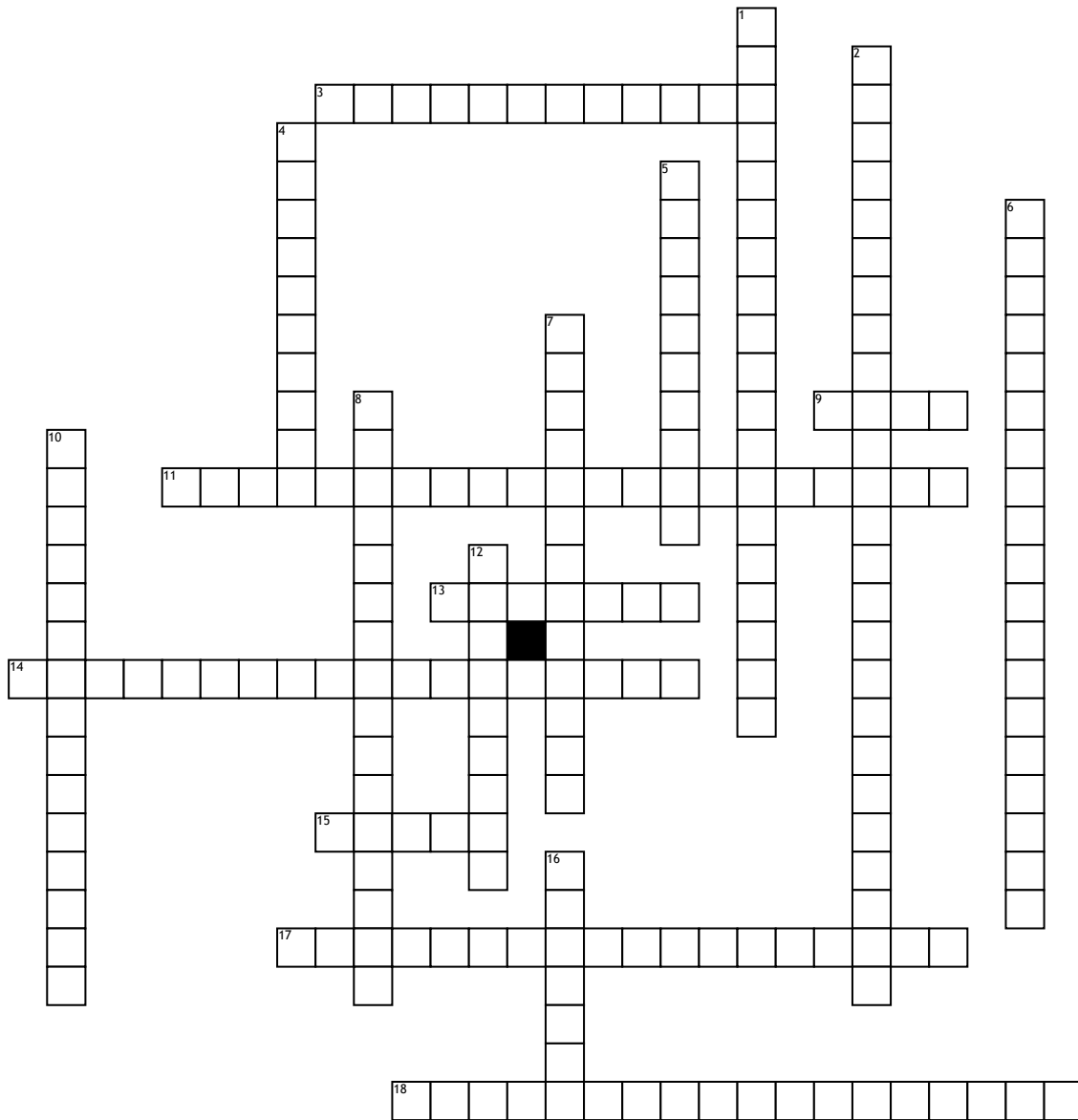


# Models Scavenger Hunt



**Across**

- 3. Predicts the amount of interaction between two locations
- 9. Creator of Sector Model
- 11. spread of phenomenon from needs of authority
- 13. Agricultural Development Creator
- 14. Predicts Urban Hierarchy of settlements: city, town, village, hamlet (largest to smallest)
- 15. Distinct characteristic of Latin American City Model
- 17. Core, Semi-Periphery, Periphery where raw materials from from periphery to core

18. Weber's Least Cost Theory main situation factor

**Down**

- 1. Spread of an idea through physical movement of people
- 2. Correlates to DTM and predicts typical causes of death in each stage
- 4. Loss of job causes migration
- 5. Creator of: Who/Why/How do people migrate?
- 6. Migration Transition: movement from city center to rural areas

7. Predicts effect of distance decreases as the distance increases from central space

- 8. Contains Mormon Culture Zone
- 10. Size of city is larger than twice the size of the next largest city. Britain follows this
- 12. Transportation costs determine how farmers can make the most profitable use of their land
- 16. This model has Western, Industrial Revolution bias