



Carshalton High School for Girls

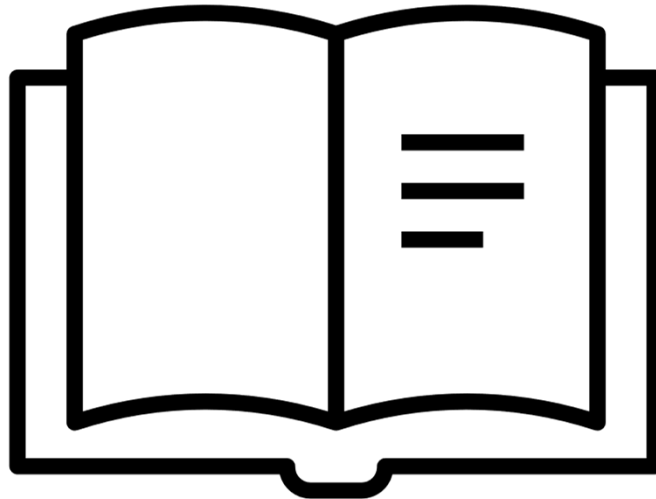
Excellence: everywhere, every day.

HOME LEARNING

Workbook

Year 7

Spring Term 2024-25



Name: Class:

Form *#teamchsg*

Tutor:

Contents

Schedule	1
Instructions for Use.....	5
English Reading Progress Guide	7
English Wider Reading Instructions	8
French/Spanish Language Gym Instructions	9
Maths Sparx Days/Logging in Guide.....	12
Revision Guide	14
Knowledge Organisers	
Art	15
Biology	17
Chemistry	19
Citizenship	21
Computer Science	23
Dance	25
Design and Technology	27
Drama	29
English	32
Food Technology	35
French	37
Geography	39
History	41
Music	43
Physics	45
Religious Studies	47
Spanish	49

Date	Subject 1	Task 1	Subject 2	Task 2	Subject 3	Task 3	Subject 4	Task 4
6th January 2025	English	Learn Novel Character 1-4	English	Learn Knowledge About Language 1-6	Art	Revise section 1 -Re-call colour	Music	Learn 'Elements of Music' 1-8
7th January 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
8th January 2025	Biology	Body Systems Learn 1 - 5	Chemistry	Elements Learn 1-5	Physics	Forces Learn 1-5	PE + Dance	Dance- Learn 1-5
9th January 2025	MFL	French/Spanish: Learn vocab in section 1	Computer Science	Revise E-safety- know the different laws- Data protection, Computer misuse, plagiarism and	History	Learn Unit 2 Dates 1-5	Drama	Revise 'Vocal Skills' 1-7 and Revise 'Physical Skills' 8-14
10th January 2025	Technology	D&T: Sustainability 1 - 6 Food: EHO 1 - 2	RS	Learn 'What do people believe about God?' 1 - 4	Geography	Learn Key Words 1-5	Citizenship	Unit 3; Learn 1 - 8
13th January 2025	English	Learn Novel Character 5-8	English	Reading Progress on Teams	Art	Section 2 - Principles of landscape	Music	Learn 'Dynamics and Tempo Terminology' 9-15
14th January 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
15th January 2025	Biology	Body Systems Learn 5-10	Chemistry	Elements Learn 6-10	Physics	Forces Learn 6-10	PE + Dance	Dance- Learn 6-11
16th January 2025	MFL	French/Spanish: Check Teams for homework on Reading Progress	Computer Science	Algorithmic Thinking 16-18	History	Learn Unit 2 People 1-9	Drama	Learn 'Lighting Acronym LATE' 15-19
17th January 2025	Technology	D&T: Vocabulary 7 - 10 Food: EHO 3 - 5	RS	Learn 'What do people believe about God?' 5 - 8	Geography	Learn Key Words 6-10	Citizenship	Unit 3; Learn 9 - 15
20th January 2025	English	Learn Novel Narrative Structure 9-12	English	Learn Knowledge About Language 7-11	Art	Setion 3 - Aerial perspective	Music	Learn 'Musical Notation' 16-19
21st January 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
22nd January 2025	Biology	Body Systems Learn 11-14	Chemistry	Elements Learn 11-16	Physics	Forces Learn 11-15	PE + Dance	Dance- Learn 12-15
23rd January 2025	MFL	French/Spanish: Learn vocab in section 2	Computer Science	Algorithmic Thinking 19-21	History	Learn Unit 2 Keywords 1-10	Drama	Learn 'Costume Acronym MISMATCH FA' 33-42
24th January 2025	Technology	D&T: Vocabulary 11 - 14 Food: EHO 6	RS	Learn 'What do people believe about God?' 9 - 12	Geography	Learn Key Words 11-15	Citizenship	Unit 3; Learn 16 - 22
27th January 2025	English	Learn Novel Narrative Structure 13-16	English	Reading Progress on Teams	Art	Section 4- Linear perspective	Music	Learn 'Note Values Table' (no.20)
28th January 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX

