## Carshalton High School for Girls

Excellence: everywhere, every day.

# HOME LEARNING 

## Workbook

## Year 7

Summer Term 2023-24



## Name:

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| 15th April 2024 | English | Learn Shakespeare 1-6 | English | Learn Novel 1-8 | Art | Visual elements | Music | Learn 'The Orchestra' Keywords 1-6 |
| 16th April 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 17th April 2024 | Biology | Reproduction 1-5 | Chemistry | Acids and Alkalis 1-5 | Physics | Light 1-8 | Citizenship | Learn 'What is crime' 1 to 5 |
| 18th April 2024 | MFL | French/Spanish: Learn vocab in section 1 | Computer Science | Learn Unit 4 Keywords 1-6 | History | Learn Unit 4: Keywords 1 $10$ | Drama | Learn keywords: 1-3 |
| 19th April 2024 | Technology | D\&T Hardwoods 28-35 <br> Food: Food Safety 1-6 | RS | Learn 'What happens when we die?' words 1-8 | Geography | Learn Key words 1-5 | Reading log | 25 minutes daily reading and complete reading log |
| 22nd April 2024 | English | Learn Shakespeare 7- $10$ | English | Reading Progress on Teams | Art | Line | Music | Learn 'Musical Eras' Keywords 7-11 |
| 23rd April 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 24th April 2024 | Biology | Reproduction 6-10 | Chemistry | Acids and Alkalis 6-9 | Physics | Light 9-16 | Citizenship | Learn 'What is crime' 6 to 11 |
| 25th April 2024 | MFL | French/Spanish: Check Teams for homework on Reading Progress | Computer Science | Learn Unit 4 Keywords 7-11 | History | Learn Unit 4: Keywords $11-20$ | Drama | Learn Keywords: 4-8 |
| 26th April 2024 | Technology | D\&T Softwoods 36-42 Food: Poisoning 7-10 | RS | Learn 'What happens when we die?' words 9-16 | Geography | Learn Key words 6-10 | Reading log | 25 minutes daily reading and complete reading log |
| 29th April 2024 | English | Learn Shakespeare 11-13 | English | Learn Novel 9-12 | Art | Tone | Music | Learn 'The Keyboard' Keywords 12-17 |
| 30th April 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 1st May 2024 | Biology | Reproduction 11-15 | Chemistry | Acids and Alkalis 10-15 | Physics | Light 17-23 | Citizenship | Learn 'What is crime' 12 to 16 |
| 2nd May 2024 | MFL | French/Spanish: Learn vocab in section 2 | Computer Science | Learn Unit 4 Keywords 12-15 | History | Learn Unit 4: Keywords 21-29 | Drama | Learn Physical Skills: 9- $15$ |
| 3rd May 2024 | Technology | D\&T 43 Properties of natural timbers Food: Allergies 11-14 | RS | Learn 'What happens when we die?' words 1-8 | Geography | Learn Key words 11-15 | Reading log | 25 minutes daily reading and complete reading log |
| 6th May 2024 | English | Learn Shakespeare 14- $17$ | English | Reading Progress on Teams | Art | shape/complementary colours | Music | Learn 'Musical notation revisited' Keywords 18-21 |


| 7th May 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 8th May 2024 | Biology | Reproduction 16-20 | Chemistry | Acids and Alkalis 16-20 | Physics | Light 24-29 | Citizenship | Learn 'What is crime' 17 to 22 |
| 9th May 2024 | MFL | French/Spanish: Check Teams for homework on Language Gym | Computer Science | Learn Unit 4 Keywords 16-21 | History | Learn Unit 4: Concepts 1 $9$ | Drama | Recap Costume <br> Acronym: 16-25 |
| 10th May 2024 | Technology | D\&T 44 Manufactured Timber and 24-50 Food: <br> 15 and 16 Use by and Chopping boards | RS | Learn 'What happens when we die?' words 9-16 | Geography | Learn Key words 16-20 | Reading log | 25 minutes daily reading and complete reading log |
| 13th May 2024 | English | Learn Shakespeare 1821 | English | Learn Novel 13-16 | Art | Iertıary colours/warm/cool colours | Music | Learn 'Musical Elements' Keywords 22-29 |
| 14th May 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 15th May 2024 | Biology | Reproduction 21-25 | Chemistry | Acids and Alkalis 1-15 | Physics | Sound 30-37 | Citizenship | Review 'What is crime' 1 to 11 |
| 16th May 2024 | MFL | QR under sections 1/2 | Computer Science | Learn Unit 4 Keywords 22-26 | History | Learn Unit 4: People 1- $10$ | Drama | Recap Lighting <br> Acronym: 26-29 |
| 17th May 2024 | Technology | D\&T 6R's of Sustainability <br> Food: EHO 1-3 | RS | Learn 'Core keywords 2' <br> words 1-5 | Geography | Learn Key words 21-25 | Reading log | 25 minutes daily reading and complete reading log |
| 20th May 2024 | English | Learn Shakespeare 2225 | English | Reading Progress on Teams | Art | Paul Cezanne | Music | Learn 'Dynamics and Tempo' Keywords 30-37 |
| 21st May 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 22nd May 2024 | Biology | Reproduction 26-30 | Chemistry | The Earth's Structure 1. <br> 6 | Physics | Sound 38-45 | Citizenship | Review 'What is crime' 12 to 22 |
| 23rd May 2024 | MFL | French/Spanish: Learn vocab in section 3 | Computer Science | Learn Unit 4 Keywords 27-29 | History | Learn Unit 4: Dates 1-5 | Drama | Learn Vocal Skills: 3036 |
| 24th May 2024 | Technology |  | RS | Learn 'Core keywords 2' words 6-11 | Geography | Learn Key words 26-30 | Reading log | 25 minutes daily reading and complete reading log |
| HALF TERM |  |  |  |  |  |  |  |  |
| 3rd June 2024 | English | Learn Shakespeare 2628 | English | Learn Novel 17-21 | Art | Harmonious/monochromatic colours tint/tone/shade | Music | Learn 'Musical Textures' Keywords 38-43 |
| 4th June 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |


| 5th June 2024 | Biology | Reproduction 31-37 | Chemistry | The Earth's Structure 7. 12 | Physics | Sound 46-52 | Citizenship | Year Review 1 to 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 6th June 2024 | MFL | French/Spanish: Check Teams for homework on Reading Progress | Computer Science | Learn Unit 5 Keywords 1-5 | History | Learn Unit 5: Keywords 1 8 | Drama | Recap Lighting <br> Techniques: 37-41 |
| 7th June 2024 | Technology | $\text { D\&T } 15 \text { CAD } \quad \text { EHO } 6$ | RS | Learn 'Forgiveness' words 1 - $5$ | Geography | Learn Key words 31-35 | Reading log | 25 minutes daily reading and complete reading log |
| 10th June 2024 | English | Learn Rhetorical Writing 1-6 | English | Reading Progress on Teams | Art | Composition, fomr, pattern | Music | Learn 'Disney Songs' Keywords 44-48 |
| 11th June 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 12th June 2024 | Biology | Reproduction 1-8 | Chemistry | The Earth's Structure 13-17 | Physics | Sound 53-60 | Citizenship | Year Review 7 to 12 |
| 13th June 2024 | MFL | French/Spanish: Learn vocab in section 4 | Computer <br> Science | Learn Unit 5 Keywords 6 - 11 | History | Learn Unit 5: Keywords 9 16 | Drama | Recap keywords: 1-3 |
| 14th June 2024 | Technology | D\&T 16 \& 17 CAM and CNC Food: The Law 7-9 | RS | Learn 'Forgiveness' words 6 10 | Geography | Learn Key words 36-40 | Reading log | 25 minutes daily reading and complete reading log |
| 17th June 2024 | English | Learn Rhetorical Writing 7-13 | English | Learn Rhetorical Writing 14-15 | Art | Impressionism | Music | Revise 'The Orchestra' Keywords 1-6 |
| 18th June 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 19th June 2024 | Biology | Reproduction 9-16 | Chemistry | Acids and Alkalis 1-9 | Physics | Light 1-15 | Citizenship | Year Review 13 to 18 |
| 20th June 2024 | MFL | French/Spanish: Check Teams for homework on Language Gym | Computer Science | Learn Unit 5 Keywords 12-15 | History | Learn Unit 5: Keywords 17-23 | Drama | Recap keywords: 4-8 |
| 21st June 2024 | Technology | D\&T Electronic Components  <br> $18-24$ Food: Bacteria 10 <br> 16  | RS | Learn 'Core keywords 2 ' words 1-11 | Geography | Learn Key words 41-46 | Reading log | 25 minutes daily reading and complete reading log |
| 24th June 2024 |  | $\begin{gathered} \text { ASSESSMENT } \\ \text { REVISION } \end{gathered}$ |  | ASSESSMENT <br> REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 25th June 2024 |  | $\begin{gathered} \text { ASSESSMENT } \\ \text { REVISION } \\ \hline \end{gathered}$ |  | $\begin{gathered} \text { ASSESSMENT } \\ \text { REVISION } \\ \hline \end{gathered}$ |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 26th June 2024 |  | $\begin{aligned} & \text { ASSESSMENT } \\ & \text { REVISION } \\ & \hline \end{aligned}$ |  | $\begin{aligned} & \text { ASSESSMENT } \\ & \text { REVISION } \\ & \hline \end{aligned}$ |  | ASSESSMENT REVISION |  | $\begin{gathered} \text { ASSESSMENT } \\ \text { REVISION } \end{gathered}$ |
| 27th June 2024 |  | ASSESSMENT REVISION |  | $\begin{aligned} & \text { ASSESSMENT } \\ & \text { REVISION } \end{aligned}$ |  | ASSESSMENT REVISION |  | $\begin{aligned} & \text { ASSESSMENT } \\ & \text { REVISION } \end{aligned}$ |


| 28th June 2024 |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1st July 2024 |  | ASSESSMENT <br> REVISION |  | ASSESSMENT <br> REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 2nd July 2024 |  | ASSESSMENT <br> REVISION |  | ASSESSMENT <br> REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 3rd July 2024 |  | ASSESSMENT REVISION |  | ASSESSMENT <br> REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 4th July 2024 |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |  | ASSESSMENT REVISION |
| 5th July 2024 |  | $\begin{gathered} \hline \text { ASSESSMENT } \\ \text { REVISION } \end{gathered}$ |  | $\begin{aligned} & \hline \text { ASSESSMENT } \\ & \text { REVISION } \end{aligned}$ |  | ASSESSMENT REVISION |  | ASSESSMENT <br> REVISION |
| 8th July 2024 | English | Learn Rhetorical <br> Writing 16-20 | English | Reading Progress on Teams | Art | Fauvism | Music | Revise 'Musical Elements' Keywords 22-29 |
| 9th July 2024 | Maths | Sparx | Maths | Sparx | Maths | Sparx | Maths | Sparx |
| 10th July 2024 | Biology | Reproduction 17-25 | Chemistry | The Earth's Structure 1 10 | Physics | Light 16-29 | Citizenship | Year Review 19 to 24 |
| 11th July 2024 | MFL | QR under sections 3/4 | Computer Science | Learn Unit 5 Keywords 16-19 | History | Learn Unit 5: Concepts 1 $4$ | Drama | Learn Keywords: 4-8 |
| 12th July 2024Sports Day |  |  |  |  |  |  |  |  |
| 15th July 2024 | English | Learn Rhetorical <br> Writing 33-37 | English | Learn Rhetorical Writing 38-41 | Art | Visual elements | Music | Revise 'Dynamics and Tempo' Keywords 30-37 |
| 16th July 2024 | Maths | Sparx | Maths | Learn Unit 5 Keywords 25-27 | Maths | Sparx | Maths | Sparx |
| 17th July 2024 | Biology | Reproduction 26-37 | Chemistry | Acids and Alkalis 10-20 | Physics | Sound 1-15 | Citizenship | Year Review 25 to 29 |
| 18th July 2024 |  |  |  |  |  |  |  |  |
| 19th July 2024 |  |  |  |  |  |  |  |  |

## Home Learning - Instructions for Use

For all your subjects, there are certain facts that you need to know for you to best understand the content you study in lessons.

