

THEME 1: CHANGING PLACES – CHANGING ECONOMIES

Key Idea 1.2: Retail and Leisure

KEY IDEA 1.2.4: CHANGES IN RETAIL PROVISION ACROSS THE UK

KEY CONCEPT	DEFINITION
Range	The distance a consumer is willing to travel to purchase a particular product. Low order/ convenience goods (e.g. groceries) have a shorter range than high order/comparison goods (e.g. cars).
Threshold population	The minimum number of customers a retail business needs to make a profit. This tends to be higher for convenience stores and lower for larger supermarkets and out-of-town shops.
Catchment area	The area from which a retail business gets its customers. This is smaller for convenience stores, larger for shopping centres and retail parks, and global for websites.

TYPES, CHANGES AND FEATURES OF RETAIL

TYPE	LOCATION, RECENT CHANGES IN LOCATION AND IMPACT ON OTHER TYPES
Online shopping (e-tailing)	From anywhere due to improved technology (broadband/Wi-Fi/4G/5G). Biggest change seen in retail with massive local, national and global social, economic and environmental impacts (see diagram below). All goods available, but also 37% of travel arrangements, and the majority of banking.
Medium-large shopping centres	Out of town (free parking) increase from 1990s, excellent major public/private transport links, increasingly close to/in CBD 2000s onwards (parking cost), both leading to significant high street decline.
Out of town retail parks	Out-of-town, excellent public/private transport links, free parking, increase from 1990s onwards leading to high street decline, some impact from online.
Large supermarkets	Out-of-town, good public/private transport links, free parking, increasing in size, increasing market share of Aldi and Lidl, large rise in online shopping/delivery threatening some stores (especially due to Covid-19).
High streets	CBD, significant decline (especially of independent shops, with negative multiplier effect triggered) due to rise of medium-large shopping centres both in and out-of-town, online shopping and high parking cost. Some resurgence due to improving retail environment.
Convenience stores	CBD and residential areas, decline in independent stores due to large-chain dominance/ monopolisation.

In the table above, use two different colours to highlight the **CAUSES** in one colour and the **EFFECTS** in another.

KEY IDEA 1.2.5: ISSUES WITH LEISURE IN URBAN AND RURAL AREAS ACROSS THE UK

URBAN	ADVANTAGES	DISADVANTAGES
Leisure centres / urban gyms	Improves health of users and local residents who can also access jobs created, brings sense of community.	Increases road congestion and air/noise pollution which reduces quality of life for local residents.
Parks	Improves: community cohesion (with access for all), health of users and local residents (e.g. Park Run), education for school, air quality, wildlife biodiversity.	Attract young people who might be involved in anti-social behaviour, increases congestion, noise pollution for local residents.
Entertainment, e.g. cinemas/ restaurants	Improves cultural diversity, creates jobs and generates income for local residents. Brings sense of community in shared experiences.	Increases congestion, noise pollution for local residents. Local residents might not be able to access all due to low income opportunities.
RURAL	ADVANTAGES	DISADVANTAGES
National Parks	Improves health (mental & physical) of users and local residents who can also access a variety of new rural jobs (usually limited due to urbanisation and mechanisation of agriculture). Money generated can be invested in sustainable management, so environment is protected.	Increases congestion, noise/air/visual pollution for local residents. Users park on verges and restrict access. High footfall damages vegetation/habitats, causes footpath erosion and damage to wider natural environment. Most users are day visitors so do not contribute to the wider economy. Local residents have been overlooked by government, councils and authorities as they look to attract more tourist income. Traditional rural jobs and services (e.g. public transport routes) and ways of life are lost.
Areas of Outstanding Natural Beauty (AONBs) and other		
Rural honey pots (a place of special interest that attracts many tourists)		

Impacts of Online Shopping

SEE THE IMPACTS!

SORT THE IMPACTS INTO:

SOCIAL
ECONOMIC
ENVIRONMENTAL

CAN YOU COME UP WITH MORE?

POSITIVES

- Job creation for software designers, warehouse workers and delivery drivers.
- Customers save time and money and access a greater variety of goods and services.
- A large amount of online businesses have started up with access to global markets.
- Less individual car journeys are made, reducing carbon emissions.

NEGATIVES

- Loss of jobs on high street as online overheads are much smaller, empty shops trigger negative multiplier effect.
- Not all people have access to broadband and online savings.
- Loss of high street services e.g. banks and post offices hit elderly and rural residents the hardest.
- Increased carbon emissions due to global transport of goods, also increased unnecessary packaging.

Hosting Major Sporting Events

POSITIVES

- Visitors spend money in the local economy e.g. hotels, food, drink.
- Direct/indirect employment opportunities created triggering positive economic multipliers.
- Host country improves reputation increasing foreign tourists.
- Increased participation in sport improves health.
- Stadia/sporting facilities are improved local teams/people benefit.
- Infrastructure such as transport improved.

NEGATIVES

- Noise/air/pollution (though quite small sphere of influence).
- Congestion on roads delays / disrupts local / commuters.
- Funding not maintained after event so facilities are neglected and close.
- Increased international travel increases carbon emissions.
- Local national residents are not involved and feel government investment could be spent more effectively with local focus e.g. NHS, social care, education.

LEISURE USE MANAGEMENT STRATEGY AND ITS EFFECTIVENESS

MY NAMED LOCATION IS:	
Management strategy	Effectiveness
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