29th January 2025	Biology	Body Systems Learn diagram of respiratory system	Chemistry	Elements Learn Chemical symbols 1-6	Physics	Forces Learn 16-20	PE + Dance	Dance- Learn 16-19 Learn 'Lighting Angles' and 'Lighting Techniques' 23-25 and 26-30
30th January 2025	MFL	French/Spanish: Check Teams for homework on Language Gym	Computer Science	Flow Chart Symbol 22-24	History	Learn Unit 2 Keywords 11-21	Drama	
31st January 2025	Technology	D&T: CAD 15 Food: Regulations 7 - 9	RS	Learn 'What do people believe about God?' 13 - 16	Geography	Learn Key Words 16-20	Citizenship	Unit 3; Learn 23 - 27
3rd February 2025	English	Learn Novel Narrative Structure 17-21	English	Learn Knowledge About Language 12-18	Art	Section 5- One-point perspective	Music	Learn 'Melody Keywords' 21-26
4th February 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
5th February 2025	Biology	Body Systems Learn 15-20	Chemistry	Elements Learn Chemical symbols 7-12	Physics	Forces Learn 21-25	PE + Dance	Dance- Learn 1-5 Learn 'Lighting Sources' and 'Lighting Equipment' 20-22 and 31-32
6th February 2025	MFL	QR under sections 1/2	Computer Science	Flow chart symbol 25-26	History	Learn Unit 2 Concepts 1-5	Drama	
7th February 2025	Technology	D&T: CAM/CNC 16 - 17 Food: poisoning 10 - 12	RS	Learn 'What do people believe about God?' 17 - 20	Geography	Learn Key Words 21-25	Citizenship	Unit 3; Review 24 - 27
10th February 2025	English	Learn Novel Narrative Mode 22-24	English	Reading Progress on Teams	Art	Section 6- Two-point perspective	Music	Learn 'Musical Theatre Vocabulary' 27-35
11th February 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
12th February 2025	Biology	Body Systems Learn 21-25	Chemistry	Types of Reactions Learn 1-5	Physics	Forces Learn 26-29	PE + Dance	Dance- Learn 20-23
13th February 2025	MFL	French/Spanish: Learn vocab in section 3	Computer Science	Computational Construct 27-29	History	Learn Unit 3 Dates 1-6	Drama	Learn 'Acronym for all Design Elements SALT' 43-46
14th February 2025	Technology	D&T: Electronics 18 - 24 Food: poisoning 13 - 16	RS	Learn 'What do people believe about God?' 21 - 24	Geography	Learn Key Words 26-30	Citizenship	Unit 4; Learn 1 - 7
HALF TERM		HALF TERM		HALF TERM		HALF TERM		HALF TERM
24th February 2025 INSET	No Home Learning		No Home Learning		No Home Learning		No Home Learning	
25th February 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
26th February 2025	Biology	Body Systems Learn 26-29	Chemistry	Types of Reactions Learn 6-10	Physics	Light Learn 1-5	PE + Dance	Dance- Learn 24-27
27th February 2025	MFL	French/Spanish: Check Teams for homework on Reading Progress	Computer Science	Algorithmic Thinking 16-18	History	Learn Unit 3 People 1-6	Drama	Learn 'Mime Keywords' 47-49