In this booklet are Knowledge Organisers for each subject for this term. These knowledge organisers contain the core concepts, vocabulary and knowledge that you must know to be successful in your lessons.

- You need to complete 60 minutes of home learning per day, following the schedule. This will mean spending 15 minutes learning four sections of specific knowledge organisers per night.
- All home learning will be completed in your home learning exercise book that you have been given
- Maths home learning will not be completed in the exercise book, that is done on the website SPARX
- Some English home learning will be 'Reading Progress' and these can be found on MS Teams

When learning sections of your knowledge organisers you should follow the same process, every day;

|  | LOOK | Read the correct section of the Knowledge Organiser for that day's <br> home learning |
| :--- | :--- | :--- |
|  | Cover it over or put it to one side |  |

How will we check you have done your homework?
Your home learning book will be checked every morning during line - up. If you have not,

- Attempted the homework at all
- Filled one side of A4
- Reviewed your work in a different colour

You will receive a centralised detention for 30 minutes that afternoon/evening.

## Home Learning - Instructions for Use Modelled Example

## Example Home Learning Task

## History Knowledge Organiser 1 : Learn the Key Dates section

|  | LOOK | I need to carefully read the section of the Knowledge Organiser I have <br> been asked to learn |
| :--- | :--- | :--- |
|  | Once I have read it and tried to learn it off by heart, I cover the <br> knowledge organiser over or put it to one side so I cannot see it. |  |
| I write out as many details as I can from memory. |  |  |
| Anything which is missing or incorrect, I add in in a different coloured |  |  |
| pen. |  |  |



After reading and covering the KO, write the title and date for your home learning tasks


From memory, write out what you have tried to memorise


Make corrections using a
different colour, with the KO in front of you


1. Log in to Microsoft Teams and select the Reading Progress assignment.
2. Select the document under 'My work' to open the text you will be reading.

Student work
Extract from 'Stargirl' by Jerry Spinelli

At this stage, you may get a notification asking you to allow 'Assignments' to access your device. You will only need your microphone (the camera settings have been turned off by your teacher.) Click 'Allow' to move on to the text recording.


Extract from 'Stargirl' by Jerry Spinelli


> 4. There will be a three second countdown before the recording begins. At the end of the countdown, start reading aloud.
> Remember to scroll down as you read. When you reach the end of the extract and have finished reading, select 'I'm done'.
5. You can listen to the recording you made by selecting the play icon. If you are happy with your reading, select 'Use this recording'. If not, select 'Try again' and you will be taken back to the recording page to rerecord it. If you do choose to try again, the previous recording will be lost.


## sparx

## Student Guide to Logging In

1
Go to sparx.co.uk and click Log in

## Select Student Login

## Select New Sparx user



Step 2. Choose your password

Now set a password, make sure you choose one that you will remember

## Choose your password

$\qquad$

Your password needs to:

- Be 6 or more characters

```
Confirm your details >
```

Make sure you've remembered your details. This is the only time you will be told these details.

## To finish, enter your details below:



10 If a password is lost, you can select the option to request a new password from your teacher

## How to use the home-learning booklet for revision

Self-quizzing is one of the most effective revision strategies to embed key knowledge. Students are taught how to use the read, cover, write, check revision strategy and question and answer flashcards to test themselves. This encourages students to take ownership of their learning, and to support them in developing good learning habits.

Retrieval practice is a learning strategy where we focus on getting information out. Through the act of retrieval or calling information to mind, our memory for that information is strengthened and forgetting is less likely to occur. Retrieval practice is a powerful tool for improving memory.

Spaced practice - This is when we do little amounts regularly (i.e., one hour a day for six days) as opposed to a lot all at once (i.e., six hours in one day).

Interleaving - This is the mixing up of topics within a subject. Doing so helps us to make connections between topics and think harder.


## How can you support your child?

- Make sure your child has a quiet, well-lit place to do home-learning.
-Avoid having your child do home-learning with the television on or in places with other distractions.
- Be positive about home-learning. Tell your child how important school is. The attitude you express about home-learning will be the attitude your child acquires.
- Help your child with time management. Establish a set time each day for doing homework. Don't let your child leave homework until just before bedtime.
- Take the home-learning booklet and quiz your child little and often - mixing up the different subjects and topics (interleave)


## ART

## SECTION NAME

| 1 | Re-call visual elements | The Visual Elements are Line - Shape - Tone - Color - Pattern - Texture - Form. They are the building blocks of composition in art. When we analyse any drawing, painting, sculpture or design, we examine these component parts to see how they combine to create the overall effect of the artwork. |
| :---: | :---: | :---: |
| 2 | Line | Line is the foundation of all drawing. It is the first and most versatile of the visual elements of art. Line in an art can be used to suggest shape, pattern, form, structure, growth, depth, distance, rhythm, movement and a range of emotions. |
| 3 | Shape | Shape can be natural or man-made, regular or irregular, flat (2-dimensional) or solid (3-dimensional), representational or abstract, geometric or organic, transparent or opaque, positive or negative, decorative or symbolic, colored, patterned or textured. |
| 4 | Tone | Tone is the lightness or darkness of a color. The tonal values of an artwork can be adjusted to alter its expressive character. Tone can be used: <br> to create a contrast of light and dark. <br> to create the illusion of form. <br> to create a dramatic or tranquil atmosphere. <br> to create a sense of depth and distance. <br> to create a rhythm or pattern within a composition. |
| 5 | Colour | Colour is the visual element that has the strongest effect on our emotions. We use color to create the mood or atmosphere of an artwork. |
| 6 | Complementary colours | Complementary colours sit across from each other on the colour wheel. When complementary colours are placed next to each other, a very strong contrast is created. The colours appear more vivid and brighter. |
| 7 | Tertiary colour | A tertiary colour is made by mixing equal amounts of a primary colour and a secondary colour together. There are six tertiary colours. On the colour wheel, they sit between the primary and secondary colour they are mixed from. |
| 8 | Warm colours | Warm colours remind us of things associated with the concept of heat such as summer, beaches, the sun, fire etc. The warm colours are: red-purple, red, redorange, orange, yellow-orange, yellow |
| 9 | Cool colours | Cool colours meant to calm us down. The cool colours are: purple, blue-purple, Blue, blue-green, green,yellow-green |
| 10 | Paul Cezanne | Paul Cézanne was a French painter, one of the greatest, whose works and ideas were influential in the aesthetic development of many 20th-century artists and art movements, especially Cubism. Characteristics of Cezanne's work: <br> Constructive brushwork: Influenced by the Impressionist technique of broken brushwork Cézanne employed "constructive brushwork." This is the process of arranging single marks to develop a complex shape or form. Rather than using his brush to sketch or outline a form, he meticulously constructed his paintings one mark at a time. <br> 2. Skewed perspective: Cézanne's paintings—particularly his still lifes—portray scenes with multiple perspectives. <br> 3. Vibrant colors: Though his early works were dark and moody, Cézanne eventually opted for a lighter, more vibrant color palette. These bright colors would become characteristic in all his most famous works. |


| ART |  |  |
| :---: | :---: | :---: |
| 1 | Harmonious colours | Harmonious colours sit beside each other on the colour wheel. These colours work well together and create an image which is pleasing to the eye. Harmonious colours may also be referred to as analogous colours. A harmonious colour scheme uses three to five colours that are beside each other on the colour wheel. |
| 1 | Tint, shade, tone | tint= colour + white to create a lighter version of the colour. <br> shade $=$ colour + black to darken it down. <br> tone =colour + grey. <br> Create a tonal scale of 10 tones using $2 b$ and $4 b$ pencils |
| 1 3 | Monochromatic | Tints, tones and shades of one colour. |
| 1 | Composition | Composition is the way in which different elements of an artwork are combined or arranged. The artist has complete freedom when choosing the composition of their artwork. |
| 1 | Pattern | Pattern is made by repeating or echoing the elements of an artwork to communicate a sense of balance, harmony, contrast, rhythm or movement. There are two basic types of pattern in art: Natural Pattern and Man-Made Pattern. Both natural and man-made patterns can be regular or irregular, organic or geometric, structural or decorative, positive or negative and repeating or random. |
| 1 | Texture | Texture is the surface quality of an artwork - the roughness or smoothness of the material from which it is made. We experience texture in two ways: optically (through sight) and physically (through touch). <br> Optical Texture: An artist may use his/her skillful painting technique to create the illusion of texture. <br> Physical Texture: An artist may paint with expressive brushstrokes whose texture conveys the physical and emotional energy of both the artist and their subject. |
| 1 | Form | Form is the physical volume of a shape and the space that it occupies. Form can be representational or abstract. Form generally refers to sculpture, 3D design and architecture but may also relate to the illusion of 3D on a 2D surface. |
| $\begin{aligned} & 1 \\ & 8 \end{aligned}$ | Reduction linocut | It is the process of creating a multiple colour linocut print from a single tile, by printing several layers over the top of one another in different colours at various stages of the cutting process. |
| 1 | Re-call Fauvism | Fauvism was the first of the avant-garde movements that flourished in France in the early years of the twentieth century. The Fauves painters' spontaneous, often subjective response to nature was expressed in bold, undisguised brushstrokes and high-keyed, vibrant colors directly from the tube. Their leader was Henri Matisse. |
| $\begin{aligned} & 2 \\ & 0 \end{aligned}$ | Re-call Impressionism | Impressionism describes a style of painting developed in France during the mid-tolate 19th century. Impressionists tried to get down on canvas an "impression" of how a landscape, thing, or person appeared to them at a certain moment in time. This often meant using much lighter and looser brushwork than painters had up until that point, and painting out of doors, en plein air. They used lighter colors than previous artists and abandoned traditional three-dimensional perspective and rejected the clarity of form that had previously served to distinguish the more important elements of a picture from the lesser ones. |


