 –16.22	The use of web based technology for internet marketing, on-line ordering and increasing the global audience for chocolate sales.	Industrial systems: locations and location factors. <i>Industrial change: factors affecting the changing location of industry.</i>
16.22 –16.45	Combining internet marketing and sales with a traditional shop front.	Industrial systems: locations and location factors. <i>Industrial change: factors affecting the changing location of industry.</i>

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Programme One: timed running order (continued)

Time	Content	Syllabus link
		Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
16.45 –18.25	Advantages and disadvantages of running a modern day cottage industry with a niche market.	Industrial systems: locations and location factors. <i>Industrial change: factors affecting the changing location of industry.</i>
18.25 –end	Advice for the budding entrepreneur.	

Programme Two: timed running order

- Main themes:** 1 **Grangemouth**
2 **Business parks and call centres**

Time	Content	Syllabus link Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
00.00 –00.20	Introductory graphics and music	
00.20 –00.45	Start of commentary shots of Grangemouth oil refinery (some aerial).	Industrial systems: classification of industry. Industrial systems: locations and location factors. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
00.45 –01.37	Description of how the oil refinery works, where the oil comes from and how important Grangemouth is for the Scottish economy.	Industrial systems: location factors. <i>Industrial change: factors affecting the changing location of industry.</i>
01.37 –03.42	Description of the historical development of the oil industry in Scotland and the historical development of Grangemouth. Description of the location factors for building Grangemouth in its current location, including: flat land, reclaimed from the river, for expansion. skilled workforce. good transport links including the Firth of Forth, the canal system, railways and roads. <i>This section is illustrated with old photographs and film footage.</i>	Industrial systems: historical changes in industrial location. Industrial systems: location factors. Industrial landscapes: diversity. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
03.42 –04.48	Discussion around the role of Grangemouth as an Industrial boom town.	Urban change: industrial location. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>
04.48 –06.25	Changing workforces. Discussion around the changing Grangemouth workforce and the traditional gender differences associated with heavy industry.	Industrial change: impact of government and legislation. <i>Industrial change: factors affecting the changing location of industry.</i>

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Programme Two: timed running order (continued)

Time	Content	Syllabus link
		Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
06.25 –07.38	Industrial Legislation. Discussion around the changing and improved health and safety requirements within heavy industry.	Industrial change: impact of government and legislation.
07.38 –08.25	Industrial Expansion of Grangemouth after world war two and after the discovery of North Sea Gas and North Sea Oil in the 1960s and 1970s. The role of the Forties Pipeline.	Industrial landscapes: use of maps. <i>Industrial change: changing landscapes.</i>
08.25 –09.24	Personal reflections of the role of Grangemouth, and of working there.	
09.24 –09.37	Start of commentary about business parks.	Industrial landscapes.
09.37 –10.26	Discussion with Colin MacDonald of computer game company Real Time Worlds about the advantages and disadvantages of location your business in the city centre or in a business park. <i>(This section also contains computer generated animations of what Maxim will look like when its finished.)</i>	Industrial systems: classification of industry. Industrial landscapes: new industrial landscape <i>Industrial change: factors affecting the changing location of industry</i>
10.26 –13.00	Discussion with Richard MacDonald (Architect, Keppie Design) and others about the development of Maxim, a new business park next to the M8. Maxim is designed to create an appealing environment to work in. Some people involved in the project are interviewed, and they discuss some characteristics of the new development including: good communication links. good environmental conditions and landscaping. retail facilities. child care facilities. <i>(This section also contains computer generated animations of what Maxim will look like when its finished.)</i>	Industrial systems: location factors. Industrial landscapes: new industrial landscape and diversity of the industrial landscape. <i>Industrial change: factors affecting the changing location of industry.</i> <i>Industrial change: changing landscapes.</i>

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Programme Two: timed running order (continued)

Time	Content	Syllabus link
		Higher links are shown in Roman type <i>Intermediate links are shown in italic type</i>
13.00 –14.35	<p>Discussion with Karen Campbell (Chief Executive, Maxim) and others about the factors that have determined the location of Maxim. These include:</p> <ul style="list-style-type: none"> built in an enterprise zone so there are financial incentives for companies who want to move there. local skilled workforce in Edinburgh and Glasgow. good transport links including the M8 motorway. good quality of life for the workforce. <p><i>(This section also contains computer generated animations of what Maxim will look like when its finished.)</i></p>	<p>Industrial systems: location factors.</p> <p>Industrial landscapes: new industrial landscape and diversity of the industrial landscape.</p> <p><i>Industrial change: factors affecting the changing location of industry.</i></p> <p><i>Industrial change: changing landscapes.</i></p>
14.35 –16.02	<p>Discussion with Kevin Page (Operations Director, Clydesdale Bank) about the role and development of call /contact centres.</p>	<p>Industrial systems: classification of industry.</p>
16.02 –17.00	<p>Discussion with Richard MacDonald about the changing industrial landscape from manufacturing to service industries.</p>	<p>Industrial landscapes: new industrial landscape and diversity of the industrial landscape.</p> <p><i>Industrial change: factors affecting the changing location of industry.</i></p> <p><i>Industrial change: changing landscapes.</i></p>
17.00 –17.36	<p>Discussion about the benefits that large developments like Maxim can bring to the local economy.</p> <p><i>(This section also contains computer generated animations of what Maxim will look like when its finished.)</i></p>	<p>Industrial systems: location factors.</p> <p><i>Industrial change: factors affecting the changing location of industry.</i></p> <p><i>Industrial change: changing landscapes.</i></p>
17.36 –end	<p>Final comments and remarks about the future and the opening of Maxim.</p> <p><i>(This section also contains computer generated animations of what Maxim will look like when its finished.)</i></p>	