28th February 2025	Technology	D&T: Workshop rules 1 - 14 Food: Healthy eating 1 - 8	RS	Learn 'What do people believe about God?' 25 - 28	Geography	Learn Key Words 31-35	Citizenship	Unit 4; Learn 8 - 14
3rd March 2025	English	Learn Novel Genre 25-27	English	Reading Progress on Teams	Art	Section 7 & 8 -re-call practise	Music	Learn 'Voice Parts' 36-39 and 'The Keyboard' 40-42
4th March 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
5th March 2025	Biology	Body Systems Learn diagram of inhalation	Chemistry	Types of Reactions Learn 11-16	Physics	Light Learn 6-10	PE + Dance	Dance- Learn 28-33
6th March 2025	MFL	French/Spanish: Learn vocab in section 4	Computer Science	Algorithmic Thinking 19-21	History	Learn Unit 3 Keywords 1-6	Drama	Learn 'Seven Levels of Tension' 50-56
7th March 2025 INSET	No Home Learning		No Home Learning		No Home Learning		No Home Learning	
10th March 2025	English	Learn Novel Genre 28-31	English	Learn Knowledge About Language 19-23	Art	Section 6 & 7	Music	Re-learn 'Musical Notation' 16-19
11th March 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
12th March 2025	Biology	Body Systems Learn diagram of exhalation	Chemistry	Elements Learn 1-8	Physics	Light Learn 11-15	PE + Dance	Dance- Learn 1-5
13th March 2025	MFL	French/Spanish: Check Teams for homework on Language Gym	Computer Science	Flow Chart Symbol 22-24	History	Learn Unit 3 Keywords 7-13	Drama	Revise 'Lighting Acronym LATE' 15-19
14th March 2025	Technology	D&T: Maths 15 - 20 Food: Eatwell guide 9	RS	Learn 'Core Keywords 1' 1 - 7	Geography	Learn Key Words 36-40	Citizenship	Unit 4; Review 1 - 8
17th March 2025	English	Learn Knowledge About Language 24-28	English	Reading Progress on Teams	Art	Section 8 & 9	Music	Re-learn 'Note Values Table' (no.20)
18th March 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
19th March 2025	Biology	Body Systems Learn 1 - 10	Chemistry	Elements Learn 9-16	Physics	Light Learn 16-20	PE + Dance	Dance- Learn 6-11
20th March 2025	MFL	QR under sections 3/4	Computer Science	Flow chart symbol 25-26	History	Learn Unit 3 Keywords 14-20	Drama	Revise 'Costume Acronym MISMATCH FA' 33-42
21st March 2025	Technology	D&T: Tools 21 - 23 Food: Definitions 10 -17	RS	Learn 'Core Keywords 1' 8 - 15	Geography	Learn Key Words 41-44	Citizenship	Unit 4; Learn 15 - 20
24th March 2025	English	Learn Knowledge About Language 29-34	English	Learn Knowledge About Language 35-40	Art	Section 9 & 10 - re-call	Music	Re-learn 'Melody Keywords' 21-26
25th March 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX

26th March 2025	Biology	Body Systems Learn 11-20	Chemistry	Types of Reactions Learn 1-8	Physics	Light Learn 21-25	PE + Dance	Dance- Learn 12-15
27th March 2025	MFL	French/Spanish: Check Teams for homework on <i>Reading Progress</i>	Computer Science	Computational Construct 27-29	History	Learn Unit 3 Keywords 21-27	Drama	Revise 'Mime Keywords' 47-49
28th March 2025	Technology	D&T: Tools 24 - 27 Food: Micronutrients 18	RS	Learn 'Core Keywords 1' 16 - 21	Geography	Learn Key Words 45-50	Citizenship	Unit 4; Learn 21 - 25
31st March 2025	English	Learn Knowledge About Language 45-54	English	Reading Progress on Teams	Art	Revise still life	Music	Re-learn 'Musical Theatre Vocabulary' 27-35
1st April 2025	Maths	SPARX	Maths	SPARX	Maths	SPARX	Maths	SPARX
2nd April 2025	Biology	Body Systems Learn 21-29	Chemistry	Types of Reactions Learn 9-16	Physics	Light Learn 26-29	PE + Dance	Dance- Learn 16-19
3rd April 2025	MFL	French/Spanish: Revise vocab. for sections 1-4	Computer Science	Revise 16-29	History	Learn Unit 3 Concepts 1-6	Drama	Revise 'Vocal Skills' 1-7 and Revise 'Physical Skills' 8-14
4th April 2025	Technology	D&T: Maths 15 - 20 Food: Macronutrients 19	RS	Learn 'Core Keywords 1' 22 - 26	Geography	Learn Key Words 50-52 and 1-2	Citizenship	Unit 4; Review 21 - 25






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 home learning
	COVER	Cover it over or put it to one side
	WRITE	From memory, write out as much of the information as you can remember for that section
	CHECK	Check back with the Knowledge Organiser. Anything missing or incorrect, add in a different coloured pen.
	REVIEW	Any information you didn't recall the first time you may wish to check in a different format, such as repeating the process or creating revision cards.