|  | KEY TERM | DEFINITION |
| :---: | :--- | :--- |
| $\mathbf{1}$ | Variation | Differences in characteristics between individuals of the same species. |
| $\mathbf{2}$ | Species | A group of similar offspring that can breed with one another to produce <br> fertile offspring. |
| $\mathbf{3}$ | Inherited variation | Some variation is from characteristics the passed on from parents to <br> offspring, via genes through reproduction. |
| $\mathbf{4}$ | Environmental variation | Differences between individuals that are not inherited but are caused by the <br> environment the organism lives in. |
| $\mathbf{5}$ | Continuous variation | A characteristic that can take any value within a range is said to show <br> continuous variation. |
| $\mathbf{6}$ | Discontinuous variation | Characteristics that can only result in certain categories show discontinuous <br> variation. |
| $\mathbf{7}$ | Adaptations | Characteristics that enable an organism to be successful and so survive. |
| $\mathbf{8}$ | Adolescence | The time between when a child's body develops into an adult's body. It <br> involves both emotional and physical changes. |
| $\mathbf{9}$ | Puberty | During adolescence, your body goes through physical changes. |
| $\mathbf{1 0}$ | Sex hormones | They are chemical messengers that travel around the body in the blood. They <br> cause secondary sexual characteristics to develop during puberty. Such as <br> egg release in females and pubic hair growth in males and females. |
| $\mathbf{1 1}$ | Ovaries | (Singular - ovary) They are small organs that produce, store and release <br> hormones and egg cells. One egg cell is released each month. |
| $\mathbf{1 2}$ | Testes (testicles) | (Singular - testis) They are small organs, contained in a bag of skin called the <br> scrotum, that produce sperm and the male sex hormone called testosterone. |
| $\mathbf{1 3}$ | Reproductive system | The function of the male reproductive system is to produce sperm cells and <br> to release them. |
| $\mathbf{1 4}$ | Sperm cells | Male sex cells. They join with an egg cell during fertilisation to form an <br> embryo. |
| $\mathbf{1 5}$ | Sperm ducts | These are tubes that carry sperm from the testicles to the penis. |
| $\mathbf{1 6}$ | Urethra | A tube that carries urine from the bladder out of the body or sperm from the <br> sperm duct. |
| $\mathbf{1 7}$ | Penis | Oviduct |
| This organ carries urine or semen out of the body. |  |  |
| $\mathbf{A}$ | Also known as the fallopian tubes. They carry eggs to the uterus. |  |


|  | KEY TERM | DEFINITION |
| :--- | :--- | :--- |
| $\mathbf{1 9}$ | Uterus (womb) | It is a muscular bag with soft lining. This is where the embryo grows and <br> develops until birth. |
| $\mathbf{2 0}$ | Cervix | A ring of muscle at the entrance to the uterus. It keeps the baby in place <br> while the woman is pregnant. |
| $\mathbf{2 1}$ | Vagina | It is a muscular tube that leads from the cervix to the outside of the body. <br> This is where the penis enters the female's body and where menstrual blood <br> and the baby leave the body. |
| $\mathbf{2 2}$ | Gametes (sex cells) | These are reproductive cells (sperm cell and egg cell) that join together to <br> create a new organism. |
| $\mathbf{2 3}$ | Fertilisation | This is the process when the nucleus of the sperm cell fuses the nucleus of <br> the egg cell to produce a zygote which eventually grows into an offspring. |
| $\mathbf{2 4}$ | Cilia | The oviduct is lined with cilia which are tiny hairs on the surface to help waft <br> the egg along the inside of the oviduct towards the uterus. |
| $\mathbf{2 5}$ | Embryo | The fertilised egg divides several times to form a ball of cells called an <br> embryo. |
| $\mathbf{2 6}$ | Implantation | This is when the embryo attaches to the lining of the uterus and begins to <br> develop into a baby. |
| $\mathbf{2 7}$ | Gestation | This is the time in the uterus from fertilisation until birth. |
| $\mathbf{2 8}$ | Foetus | After 8 weeks of growth, the embryo is called a foetus. |
| $\mathbf{2 9}$ | Placenta | It is an organ where substances pass between the mother's blood and the <br> foetus' blood. |
| $\mathbf{3 0}$ | Amniotic fluid | This acts as a shock absorber protecting the foetus from any bumps. |
| $\mathbf{3 1}$ | Menstrual cycle | The female reproductive system works in a sequence called the menstrual <br> cycle which lasts around 28 days. The cycle is controlled by four hormones. |
| $\mathbf{3 2}$ | Menstruation (periods) | Around once a month, blood from the lining of the uterus leaves the body <br> through the vagina. |
| $\mathbf{3 3}$ | Ovulation | This is when the egg cell is released from the ovaries where it travels down <br> the oviduct towards the uterus. |
| $\mathbf{3 4}$ | Contraception | Condoms |
| $\mathbf{M 5}$ | Methods with the aim of preventing fertilisation and pregnancy. |  |
| Aemen | A thin layer of latex runner that fits over an erect penis which prevents <br> semen from being released into the woman's vagina. |  |
| pregnancy by stopping ovulation. |  |  |$|$| A mixture of sperm and fluid. |
| :--- |


| KEYWORDS - CONTENT |  |
| :--- | :--- |
| $\mathbf{1}$ | pH |
| $\mathbf{2}$ | Acid |
| $\mathbf{3}$ | Alkali |
| $\mathbf{4}$ | Neutral |
| $\mathbf{5}$ | A measure of how acidic or alkaline something is |
| $\mathbf{6}$ | Concentrat with a pH of less than $\mathbf{7}$ |
| $\mathbf{7}$ | Strong acid |
| $\mathbf{8}$ | Neutralisation |

## KEYWORDS - INVESTIGATIVE SKILLS

| 10 | Independent Variable | The variable being changed in an investigation |
| :--- | :--- | :--- |
| $\mathbf{1 1}$ | Dependent Variable | The variable being measured in an investigation |
| $\mathbf{1 2}$ | Control Variable | The variables that must be controlled to make the investigation valid |
| $\mathbf{1 3}$ | Valid | 'Fair Test' - only the independent variable is being changed |
| $\mathbf{1 4}$ | Range | The difference between the smallest and largest value |
| $\mathbf{1 5}$ | Anomaly | A piece of data that does not fit the pattern |

## CHEMICAL FORMULAE

| 16 | HCl | The formula for hydrochloric acid |
| :--- | :--- | :--- |
| 17 | $\mathrm{HNO}_{3}$ | The formula for nitric acid |
| 18 | $\mathrm{H}_{2} \mathrm{SO}_{4}$ | The formula for sulphuric acid |
| 19 | NaOH | The formula for sodium hydroxide |
| 20 | KOH | The formula for potassium hydroxide |


| KEYWORDS - CONTENT |  |  |
| :---: | :---: | :---: |
| 1 | Crust | The solid outer part of the Earth, made from different rocks |
| 2 | Mantle | Underneath the crust, made from semi-solid rock that can move |
| 3 | Outer Core | Underneath the mantle. The only liquid layer in the Earth |
| 4 | Inner Core | The centre of the Earth. It is a solid. |
| 5 | Rock | A mixture of minerals found in the Earth's crust |
| 6 | Mineral | Solid chemical compounds found in the Earth's crust |
| 7 | Seismic waves | A type of wave that only travels through solids |
| 8 | Earthquake | Shaking and vibration of the Earth's crust caused by movement |
| 9 | Strata | Layers within a rock |
| 10 | Sedimentary rock | Formed from small particles that settle out from slow moving water |
| 11 | Igneous rock | Formed from molten rock that cools and solidifies |
| 12 | Metamorphic rock | Formed from existing rocks exposed to heat and pressure |
| 13 | Lava | Molten rock that is above the ground |
| 14 | Magma | Molten rock that is below the ground |
| 15 | Weathering | The wearing down of rock by biological, physical, or chemical processes |
| 16 | Erosion | The movement of rock by water, ice, or wind |
| 17 | Rock Cycle | Describes how rocks are made and changed over long periods of time |


| DEFINITIONS |  |  |
| :---: | :---: | :---: |
| 1 | Civil law | When there is a dispute/argument between individuals or organisations. |
| 2 | Collaborate | Working together and sharing information with others, for example schools |
| 3 | College of Policing | The professional organisation responsible for training the police forces in England and Wales |
| 4 | Crime | A deliberate act that causes physical or psychological harm, damage to, or loss of, property, and is against the law |
| 5 | Criminal | When someone breaks the law. |
| 6 | Criminal Responsibility | The age when young people can start to be charged for a crime. In England and Wales, this it 10. In Scotland it is 12. |
| 7 | Educate | Teach others. Directly through an exhibition and through resources for schools |
| 8 | Environmental íssues | Linked to the surroundings of someone |
| 9 | Indictable Offence | A more serious criminal offence |
| 10 | Law | A rule, usually made by a government, that is used to order the way in which a society behaves |
| 11 | Moral | The sense of what is right and what is wrong |


| DEFINITIONS |  |  |
| :--- | :--- | :--- |
| $\mathbf{1 2}$ | Police <br> Community <br> Support Officers | Uniformed staff who support the <br> work of police officers within the <br> community |
| $\mathbf{1 3}$ | Police Officers | Uniformed officers who make up <br> most of the police force |
| $\mathbf{1 4}$ | Special <br> Constables | Volunteer officers who work in the <br> same way police officers do |
| $\mathbf{1 5}$ | Summary | Offence |
| Young people under 18 who break |  |  |
| the law |  |  |

