

Key Words

- 1. Coastline** – Area of land where the sea meets the shore.
 - 2. Weathering** – Process that changes the appearance of materials (e.g. rocks and cliffs).
 - 3. Geomorphology** – The shape of the landscape.
 - 4. Geology** – Type of rocks.
 - 5. Erosion** – breaking down & removal of material (e.g. rocks).
 - 6. Subaerial Erosion** – weathering and movement of the top of a cliff.
 - 7. Headland** – Area of the coastline that sticks out.
 - 8. Bay** – Area of the coastline that goes inward (opposite of headland).
 - 9. Glacial Till** – soft rock which was dumped by glaciers. This rock erodes easily, usually forms bays and found in Holderness.
 - 10 Chalk** – Sedimentary rock which is quite hard, so it does not erode easily. This rock often forms headlands and can be found in Flamborough Head.
 - 11. Transportation** – Eroded material is carried away from beaches and cliffs. This process is controlled by the waves.
 - 12. Waves** – Waves are formed by the movement of wind as wind blowing over the sea surface creates friction. This pushes the water along, causing a wave to build up.
 - 13. Tides** – Tides are controlled by the moon.
- Deposition** – Dropping of material after it has been eroded and transported.
- 14. Bar** – A feature formed by deposition. Longshore drift pushes material along, creating a spit that joins up two headlands.
 - 15. Tombolo** – A feature formed by deposition. A spit joins a headland.
 - 16. Spit** – A feature formed by deposition. Longshore drift pushes material out from the headland. If the wind changes direction, the spit will curve and a saltmarsh will form behind it. Fun Fact: Beaches, Spits and Bars are used for fishing, tourism and sailing. They also form habitats for birds and seals.
 - 17. Hard Engineering** – defences made by humans (normally expensive).
 - 18. Soft Engineering** – Natural defences.

What happens where land meets the sea?

19. Coastal Positives

- 3 million people live along the coast
- Fishing
- Sea transport and ports
- Tourism



Coastal Negatives

- Risk of flooding
- Damage to houses
- Cliff collapse



20. Norfolk's Disappearing Village

- The coastline retreated by 50 meters each year.
- The 1953 North Sea floods killed 307 people.
- After the floods, flood defences were built.
- £15 million pounds of flood defences were needed.
- The UK will spend £25 billion over the next 20 years on flood defences to protect the coastline from climate change.

21. Four Types of Erosion

- Hydraulic action – The power of the wave forces water + air into cracks in the rock. This pressure makes the rock split apart. This process forms faults and notches.
- Abrasion – Waves pick up rocks and throw them against other rocks or cliffs. This process smooths rocks surfaces over time.
- Corrosion (Solution) – Salt or chemicals in water dissolve rocks. Limestone is dissolved by sea salt.
- Attrition – The sea picks up angular rocks and knocks them into each other. This makes the rocks rounder.

22. Cave, Arch, Stack, Stump

- 1) A fault opens in the rock
- 2) Hydraulic action makes the fault bigger, so it forms a notch.
- 3) Abrasion + hydraulic action widens the notch into a cave.
- 4) The erosion continues, which turns the cave into an arch.
- 5) The arch widens, so the roof becomes too heavy, so it collapses.
- 6) This forms a stack.
- 7) The stack will eventually collapse, leaving a stump

23. Wave-Cut Platforms

- 1) Erosion forms a notch at the base of the cliff.
- 2) Hydraulic action and attrition cause the notch to grow over time.
- 3) The notch makes the cliff unstable, so it collapses under gravity.
- 4) The process happens again which causes the cliff to retreat towards the land.

24. Destructive Waves

- Large wave height
- Lots of Energy
- Crashing Breakers
- Weak swash movement.
- Erodes the beach

25. Constructive Waves

- Small wave height
- Less energy
- Waves gently spill over
- Strong swash movement
- Builds up the beach

26. Engineering

Hard Engineering = Sea Wall:
+ Reflect wave energy + protects land.
- Unattractive + cost £5000 – 1000.

Soft Engineering = Managed Retreat:
+ Absorbs wave energy + is attractive.
- Causes farmland to be lost.

Hard Engineering = Rock Armour
+ Natural looking, breaks up wave power.
- Expensive (can cost 1 million pounds!)

27. Longshore Drift.

- 1) The wind pushes a wave up the beach (called the swash).
- 2) Material is picked up in the swash.
- 3) The backward movement of the sea towards the land drags and deposits material down the beach.
- 4) This process is called backwash.
- 5) The process repeats, so material is moved up and down the beach until it meets a barrier (headlands).