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

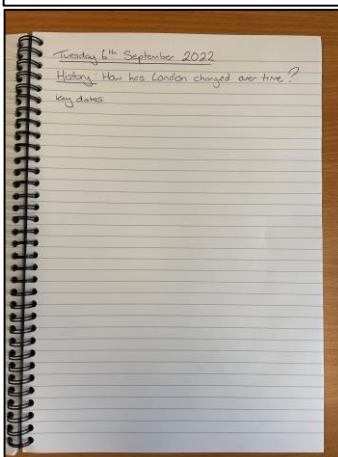
Modelled Example

Example Home Learning Task

History Knowledge Organiser 1 : Learn the Key Dates section

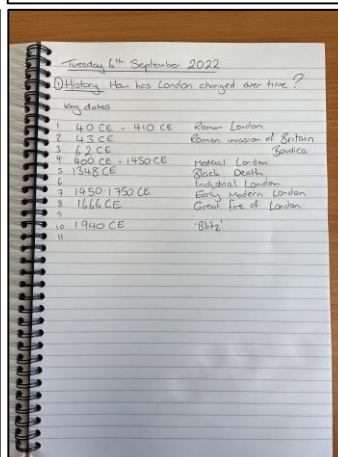
	LOOK	I need to carefully read the section of the Knowledge Organiser I have been asked to learn
	COVER	Once I have read it and tried to learn it off by heart, I cover the knowledge organiser over or put it to one side so I cannot see it.
	WRITE	I write out as many details as I can from memory.
	CHECK	I check back over my answer with the Knowledge Organiser back in front of me, uncovered. Anything which is missing or incorrect, I add in in a different coloured pen.
	REVIEW	If I have significant gaps or parts I didn't understand, I repeat the process from Step 1.

Write



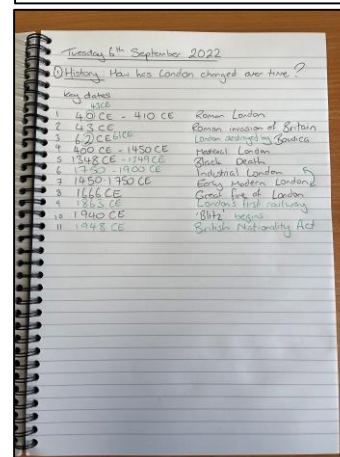
After reading and covering the KO, write the title and date for your home learning tasks

Write



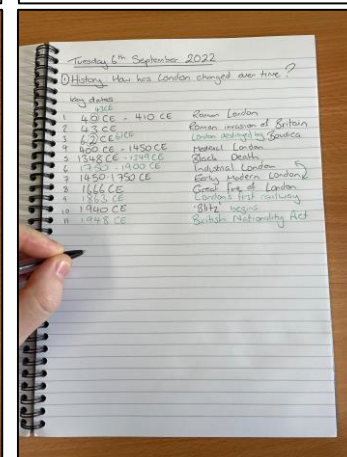
From memory, write out what you have tried to memorise

Check



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

Review



Go back to the 'write' stage and try again, or, move on to the next task

HOW TO COMPLETE A READING PROGRESS ASSIGNMENT

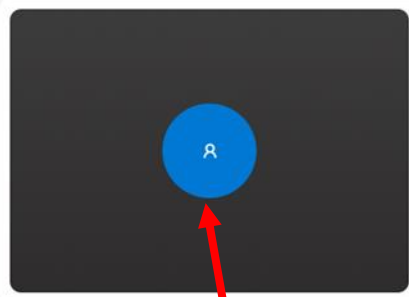
1. Log in to Microsoft Teams and select the Reading Progress assignment.

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

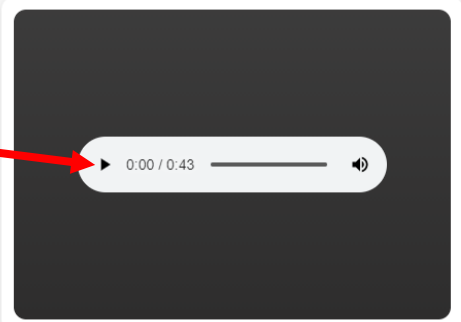
 Start

3. Ready to read aloud?
Click the 'Start' button to begin.

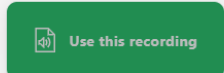
Double check that your **microphone is on** and your **camera is off**. If all is as it should be, it will look like this.