## IMPORTANT DOCUMENTS

Police and
Criminal
Evidence Act
(PACE) 1984

## CASE STUDIES

| Neighbourhood | devoted to crime and vandalism <br> prevention within their local <br> Watch |
| :--- | :--- |
| community / neighbourhood. |  |


| DEFINITIONS |  |  |
| :---: | :---: | :---: |
| 1 | Active Citizen | Someone who cares about their community enough to change it |
| 2 | Act of Parliament | A UK law that was made by members of the House of Commons, House and Lords and signed by the monarch |
| 3 | Campaign | To work in an organised and active way towards a political or social goal |
| 4 | Community | A group of people living or existing together sharing common values, interests and/or ways of doing things |
| 5 | Constituency | The specific geographical area that is represented by each MP in the House of Commons |
| 6 | Councillor | An elected individual who represents constituents in a ward |
| 7 | Demonstration | When people get together to show their presence and support in a public space |
| 8 | Equity | Treating people differently to make a situation fair |
| 9 | General election | Every 5 years citizens vote to decide which MP will represent their constituency in the House of Commons |
| 10 | Government | Those who have the authority to run the country. The Government the political party who gains the most MPs in a general election |
| 11 | Identity | Who a person is, or the qualities of a person or group that make them different from others |
| 12 | Laws | The official rules of a country that citizens must follow |
| 13 | Lobbying | Meeting with the person who represents you either locally or nationally |
| 14 | Member of Parliament (MP) | An MP is a person elected by the people in a constituency to represent them in the house of commons |
| 15 | Migration | The movement of people between different countries |
| 16 | Multiple Identity | A person can have different identities at different times in different situations |
| 17 | Parliament | Made up of the house of Commons, house of Lords and the monarch (queen or king) who together make laws for the UK |


| DEFINITIONS |  |  |
| :---: | :---: | :---: |
| 17 | Personal Identity | Who you are as an individual |
| 18 | Petition | Gathering signatures to show support for a cause. This could be on paper or electronically |
| 19 | Pressure Group | An organised group who support and try to make change on a specific issue |
| 20 | Rule of Law | The belief that everyone, no matter who they are, are to be treated the same by law |
| 21 | Volunteering | Giving up your time freely to make a change |

## CONCEPTS

| $\mathbf{2 2}$ | Democracy | Rule by the people, this means that <br> people can vote and influence how <br> their local community or country is run |
| :--- | :--- | :--- |
| $\mathbf{2 3}$ | Fairness | The quality of treating people equally <br> or in a way that is right or reasonable <br> (equity) |
| $\mathbf{2 4}$ | First Past The | A voting system where the winner is <br> the candidate who gets the most <br> number of votes. Also called a 'winner <br> takes all system' |
| $\mathbf{2 5}$ | Post (FPTP) | Local councils that deliver services in a <br> county, city or town. Sometimes <br> known as a local authority or local <br> council |
| $\mathbf{2 6}$ | Oovernment | Makes decisions about how the <br> country is run and how things get <br> done, for example building schools or <br> hospitals. It is led by the Prime Minister |

## DOCUMENTS

27 Magna Carta 1215

Universal
28
Declaration of
Human Rights (UDHR) 1949

United Nations Convention on
29 the Rights of the Child (UNCRC) 1989

The first UK document to say that even the king and his government had to obey the law

A document that lists all the rights people around the world should have. It isn't a law.

A document that protects the rights of children around the world

# Year 7 Computer Science Knowledge Organiser Unit 7.4 - Spy School 



| What is Artificial Intelligence (AI) |  |
| :--- | :--- |
| 1 | What is AI - An artificial creation of <br> human-like intelligence that can 'think' <br> like humans with abilities such as <br> learning or problem solving |
| 2 | Neural Networks - Neural networks <br> works like neurons in the brain |
| 3 | AI Milestone - Draughts (1950), Chatbot <br> (1960s), Self drive (1980s), Chess (1990s), <br> Vacuum (2000) |
| 4 | Al Sensors - Camera, Pressure, <br> Temperature, Optical, Nose, Motion, <br> Touching..... |
| 5 | Autonomous - A machine is described as <br> autonomous if it can perform its task or <br> tasks without needing human <br> intervention |


| Image Recognition |  |
| :---: | :--- |
| 16 | Image Recognition - The ability of a <br> system or software to identify objects, <br> people, places, and actions in images. |
| 17 | Fuzzy Logic - This is a method of <br> reasoning that resembles <br> human reasoning |
| 18 | Facial recognition - Biometric security <br> systems used to uniquely identify <br> individuals as well as strengthen user <br> authentication activity. |
| 19 | Binary Data - This is a type of data that is <br> represented or displayed in the binary <br> numerical system (0 0) (1 0) (0 1) (1 1) <br> Pixels - The individual building blocks of <br> every digital photograph and most other <br> digital images. |

## Turing Tests and Chatbots

| Machine Learning (ML) |  |
| :--- | :--- |
| 6 | Machine learning algorithm - Uses <br> training data so that it can create rules <br> for itself |
| 7 | Machine Learning - A type of artificial <br> intelligence that allows software <br> applications to become more accurate <br> at predicting outcomes without being <br> explicitly programmed to do so |
| 8 | Structured Data - Data that has be <br> organised example, a list or array of <br> students' scores |
| 9 | Facts - Yes or no outcome |
| 10 | Unstructured Data - Data not yet <br> organised example emails, messages |
| 11 | Rules - May be true in some cases <br> and not others |


| Turing Tests and Chatbots |  |
| :---: | :--- |
| 20 | Turing Test - Tests a machine's ability to <br> exhibit intelligent behaviour equivalent <br> to, or identical from, that of a human. |
| 21 | Chatbots - They are programs that talk <br> with humans. Virtual assistant is another <br> name for these. |
| 22 | Captcha - A challenge-response test <br> frequently used by internet services in <br> order to verify that the user is actually a <br> human rather than a computer program. |
| 23 | Intelligence Quotient Test (IQ) - Is a test <br> used to measure of a person's reasoning <br> ability |
| 24 | Types of Chatbot - ALICE, Amazon's <br> ALEXA, Google Assistant, Apple's Siri |


|  | Ethics of AI | AI and Machine Learning |  |
| :---: | :---: | :---: | :---: |
| 12 | Ethics - This is about what is right, or wrong |  |  |
|  |  | 25 | Supervised Learning: <br> This is a type of machine learning where structured datasets, with inputs and labels, are used to train and develop an algorithm. |
| 13 | Bias in AI- Assumptions made by a model that simplify the process of learning to do its assigned task. |  |  |
| 14 | Automation - The practice of substituting technology for human labour to perform specific tasks or jobs |  |  |
|  |  | 26 | Training Data: This refers to all of the data used during the process of training a machine learning algorithm, as well as the specific dataset used for training rather than testing. |
| 15 | Legal and Ethical issues in AI |  |  |
|  |  | 27 | Deep Learning: An advanced branch of machine learning, where a computer teaches itself with only minimal amounts of programming |

## Natural timber: Hardwoods

28 Come from deciduous trees. Deciduous trees generally lose their leaves in the autumn and regrow them in the spring.
29 The exception is Holly which keeps its leaves all year long.
30 Hardwood trees take a long time to grow before being felled (cutdown) and turned into useable timber.
31 Hardwoods are generally more expensive than softwoods.
32 Hardwoods are generally harder and stronger than softwoods. The exception is Balsa.
33 Hardwoods generally have a closer grain structure than softwoods that gives them their strength.
34 They can be sanded to a fine, smooth finish.
35 Deciduous trees can be identified by their broad leaves and have branches that are grouped at the top of the tree. Examples of deciduous trees are oak, beech, apple and ash.

## Natural timber: Softwoods

36 Come from coniferous trees.
Coniferous trees are also known as evergreen trees.
38 Coniferous trees are easy to identify as they have needles instead of leaves and bear cones instead of fruit. Their branches are located along the whole length of the trunk

39 Coniferous trees are quick growing and can take between 10 to 25 years to reach maturity before felling.

40 They are a sustainable group of materials as they are a renewable crop.

41 Softwoods are commonly found in interior products as most have poor resistance to decay and require additional preservatives before being used outside.

Most softwoods have an open grain and are generally less dense and not as strong as hardwoods.
43. Properties of natural timbers

| Wood |  | Properties | Common uses |
| :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { 이 } \\ & 0 \\ & \frac{3}{0} \\ & \frac{1}{7} \\ & \text { Ton } \end{aligned}$ | Beech | A hard, strong, close-grained timber with a light brown colour with distinctive flecks of brown <br> Prone to warping and splitting - Can be difficult to work Antibacterial properties | Furniture, children's toys, workshop tool handles and bench tops |
|  | Oak | A hard, tough, open grained timber Can be finished to a high standard | Timber-framed buildings, highquality furniture, flooring |
|  | Willow | Willow is stiff and shock-resistant. It is also lightweight. | Cricket bats, baseball bats |
|  | Mahogany | A strong and durable timber with a deep reddish colour. Available in wide planks - Fairly easy to work with. | Good-quality furniture, panelling and veneer |
|  | Balsa | Open molecular structure making it very lightweight, soft and easily worked. Pale in colour, weak and not durable. | Model making, floats and rafts |
| $\begin{aligned} & \text { D } \\ & 0 \\ & 0 \\ & 3 \\ & 0 \\ & 0 \end{aligned}$ | Scots pine | A straight grained, light yellow coloured timber which is soft and easy to work. Can be quite knotty. | Interior joinery and furniture, window frames |
|  | Larch | One of the few softwood types that can be used outside. It is tough and has a natural resistance to rot from moisture. | Fencing and cladding for sheds and other buildings |

## 44. Manufactured Timber

Manufactured boards are commercially made sheets of timber that offer advantages over natural timber:

- They are available in much larger sheets $(2440 \times 1220 \mathrm{~mm})$ than natural timbers.
- They are less prone to shrink, warp or twist than natural timbers
- They can make use of lower grade timber so can have environmental benefits
- They can be faced with a laminate or veneer to improve their aesthetic appearance.


## Keywords

| $\mathbf{4 5}$ | Veneer | A very thin section of natural timber |
| :--- | :--- | :--- |
| $\mathbf{4 6}$ | Laminating | A method of bending wood by slicing <br> into thin veneers and gluing back <br> together |
| $\mathbf{4 7}$ | Deforestat | Large areas of trees cutdown by |
| ion | logging |  |
| $\mathbf{4 8}$ | Steam | A method of bending wood by |
| $\mathbf{4 9}$ | Gloss | A shiny surface with a high lustre |
| $\mathbf{5 0}$ | PAR | Planed all round |

## The 6 Rs of Sustainability

| 1 | Rethink | Our attitude to environmental impact. What do we need? | 4 | Repair | Products that have broken rather than throwing away and replacing them |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 2 | Reduce | The amount of materials used in manufacture | 5 | Recycle | The materials already used |
| 3 | Reuse | Design all products for disassembly and recover materials from 'end of life' products | 6 | Refuse | To accept unethical or wasteful designs |

## Technical Vocabulary

7 Sustainability

8
Renewable
materials

Non-
renewable materials

Carbon footprint

How the needs and demands of society are met without depleting or destroying resources or harming natural lifecycles for future generations.