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 re-record it. If you do choose to try again, the previous recording will be lost.



 Try again

 Use this recording

HOW TO FILL IN YOUR WIDER READING LOG

1. Every day, you are expected to read your wider reading book for 25 minutes.
2. During your English Home Learning Slot each week, fill in the Wider Reading Log adding the date you are completing the log, the pages you have read in the last week and a short summary of what you have read.
3. The summary must include information about the pages you have read in the last week. It should not be a book review or summary of the book as a whole.
4. Your wider reading teacher will be checking that this has been completed during every reading lesson.

HOW TO REQUEST A BOOK FOR WIDER READING

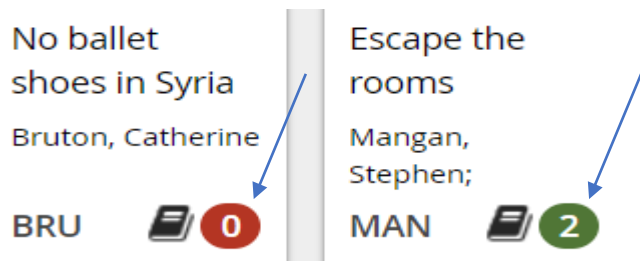
1. Go the school website chsg.org.uk and click on "School Intranet"



2. Click on the 3 lines at the top left of the page and select English from your subject list.

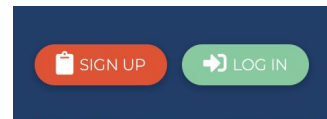


3. Click on the blue button 'Accessit' at the top of the page.
4. Click on Quick Lists and your Year Group to find the list of books available. Books with red circles are unavailable and books with green circles have copies available.



5. Choose 3-4 books which are shown to be available that you'd like to read.
6. On the English SharePoint page, click on the blue button 'Book Selection' and fill in the form adding your name, class group, reading teacher and book choices. Add 3-4 titles in case your first choice isn't available.
7. Your reading book will be ready for you in your next lesson. You must read from this book for 20 minutes a day and fill in your Wider Reading Log to keep a track of your reading.

Students: Signing up/joining a class



- 1) Click "Sign up"
- 2) Click "Student"



- 3) Fill in Name / Email / Password / Invitation Code (they can fill in a second one at a later date to join a second classroom - if they have a second language)