Grown from plants or animals

Taken from oil, ores and minerals and cannot be replaced (they are finite)

The amount of carbon produced by any human activity and its effects of the environment. It is measured in units of carbon dioxide

A casing over bare electrical wires that protects users from electric shocks and prevents bare wires from touching and causing a short circuit. Insulators are poor conductors of electricity
can be formed and reformed many times using heat.
a plastic which can be shaped once using heat. Heating it again will not soften it. Electrical plug sockets are made from thermosetting polymers A term that relates to materials such as thermoforming plastics that after being heated and shaped, return to their original shape when heated again

## 15 CAD Computer Aided Design

The use of computer software to design new products in 3D. This enables businesses to visualise new designs in a variety of materials and send images around the world for collaboration and consultation. Once production is finalised, these designs are sent to CAM machines to be formed.

| Advantages of CAD | Disadvantages of CAD |
| :--- | :--- |
| Ideas can be drawn and <br> developed quickly | Expensive to set up |
| Designs can be viewed from all <br> angles in a range of materials | Needs a skilled <br> workforce |
| Some testing and consumer <br> feedback can be done before <br> costly production takes place | Difficult to keep up with <br> improntly changing and |
| It becomes easier to design and <br> test a range of ideas | Computers can fail |


| 16 | CAM | Computer Aided Manufacture |
| :--- | :--- | :--- |

CAM involves using computers to control machines to undertake the production of goods. By using CAM, designs can be sent to CAM machines such as laser cutters, 3D printers and milling machines.

| Advantages of CAM | Disadvantages of CAM |
| :--- | :--- |
| Fast and accurate production | Expensive to set up |
| Machines can run constantly <br> on repetitive tasks | Needs a skilled workforce <br> of engineers |
| Good for producing on a <br> mass/flow production line | Downtime required for <br> maintenance |
| Less material wastage | Computers and machines <br> can fail |
| $\mathbf{1 7}$ | CNC |
|  | Computer Numerical Control, a <br> manufacturing process where machines <br> computer codes. |

## Electronic Components

| 18 | Circuit diagram | Circuit diagrams use simplified universal symbols to represent the electronic circuit and its components. A circuit diagram shows how the components are connected. The diagrams are understood across the world so others can follow them and make the same circuit |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 19 | $\frac{1+}{\frac{1}{1}}$ | Battery | 21 | $\square$ | Resistor | 23 |  | Variable resistor |
| 20 | $\bigcirc{ }_{-}^{T}$ | Push-to-make (PTM) switch | 22 |  | Light emitting diode | 24 | (古) | Light dependent resistor (LDR) |


| Plot \& Structure of Melodrama |  |  |
| :---: | :--- | :--- |
| 1 | Provocation | the initial cause for setting action into <br> motion - jealousy or greed, for example, <br> forces an evil character to plan an offence. |
| 2 | Pangs | the consequential sufferings of the good <br> and innocent characters who are caught <br> up in the evil plot. |
| 3 | Penalty | in a last minute twist of fate, the wicked <br> character has their plans foiled and <br> receives a punishment for his/her evil <br> actions. |


| Stock Characters of a Melodrama |  |  |
| :---: | :--- | :--- |
| 4 | A hero | Handsome, strong, brave, honest and reliable. |
| 5 | A heroine | Beautiful, courageous and innocent. |
| 6 | A villain | Cunning, without morals, dishonest, cruel and evil. |
| 7 | A villain's accomplice | Usually provides comic relief because he is a bumbling <br> sidekick.. |
| 8 | A comedy duo | Two people who make the audience laugh. Usually there to <br> help the hero. |


| Physical Skills: |  |  |
| :--- | :--- | :--- |
| 9 | Gesture | Movement that clearly communicates a meaning; a <br> clenched fist can communicate anger, for example. |
| 10 | Posture | How a character uses their spine - could show their age, <br> status or emotional state. |
| 11 | Gait | How a character walks. |
| 12 | Gaze (or eye contact) | Where a character is looking. |
| 13 | Body Language | Communication by movement or position, facial <br> expression and gesture |
| 14 | Projection | Voice projection is the strength of speaking or singing <br> whereby the voice is used powerfully and clearly - a <br> combination of diction and volume |
| 15 | Exaggeration | Extreme facial expressions, large movements and <br> gestures, and exaggerated use of diction and emphasis, <br> for example. |


| Costume Acronym: <br> MISMATCH FA |  |  |
| :--- | :--- | :---: |
| 16 | Material |  |
| 17 | Individual <br> Characteristics |  |
| 18 | Status |  |
| 19 | Make-up |  |
| 20 | Age |  |
| 21 | lexture |  |
| 22 | Colour |  |
| 23 | Hair |  |
| 24 | Fit |  |
| 25 | Accessories |  |


| Lighting Acronym: LATE |  |  |
| :--- | :--- | :--- |
| 26 | L | Lighting source |
| 27 | A | Angle |
| 28 | T | Technique |
| 29 | E | Effect |


| Vocal Skills: |  |  |
| :--- | :--- | :--- |
| 30 | Pitch | How high or low the note of the voice is |
| 31 | Pace | The speed at which you speak |
| 32 | Projection | Using volume and diction to clearly project your <br> voice |
| 33 | Tone | Deliberate use of a moment of silence, to emphasise <br> a point or to provide variation in your voice. |
| 34 | The emotion, attitude or mood with which words <br> are spoken |  |
| 35 | The sound of a voice (how vowel sounds are used, <br> for example) which indicates where a character is <br> from (location) and can show social class or status |  |
| 36 | Emphasis (or stress) | Placing importance on specifically chosen words or <br> syllables. This can be through changes of pitch, <br> volume or diction, for example. |


| Lighting Techniques and Effects |  |  |
| :--- | :--- | :--- |
| 37 | Snap | Where the lighting changes abruptly from one state to the next. |
| 38 | Blackout | Where all the lights go out at once. |
| 39 | Fade | Gradually takes in or takes out a lighting state. This could be done <br> quickly or over a more prolonged time period. It can be done manually <br> or pre-programmed. |
| 40 | Cue | The indicator of when the next lighting state should take place (usually <br> a line from one of the performers). |
| 41 | Cross-fade | Similar to a fade, this occurs when one lighting state fades out whilst <br> the other is gradually faded in. |


| CHARACTERISTICS OF DRAMA |  |  |
| :---: | :---: | :---: |
| 1 | Dialogue | A conversation between two or more people |
| 2 | Tragicomedy | A play that blends aspects of comedy and tragedy |
| 3 | Romance | A play that involves a love story |
| 4 | Structure | The way a play is put together and organised into acts and scenes |
| 5 | Character actions | The actions and words of others that draw a response from a character |
| 6 | Movement | How and where the action moves on stage |
| KEY DRAMA TERMS |  |  |
| 7 | Stagecraft | The technical aspects of theatrical production. For example, lighting, set and costume |
| 8 | Script | This tells the actors what to say and do |
| 9 | Audience | The people watching a play |
| 10 | Character | The persona acted by the actor |
| 11 | Actor | Person who performs a character in a play |
| 12 | Prop | An item held or used by an actor onstage to make the action more realistic |
| 13 | Stage directions | Part of the script of a play that tells the actors how they are to move or to speak their lines |
| KEY VOCABULARY |  |  |
| 14 | Myth | A traditional story that is passed down about how or why something came to be but cannot be proved to be true |
| 15 | Legend | A story about a person from the past that is believed by many people because it usually has elements of historical fact |
| 16 | Omnipotent | Having unlimited power; all-powerful |
| 17 | Ancient | Belonging to the very distant past; very old |
| 18 | Vengeance | Seeking to harm someone for doing something wrong |
| 19 | Manipulative | Controlling someone or a situation in a dishonest or unfair way |
| 20 | Wrath | Extreme anger |
| 21 | Petulant | Childishly sulky or bad-tempered |
| 22 | Divine | God-like |
| 23 | Mercy | Showing kindness or forgiveness when you could punish or harm |
| 24 | Sympathy | Feelings of pity or sorrow for someone else's misfortune |
| 25 | Empathy | The ability to understand and share the feelings of another |
| 26 | Dubious | Doubting something and suspecting it not to be true |
| 27 | Liberty | The state of being free |
| 28 | Tempestuous | Very strong and intense emotions, especially anger; stormy |


| CHARACTER |  |  |
| :--- | :--- | :--- |
| 1 | Characterisation | The way authors create characters and make them believable |
| 2 | Interaction | How characters behave towards others |
| 3 | Speech | What the characters say |
| 4 | Action | What the characters do |
| 5 | Appearance | How the characters look |
| 6 | Protagonist | Main character who you follow and sympathise with |
| 7 | Antagonist | Person who opposes the lead character |
| 8 | Caricature | A character with exaggerated, unrealistic characteristics |

## NARRATIVE STRUCTURE

| 9 | Narrative arc | The shape of a story which includes exposition, rising action, climax, falling action, ending |
| :---: | :--- | :--- |
| 10 | Non-linear narrative | Events told in non-chronological order |
| 11 | Linear narrative | Events told in chronological order |
| 12 | Cliff hanger | A plot event or ending that leaves reader in suspense by withholding information |
| 13 | Suspense | Withholding information and revealing in stages to make reader wait |
| 14 | Tension | The result of suspense, causing strain / stress. |
| 15 | Flashback | A switch to a past event |
| 16 | Plot | The events of the text in a particular cause and effect sequence |
| 17 | Narrative | A report of connected events |
| 18 | Exposition | The part of a text that introduces important background information to the reader |
| 19 | Climax | A pivotal moment at the peak of the story |
| 20 | Denouement | The final resolution of a plot |
| 21 | Backstory | Gives background to current events |

## NARRATIVE MODE

| 22 | Narrative Mode | Who tells the story and how it is told |
| :---: | :--- | :--- |
| 23 | First person | A narrator who is involved in the story using ‘' ${ }^{\prime}$ ' |
| 24 | narrator | Omniscient |
|  | narrator | A God-like narrator who knows everything and can be everywhere |

## GENRE

| 25 | Genre | In literature, a type of story that has typical characters, plot, settings and themes. |
| :---: | :--- | :--- |
| 26 | Dystopia | About an imaginary so-called perfect society that is actually nightmarish |
| 27 | Science fiction | Based on an imagined future of scientific advances |
| 28 | Myth, legends and <br> folk tales | Stories rooted in the past to explain things, follow a hero or entertain |
| 29 | Bildungsroman | A novel dealing with one person's formative years or spiritual education. |
| 30 | Historical fiction | Stories that portray events from a time period |

## RHETORICAL METHODS

| 1 | Juxtaposition | To position words or ideas next to each other to create effects |
| :---: | :---: | :---: |
| 2 | Repetition | To use a word/phrase/idea over again to create emphasis |
| 3 | Anaphora | The repetition of a word or phrase at the beginning of successive clauses |
| 4 | Inclusive Pronouns | Words that refer to the collective plural e.g. we, our, us |
| 5 | Facts and Figures/Expert Opinion | Creating made-up statistics and statements to make your argument seem believable |
| 6 | Emotive Language | Words and phrases designed to trigger emotions |
| 7 | Exaggeration | Making an idea seem more intense |
| 8 | Anecdote | A real-life story that illustrates or gives an example |
| 9 | Rhetorical Question | Questions that do not request information but are to make a point |
| 10 | Imperatives | Command words that are used to influence or direct |
| 11 | Irony | Saying the opposite of what is meant |
| 12 | Triples | Using a list of three things to reinforce or give examples |
| 13 | Sense of Humour | To make something seem funny |
| 14 | FEARPITS | The acronym to help students remember rhetorical methods: Facts \& Figures/Emotive Language or Exaggeration/Anecdote or Anaphora/ Rhetorical Question or Repetition/ Pronouns/ Imperatives or Irony/Triples/Sense of Humour |
| 15 | PCTVSP | The mnemonic to help students remember the main features of crafting writing: 'People Can't Touch very Sharp Pins' <br> Paragraphs/Connectives/Techniques/Vocabulary/Sentences/Punctuation |

## VOCABULARY

| 16 | UPAA |
| :---: | :--- |
| 17 | Utility |
| 18 | Precision |
| 19 | Dictionary |
| 20 | Thesaurus |

The acronym to help students work through how to use vocabulary: Utility/Precision/Ambition/Adventure

Relates to the usefulness of a word. We use words that relate to their definition so that they mean what we need them to mean.

Refers exactly to how a word conveys meaning. This is about using words with pinpoint accuracy to give absolutely the meaning required.

A reference book that tells you the definition, origins and pronunciation of a word.
A reference book that gives you synonyms for words.

## SENTENCES \& PUNCTUATION

| 33 | Statement/Declarative | A sentence that gives information, ending in a full stop. |
| :--- | :--- | :--- |
| 34 | Question | A sentence that requests information, ending in a question mark. |
| 35 | Exclamation/Exclamatory | A sentence that gives an intense emotion, ending in an exclamation mark |
| 36 | Trailing | A sentence that shows an incomplete thought or incomplete event |
| 37 | Full Stop | Capital Letters |
| 38 | Question Mark | Used to finish a statement |
| 39 | Exclamation Mark | Used at the beginning of sentences, for proper nouns and the beginning of |
| 40 | Comma | Used to finish a question |
| 41 |  | Used to finish an exclamation <br> 26 |

## PURPOSE, AUDIENCE \& TEXT SHAPING

| 22 | Register | The level of formality of language |
| :---: | :--- | :--- |
| 23 | Salutation | A greeting at the start of a letter |
| 24 | Sign off | A way of ending a letter |
| 25 | Layout | The way a letter is set out on a page |
| 26 | TipTop | This acronym helps students to know when to begin a new paragraph: a time change, a place |
| 27 | TAP | This acronym helps students to think about the type, audience and purpose of writing |
| 28 | SPO | Paragraph Outline. Begin with a topic sentence, continue with supporting details and end |
| 29 | Connectives | with a concluding sentence. |
| 30 | 5 Finger Plan | These glue paragraphs together so it is obvious how one idea flows to the next |
| 31 | Counter argument and rebuttal | The middle part of 5 Finger Plan that presents the opposing view and dismantles it |
| 32 | Sequencing | The ordering of ideas logically and for effect |

## Food Safety

| $\mathbf{1}$ | Bacteria | A micro-organism that grows on food. Some of these are harmless but pathogenic <br> bacteria can cause food poisoning. |
| :---: | :--- | :--- |
| $\mathbf{2}$ | Cross <br> contamination | When bacteria passes from one food to another or from people to food. Can lead to <br> food poisoning. |
| $\mathbf{3}$ | Food spoilage | When bacteria causes food to decay. Food will start to smell, lose texture or flavour. |
| $\mathbf{4}$ | Food poisoning | Caused by eating food infected with bacteria. Symptoms include sickness, fever and <br> diarrhoea. |
| $\mathbf{5}$ | High risk foods | Foods where bacteria grows quickly and can lead to food poisoning. The majority of <br> high risk foods are animal protein foods (meat, fish, dairy, meat stocks/gravies). The <br> only exception is cooked rice. |
| $\mathbf{6}$ | Mould | A type of micro-organism. Mould grows on foods such as berries when they are <br> starting to decay. Also used in food production to make foods such as blue cheese or <br> soy sauce. |


| Food Poisoning |  |  |
| :---: | :--- | :--- |
| $\mathbf{7}$ | Danger | 2one |
|  |  | Ranger zone |
| $5^{\circ} \mathrm{C}$ to $63^{\circ} \mathrm{C}$ at which bacteria |  |  |
| begin to multiply rapidly. |  |  |
| $\mathbf{8}$ | Food | poisoning |
|  |  | Illness caused by pathogenic |
| bacteria/toxins, for example e- |  |  |
| coli: salmonella, listeria, |  |  |
| staphylococcus aureus. |  |  |

## 15. Use by and best before

| Date <br> Mark | Description | Food <br> Examples |
| :---: | :--- | :--- |
| Use By | A safety date. Used on high risk <br> foods that usually need to be <br> stored in the fridge. If you eat <br> the food after this date you risk <br> food poisoning. | Meat <br> Fish <br> Seafood |
| Best <br> Before | A quality date. Food can still be <br> eaten after but the quality will <br> be reduced. E.g. cereals or <br> biscuits will not be as crunchy. | Bread <br> Cereals <br> Sugar <br> Pasta |


| Allergies |  |
| :---: | :--- |
| $\mathbf{1 1}$ | Allergies |
| $\mathbf{1 2}$ | Coeliac |
| An immune system reaction that |  |
| food and can cause severe |  |
| symptoms. |  |

## 16. Chopping boards

| Colour | Food type | Ways to remember |
| :--- | :--- | :--- |
| White | Bakery and dairy | Milk is white |
| Yellow | Cooked meat | Cooked meat has a <br> golden colour |
| Red | Raw meat | Blood red |
| Blue | Raw fish | Fish swim in water |
| Green | Salad, fruit and <br> fresh vegetables | Green is a fresh colour |
| Brown | Root vegetables | Brown earth |
| Purple <br> 28 | Allergens | Free from products <br> often have purple <br> labelling |



## Point de départ (pages 58-59)

Quel temps fait-il?
II fait beau.
II fait mauvais.
II fait chaud.
Il fait froid.
Il y a du soleil.
Il y a du vent.
II pleut.
Il neige.
au printemps
en êté
en automne
en hiver
Quand (il pleut / il fait chaud)
Je reste à la maison.
Je joue
au basket
au billard
au football (foot)
au rugby
au hockey
au tennis
au volleyball
à la pétanque / aux boules
aux cartes
aux échecs
Je suis
Je ne suis pas
assez
très
sportif/ sportive
Il y a un garçon / une fille.

What's the weather like?
The weather's fine.
The weather's bad.
It's hot.
It's cold.
It's sunny.
It's windy.
It's raining.
It's snowing.
in spring
in summer
in autumn
in winter
When (it rains / it is hot)

I stay at home.
I play.
basketball
pool
football
rugby
hockey
tennis
volleyball
boules
cards
chess
lam
Vam not
quite
very
sporty
There is a boy / a girl.

Je fais ... (du vélo). parfois souvent tout le temps tous les jours tous les weekends tous les lundis/mardis, (etc.)

1do/go (cycling)
sometimes.
often.
all the time.
every day.
every weekend.
every Monday/Tuesday,
(etc.).

On fait du ski (alpin).
On fait du snowboard.
On fait du rafting.
On fait de l'alpinisme.
On fait du canyoning.
On fait du canoè-kayak.
On fait de la voile.
On fait de la planche à voile.
On fait de la luge.

We/People go skiing. We/People go snowboarding. We/People go rafting. We/People go mountaineering. We/People go canyoning. We/People go canoeing. We/People go sailing. We/People go wind-surfing. We/People go tobogganing.

| Qu'est-ce que tu aimes faire sur ton portable? | What do you like doing on your phone? |
| :---: | :---: |
| Qu'est-ce que tu aimes faire | What do you like doing |
| sur ta tablette? | on your tablet? |
| J'aime | I like |
| Je n'aime pas | I don't like |
| J'adore | I love |
| Je déteste | I hate |
| bloguer | blogging |
| écouter de la musique | listening to music |
| envoyer des SMS | sending texts |
| prendre des selfies | taking selfies |
| partager des photos / des vidéos | sharing photos/videos |
| regarder des films | watching films |
| tchatter avec mes | chatting (online) with |
| copains / copines | my mates |
| télécharger des chansons. | downloading songs |
| parce que c'est ... | because it's ... |
| amusant | fun |
| marrant | funny |
| ennuyeux | boring |
| facile | easy |
| intéressant | interesting |
| rapide | fast |

Qu'est-ce que tu aimes
faire ...?
le weekend
avec tes amis
quand il pleut
Est-ce que tu aimes ... ?
faire du judo
prendre des photos
¡uer aux échecs
What do you like doing ...? at the weekend with your friends when it rains
Do you like ... $\qquad$ ?
doing judo
taking photos
playing chess


| SECTION NAME: Oceans |  |  |
| :--- | :--- | :--- |
| $\mathbf{1}$ | Ocean | A vast and a continuous frame of salty water that shelters almost 70 percent of the total |
| $\mathbf{2}$ | Sea | Smaller than oceans and are usually located where the land and ocean meet. Typically, |
| $\mathbf{3}$ | Adaptation | Evolutionary process whereby an organism becomes better able to live in its habitat or |
| $\mathbf{4}$ | Climate change | Changes in our average weather conditions in an area (over 30 years) |
| $\mathbf{5}$ | Coral | Marine invertebrates |
| $\mathbf{6}$ | Coral reef | Colonies of coral polyps held together by calcium carbonate. |
| $\mathbf{7}$ | Global Warming | The process of our planet heating up. |
| $\mathbf{8}$ | Ocean currents | Wide bands of water that flow around the oceans in huge circles. |
| $\mathbf{9}$ | Ocean gyre | A large system of circular ocean currents formed by global wind patterns and forces <br> created by Earth's rotation |
| $\mathbf{1 0}$ | Ocean ridge | An underwater mountain range, formed by plate tectonics |
| $\mathbf{1 1}$ | Ocean trench | Long, narrow depressions on the seafloor |


| SECTION NAME: Development \& Economic Activity |  |  |
| :---: | :---: | :---: |
| 12 | :Access to Clean Water | The \% of people in a country that have access to safe clean water |
| 13 | Balance of Trade | :The difference in money between exports (sales) and imports (purchases) |
| 14 | Bilateral Aid | :A government in one country provides aid to the government of a foreign country. |
| 15 | Birth Rate | :The number of deaths occurring in a country per 1000 per year |
| 16 | Choropleth | A map that uses graded differences in shading or colour |
| 17 | Containerisation | :Steel shipping containers for transporting goods around the world |
| 18 | Death Rate | :The total value of goods and services produced by a country in a year, divided by :its population |
| 19 | Development | :People reaching an acceptable standard of living or quality of life. |
| 20 | Exports | :Raw materials, goods and services that a country sells |
| 21 | :Fairtrade | :Is about better prices, decent working conditions, local sustainability, and fair terms of trade for farmers and workers in the developing world. |
| 22 | GDP per Capita | :How many people for every doctor in a country |
| 23 | Gender Inequality | Gender inequality is when people are treated differently and given different :opportunities just because they are male or female. |
| 24 | Globalisation | :The increasing links between countries around the world as a result of the movement oof good, services and money. |
| 25 | GNI | Gross national income (the total amount of money a country makes at home and abroad) |