Register as Student

Invitation Code

T8HCGR

Full Name

Paco el Pez

Email

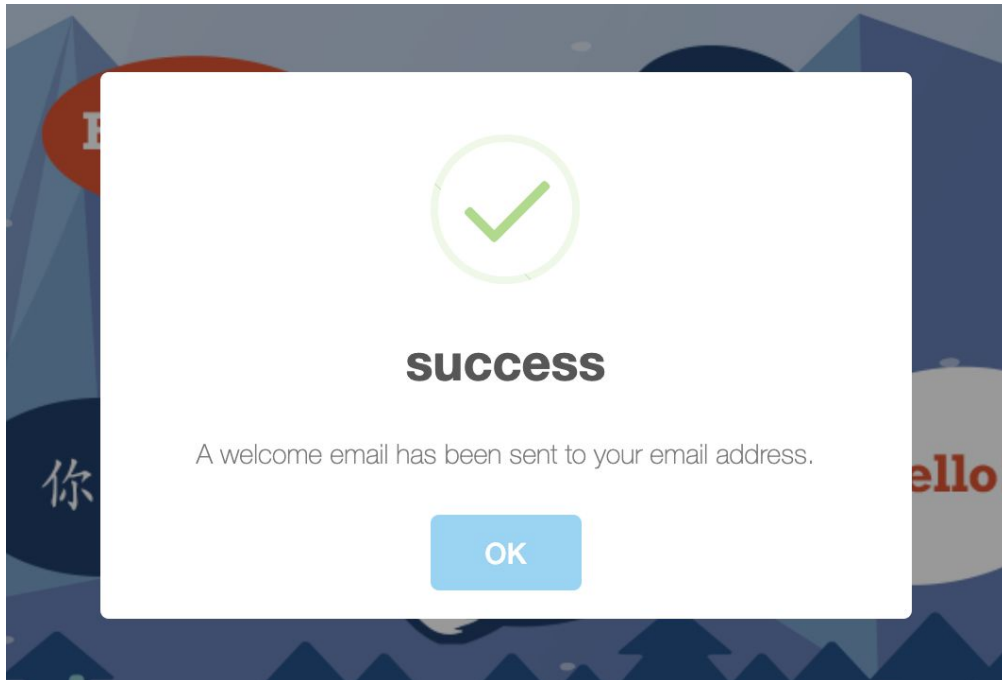
paco@pezschool.co.uk

Password

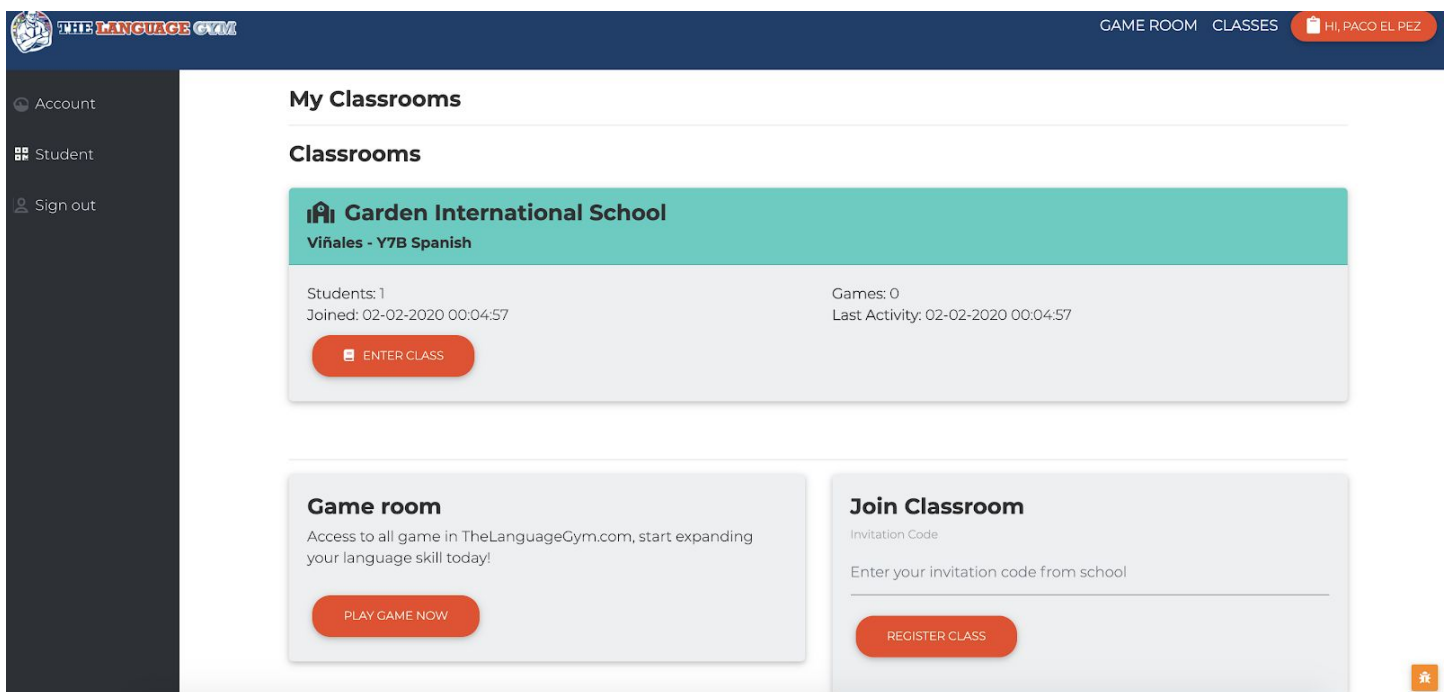
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REGISTER

Success! Student can now access all features of the Language Gym.