| SECTION NAME: Development \& Economic Activity |  |  |
| :---: | :---: | :---: |
| 26 | HDI | Human development index (HDI) the HDI has a value between 0 and 1. The higher the number the greater the level of development. |
| 27 | Imports | Raw materials, goods and services that a country buys |
| 28 | Infant <br> Mortality Rate | The number of births per 1000 of the population per year |
| 29 | International Aid | International aid is the voluntary donation of money, goods or knowledge from one country to another, often a developed country supporting developing countries. |
| 30 | Life Expectancy | The \% of people in a country who can read and write. |
| 31 | Literacy Rate | The number of babies, per 1000 live births, that die before their first birthday |
| 32 | Long Term Aid | This is aid which helps improve basic living standards and enable people to make better use of their own resources for the long term. |
| 33 | Multiplier Effect | One improvement leading to another which leads to another e.g. New businesses provide more jobs; more money is spent in the local shops; more tax is paid to the government; the government spend money improving the area. |
| 34 | NGOs | Non-Governmental Organisations (Charities) |
| 35 | No. Of People Per Doctor | The average age (years) to which a person lives |
| 36 | Non- <br> Governmental <br> Aid | Charities called non-governmental organisations (NGOs) raise money from the public to support development projects in other countries. |
| 37 | Primary Sector | Extracting raw materials e.g. Farming \& mining |
| 38 | Quality Of Life | The general well-being of people, which includes income, health, education, employment, and the environment. |
| 39 | Quaternary Sector | Knowledge based sector, research, technology e.g. Creating new medicines and technology |
| 40 | Secondary Sector | Manufacturing the raw materials e.g. Builders, factory workers |
| 41 | Short Term Aid | Helps solve immediate problems. It brings help quickly to people affected by disasters such as floods. |
| 42 | Sustainable | Meeting the needs of today without compromising the needs of future generations. |
| 43 | Sustainable Development | Sustainable development is about ending poverty, fighting inequality and injustice and tacking climate change |
| 44 | Tertiary Sector | Provision of goods and services e.g. Teachers, coffee shops |
| 45 | TNC | Large companies who have offices and factories in several countries |
| 46 | Trade | Trade is buying and selling natural resources, manufactured goods and services |


| DATES |  |  |
| :--- | :--- | :--- |
| 1 | 1170 | Thomas Becket was murdered |
| 2 | 1215 | King John agreed to Magna Carta |
| $\mathbf{3}$ | 1348 | The Black Death arrived in England |
| $\mathbf{4}$ | 1351 | The Statute of Labourers, a law to |
|  | keep wages low. |  |
| 5 | 1381 | The Peasants' Revolt |


| PEOPLE |  |  |
| :--- | :--- | :--- |
| $\mathbf{1}$ | Henry II | King of England, 1154-1189 |
| $\mathbf{2}$ | Thomas <br> Becket | Archbishop of Canterbury who <br> was killed in 1170. |
| $\mathbf{3}$ | King John | King of England, 1199-1216 |
| $\mathbf{4}$ | King | Philip |$:$ King of France.


| CONCEPTS |  |
| :--- | :--- |
| $\mathbf{1}$ | Change |
| $\mathbf{2}$ | Continuity |
| $\mathbf{3}$ | When something becomes something stays the |
| same |  |


| KEYWORDS |  |  |
| :---: | :---: | :---: |
| 1 | Angevin Empire | Lands in England and France ruled by a family of kings from Anjou. |
| 2 | Archbishop | A high-ranking church leader who controls other bishops. |
| 3 | Baron | A powerful landowner. |
| 4 | Black Death | A disease which arrived in England in 1348 , also called the plague. |
| 5 | Bubonic Plague | Type of plague spread by fleas. |
| 6 | Buboes | Large swellings caused by plague. |
| 7 | Canonise | When somebody is declared to be a saint by the Pope. |
| 8 | Chancellor | An important member of the king's government and one of the top judges in the land. |
| 9 | Church courts | Where clergy are put on trial if they have committed a crime. |
| 10 | Clergy | The people who carry out services in church including priests, bishops and archbishops. |
| 11 | Constitution | Set of rules for governing the country. |
| 12 | Dynasty | Line of rulers from the same family. |
| 13 | Excommunicate | Exclude someone from the services and blessings of the Church. |
| 14 | Flagellants | People who whip themselves as punishment. |
| 15 | Humours | Liquids inside the body. |
| 16 | Labourer | A worker who does physical work. |
| 17 | Magna Carta | A document which listed the rights of all free men and limited the power of the king. |
| 18 | Martyr | Somebody who is killed because of their religious beliefs. |
| 19 | Mayor | The leader of a town. |
| 20 | Member of Parliament (MP) | Someone with a place in Parliament who has a say in making laws. |
| 21 | Mercenary | A soldier who is paid to fight. |
| 22 | Miasma | Bad air and bad smells. |
| 23 | Monarch | A king or queen. |
| 24 | Noble | A member of the upper class who usually has land, power and a title. |
| 25 | Pneumonic Plague | Type of plague spread by coughs. |
| 26 | Pauper | A poor person. |
| 27 | Penance | A punishment. |
| 29 | Treasurer | Member of the king's government who manages the finances. |


| DATES |  |  |
| :--- | :--- | :--- |
| $\mathbf{1}$ | $\mathbf{1 7 0 1}$ | The Kingdom of Asante was <br> created |
| $\mathbf{2}$ | $\mathbf{1 7 6 0}$ | Tacky's War in Jamaica |
| $\mathbf{3}$ | $\mathbf{1 7 9 1 - 1 8 0 4}$ | The Haitian Revolution |
| $\mathbf{4}$ | $\mathbf{1 9 0 2}$ | The Kingdom of Asante <br> became part of the British <br> Gold Coast colony |
| $\mathbf{5}$ | $\mathbf{1 9 5 7}$ | Ghana became an <br> independent country |


| PEOPLE |  |  |
| :---: | :---: | :---: |
| 1 | Osei Tutu <br> o.say too too | Chief who founded the Kingdom of Asante |
| 2 | Okomfe Anokye o.kom.fee a.noh-chee | One of Osei Tutu's priests |
| 3 | Opoku Ware opoh-koo wah-ree | Ruled the Kingdom of <br> Asante, c.1720-1750 |
| 4 | Osei Kwadwo o.say kwa-dwo | Ruled the Kingdom of Asante, c.1764-1777 |
| 5 | Toussaint I'Overture | Leader of the Haitian Revolution |
| 6 | Yaa Asantewaa yah $a$-san-tee-wah | Queen Mother who led a rebellion of the Asante against the British |


| CONCEPTS |  |
| :--- | :--- |
| $\mathbf{1}$ | Alliance |
| $\mathbf{2}$ | A group of countries who work |
| together for shared aims |  |


| KEYWORDS |  |  |
| :---: | :---: | :---: |
| 1 | Akan <br> a.can | An ethnic group with a shared language found in West Africa |
| 2 | Artefact | A man-made object from the past |
| 3 | Asante a.san-tee | A nation of peoples in West Africa |
| 4 | Asantehene a/san-ta-hee-nee | The king of the Kingdom of Asante |
| 5 | Asantehema a.san ta-hee.ma | The Queen Mother of the Kingdom of Asante |
| 6 | Chiefdom | An area of land, villages and people ruled by a chief. |
| 7 | Civil service | Officials who work for the government and help to run the country. |
| 8 | Colony | A country under the control of a more powerful country that is often far away. |
| 9 | Decolonisation | A process in which African countries became independent in the period from 1950-1975. |
| 10 | Denkiyra Den-chee•ra | A West African kingdom |
| 11 | Exile | To expel someone from the country, usually for political reasons |
| 12 | Fante kingdoms fantee | Kingdoms on the coast of West Africa |
| 13 | Fetid | Smelling extremely unpleasant |
| 14 | Kente <br> ken'tee | A type of cloth made by the Asante. |
| 15 | Kumasi <br> koo-mah see | The capital of the Kingdom of Asante |
| 16 | Matriarchal | Word to describe a society in which women play the leading role. |
| 17 | Matrilineal | Word to describe a society in which children inherit their mother's family name and status. |
| 18 | Onyame on-yah-me | The supreme god of the Akan people |
| 19 | Plantation | A large farm usually for growing cotton, sugar or tobacco. |
| 20 | Praisesinger | A storyteller from West Africa |
| 21 | Safwahene | The Asantahene's chief keeper of keys |
| 22 | Treasury | A place where officials working for the government manage the country's finances. |
| 23 | Tribute | A payment which a more powerful ruler demands from a less powerful ruler |


| THE ORCHESTRA |  |
| :---: | :--- |
| $\mathbf{1}$ | ORCHESTRA |
| $\mathbf{2}$ | CONDUCTOR |
| $\mathbf{3}$ | WOOLCussion instruments. |
| $\mathbf{4}$ | STRINGS |
| $\mathbf{5}$ | The person leading the orchestra at the front. |
| $\mathbf{6}$ | PRASS |


| MUSICAL ERAS |  |  |
| :---: | :--- | :--- |
| $\mathbf{7}$ | WESTERN CLASSICAL | Classical music of the western world (Europe and America). |
|  | MUSIC | Different from folk music or popular music. |
| $\mathbf{8}$ | BAROQUE | Musical era from 1600-1750. |
| $\mathbf{9}$ | CLASSICAL | Musical era from 1750-1820. |
| $\mathbf{1 0}$ | ROMANTIC | Musical era from 1820-1900. |
| $\mathbf{1 1}$ | $20^{\text {TH }}$ CENTURY/MODERN | Musical era from 1900 onwards. |


| THE KEYBOARD |  |  |
| :---: | :---: | :---: |
| 12 | MIDDLE C | The note traditionally in the middle of a piano. It is found at the bottom of the Treble Clef stave. |
| 13 | ORDER OF NOTES | C is to the left of the two black keys. The keyboard notes go up alphabetically from A to G, then it starts again. |
| 14 | FLAT D | Symbol that lowers a note by a semitone (play the black note to the left on the keyboard). |
| 15 | SHARP \# | Symbol that raises a note by a semitone (play the black note to the right on the keyboard). |
| 16 | NATURAL | Symbol that means to ignore any flats or sharps and play the original version of the note. |
| 17 | ACCIDENTAL | The collective name for flat, sharp or natural symbols. |


| MUSICAL NOTATION REVISITED |  |  |
| :--- | :--- | :--- |
| $\mathbf{1 8}$ | STAVE | The five horizonal lines that music is written on. |
| $\mathbf{1 9}$ | TREBLE CLEF | S | | A symbol used to indicate which note should be played. Used for |
| :--- |
| $\mathbf{2 0}$ |$:$| nigh pitched notes. |
| :--- |


| ELEMENTS OF MUSIC REVISITED |  |
| :--- | :--- |
| $\mathbf{2 2}$ | MELODY |
| $\mathbf{2 3}$ | PITCH |
| $\mathbf{2 4}$ | The main tune of a piece of music. |
| $\mathbf{2 5}$ | TIMBRE |
| $\mathbf{2 6}$ | INSTRUMENTATION | How high or low a note is.


| DYNAMICS AND TEMPO TERMINOLOGY EXTENDED |  |
| :---: | :--- |
| $\mathbf{3 0}$ | ANDANTE |
| $\mathbf{3 1}$ | MODERATO |
| $\mathbf{3 2}$ | Italian word for at a walking pace (tempo). |
| $\mathbf{3 3}$ | Italian word for moderately (tempo). |
| $\mathbf{3 4}$ | FORTISSIMO | Italian word for getting faster (tempo).

## MUSICAL TEXTURES

| $\mathbf{3 8}$ | TEXTURE | The layers in the music. |
| :--- | :--- | :--- |
| $\mathbf{3 9}$ | MONOPHONIC | When there is only one part or instrument playing. |
| $\mathbf{4 0}$ | POLYPHONIC | When there are multiple different melodies at the same time. |
| $\mathbf{4 1}$ | UNISON | When all the parts are playing/singing exactly the same part. |
| $\mathbf{4 2}$ | ACCOMPANIMENT | All the part playing which are not the main melody e.g. the chords |
| $\mathbf{4 3}$ | HOMOPHONIC | When there is a clear melody and all the other parts accompany. |

## DISNEY SONGS

| 44 | THIS IS THE MOVIE |
| :--- | :--- |
| 45 | HERO SONG |
| 46 | VILLAIN SONG |
| 47 | CHEER-UP KID SONG |

A song that sums up what the movie is about.
A song that represents the hero of the film.
A song that represents the villain of the film.
A song that cheers up the protagonist and reassures them that everything will be alright.
A song that moves the story of the film onwards.

|  | Physics |  |
| :---: | :---: | :---: |
| 1 | Light | A type of electromagnetic radiation |
| 2 | Vacuum | Empty space |
| 3 | Transmission | Moving from one place to another |
| 4 | Transverse | Particles vibrating 90 degrees to the direction of the wave |
| 5 | Transparent | Able to see through |
| 6 | Translucent | Allows light to pass through but is not completely clear |
| 7 | Wave | Carries energy from one place to another |
| 8 | Reflection | Light bounces off a surface |
| 9 | Normal | An imaginary line 90 degrees to the surface when a ray of light hits |
| 10 | Ray diagram | A diagram that shows how light travels in a straight line |
| 11 | Angle of incidence | The angle between the incident ray and the normal |
| 12 | Incident ray | The ray of light hitting and object |
| 13 | Reflected ray | The ray of light that bounces off a surface |
| 14 | Angle of reflection | The angle between the reflected ray and the normal |
| 15 | Plane mirror | A flat mirror |
| 16 | Inverted | Upside down |
| 17 | Laterally inverted | Appears to be back to front |
| 18 | Image | What you can see from reflection |
| 19 | Virtual image | An image that cannot be projected onto a screen |
| 20 | Curved mirror | A mirror that is not flat |
| 21 | Refraction | When light changes direction passing through different media |
| 22 | Angle of refraction | The angle between the refracted ray and the normal |
| 23 | Lens | An object that can focus rays of light |
| 24 | Convex lens | A lens that is thicker at the centre than at the edges |
| 25 | Concave lens | A lens that is thinner at the centre than at the edges |
| 26 | Magnification | The amount by which an image appears to be bigger/smaller than the object |
| 27 | Diminished | Smaller than the object |
| 28 | Focal point | The point at which rays of light focus in front of or behind a lens |
| 29 | Retina | The back part of the eye with photosensitive cells |
|  |  |  |



Glossary (this is a list of key words that you need to know to access this unit. Although most words are explained as you go through the lessons, it's useful to keep checking and testing yourself on these words):

|  | Islam |
| :--- | :--- |
| 1. Akhirah | Life after death in Islam |
| 2. Paradise | An eternal afterlife of peace <br> for Muslims |
| 3. Day of <br> Judgement | A day when Muslims believe <br> that all will be judged by Allah <br> based on their actions |
| 4. Prophet | A messenger of God |


| Key Terminology (1) |  |
| :--- | :--- |
| 9. Eternal | Forever, everlasting |
| 10. Judgement | Deciding whether a <br> person's actions are good <br> or bad |
| 11. Near death <br> experience | When someone dies for a <br> short while before they <br> are resuscitated (brought <br> back to life) |
| 12. Reincarnation | The belief that our soul <br> transfers to another living <br> being after death |


| Christianity |  |
| :--- | :--- |
| 5. Heaven | A place of eternal paradise <br> where Christians believe <br> they'll spend the afterlife <br> with God |
| 6. Hell | A place of punishment and <br> separation from God |
| 7. Resurrection | The belief that Jesus rose <br> from the dead after his <br> crucifixion; coming back to <br> life as the same being |
| 8. Easter | A Christian festival that <br> remembers the death and <br> resurrection of Jesus |

## Buddhism

| 13. Karma | The belief that our actions will <br> have an effect on our future; <br> the law of cause and effect |
| :--- | :--- |
| 14. Nirvana | The point at which <br> Enlightenment has been <br> achieved |
| 15. Samsara | The cycle of birth, suffering, <br> death and rebirth |
| 16. Nirvana | Enlightenment in Buddhism |


| Core keywords 2 |  |
| :---: | :--- |
| 1. Paradise | An eternal afterlife of peace for Muslims |
| 2. Day of Judgement | A day when Muslims believe that all will be judged by Allah based on their actions |
| 3. Heaven | A place of eternal paradise where Christians believe they'll spend the afterlife with <br> God |
| 4. Hell | A place of punishment and separation from God |
| 5. Easter | A Christian festival that remembers the death and resurrection of Jesus |
| 6. Eternal | Forever, everlasting |
| 7. Judgement | Deciding whether a person's actions are good or bad |
| 8. Near death |  |
| experience | When someone dies for a short while before they are resuscitated (brought back to |
| life) |  |


| Forgiveness |  |
| :---: | :--- |
| 1. Apartheid | A political policy in South Africa that segregated and discriminated against black <br> people |
| 2. Apology | Saying sorry for a wrong or bad action |
| 3. Discrimination | To treat someone differently, based on things like race, gender etc |
| 4. Forgiveness | Accepting another person's apology |
| 5. Leviticus | A book found in the Torah and the Old Testament of the Bible |
| 6. Parable | A story that is told to teach a lesson |
| 7. Reconciliation | The process of making up after an argument |
| 8. Rosh Hashanah | Jewish new year festival where Jewish people ask for forgiveness from sins |
| 9. Segregation | Separating something or someone from others |
| 10. Torah | The Jewish holy text |


| Mis hermanos | My brothers and sisters | Los animales ¿Tienes animales? | Pets <br> Do you have any pets? |
| :---: | :---: | :---: | :---: |
| ¿Tienes hermanos? | Do you have any brothers or sisters? | Tengo ... un caballo | I have a horse |
| tener | to have | una cobaya | a guinea pig |
| Tengo ... | I have | un conejo | a rabbit |
| Tiene ... | He/She has ... | un gato | a cat |
| un hermano | one brother | un hámster | a hamster |
| una hermana | one sister two brothers | un pájaro | a bird |
| tres hermanas | three sisters | un perro | a dog |
| No tengo hermanos. | I don't have any | un pez | a fish |
|  | brothers or sisters. | un ratón una serpiente | a mouse a snake |
| Soy hijo único. | I'm an only child. (male) | una tortuga | a tortoise |
| Soy hija única. | I'm an only child. (female) | Los colores amarillo/amarilla | Colours yellow |
| mi madre | my mother | blanco/blanca | white |
| mi padre | my father | negro/negra | black |
| mi abuelo | my grandfather | rojo/roja | red |
| mi abuela | my grandmother | azul | blue |
| mitio | my uncle | gris | grey |
| mitia | my aunt | marrón | brown |
| mi primo | my cousin (male) | naranja | orange |
| mi prima | my cousin (female) | rosa | pink |
| Los números 30-100 | Numbers 30-100 | verde | green |
| treinta | 30 | ¿Cómo es? <br> bonito/bonita <br> feolfea <br> pequeño/pequeña <br> grande |  |
| cuarenta | 40 |  | What's he/she/it like? cute, pretty |
| cincuenta | 50 |  |  |
| sesenta | 60 |  | small |
| setenta | 70 |  | big |
| ochenta | 80 |  |  |
| noventa | 90 |  |  |
| cien | 100 |  |  |



| ¿Cómo eres? | What are you like? | Tengo los ojos ... | I have ... eyes. |
| :---: | :---: | :---: | :---: |
| ser | to be | azules | blue |
| Soy ... | I'm... | grises | grey |
| Eres ... | You're .. | marrones | brown |
| Es ... | He's/She's ... | verdes | green |
| un chico | a boy |  |  |
| una chica | a girl | Tengo barba. | I have a beard. |
| alto/alta | tall | Tengo bigote, | I have a moustache. |
| bajo/baja | short | Tengo gafas. | I wear (have) glasses. |
| delgado/delgada | thin |  |  |
| gordo/gorda | fat | Vivo en ... | I live in ... |
| guapo/guapa | good-looking | Vive en ... | He/She lives in. |
| feo/fea | ugly | Vivimos en ... | We live in ... |
| aburrido/aburrida antipático/antipática | boring | Viven en ... | They live in ... |
| divertido/divertida | amusing | Alemania | Germany |
| severo/severa | strict | Escocia | Scotland |
| simpático/simpática | nice, kind | España | Spain |
| perezoso/perezosa | lazy | Francia | France |
| timido/timida | shy | Gales | Wales |
| inteligente | intelligent | Grecia | Greece |
|  |  | Inglaterra | England |
| Tengo el pelo ... | I have ... hair. | Irlanda | Ireland |
| Tiene el pelo ... | He/she has ... hair. | Italia | Italy |
| blanco <br> castaño | white brown | Portugal | Portugal |
| gris | grey | Vivo en una casa. | 1 live in a house. |
| negro | black | Vivo en un piso. | Ilive in a flat. |
| pelirrojo | red/ginger |  |  |
| rubio | blond | ¿Dónde estā? Estã ... | Where is it? It's ... |
| liso | straight | en el campo | in the countryside |
| largo | long | en la montaña | in the mountains |
| corto | short | en la costa | on the coast |
| ondulado | curly wavy | en una cuidad en un pueblo | in a city in a village |