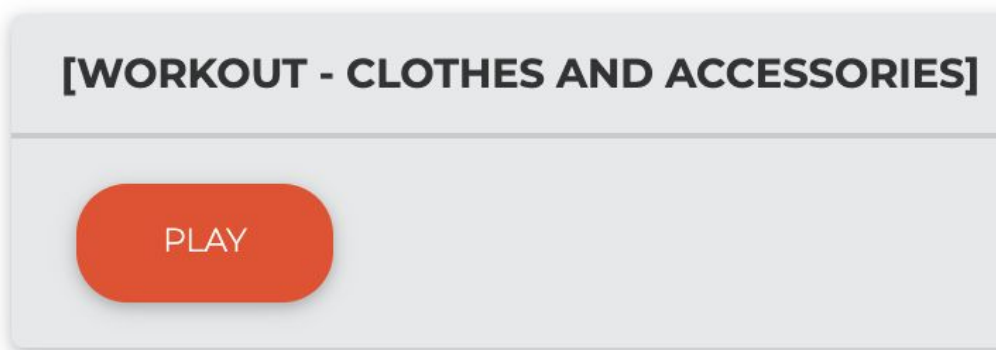
Student Interface:



Student can go directly to Game Room or click “Enter Class” to see “Assignments” or “Live Games” that you have set them.

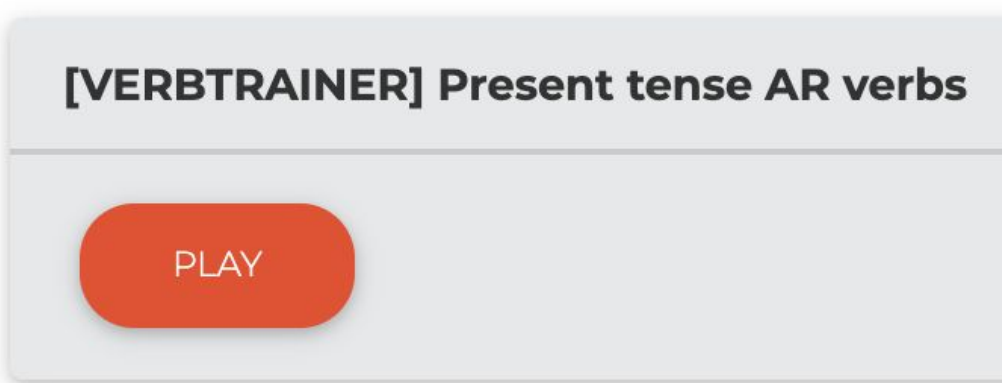
Students: Viewing Assignments/Live Games

Assignments



Student can click play to access your assignment. They have until the “Due Date” to complete the assignment. This function is particularly useful for tracking homework completion/effort/progress.

Live Games



Students click Play to compete in Live Games. They will not see the Live Game on their interface until you click START from your side. This is due to the timer function of the Live Game and to ensure that all students have the same amount of time to play (provided they start playing as soon as you start the game)

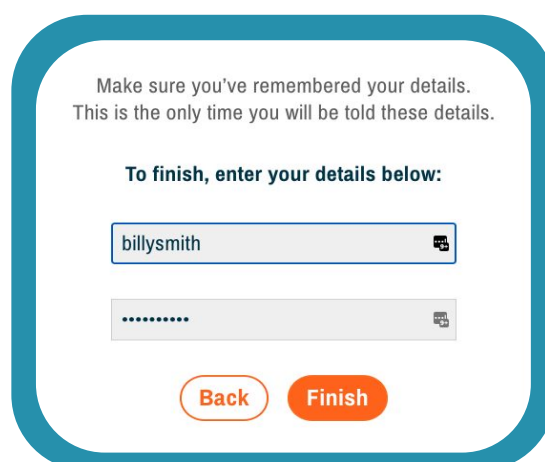
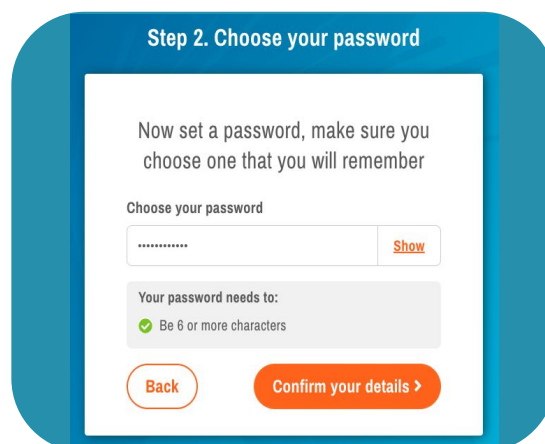
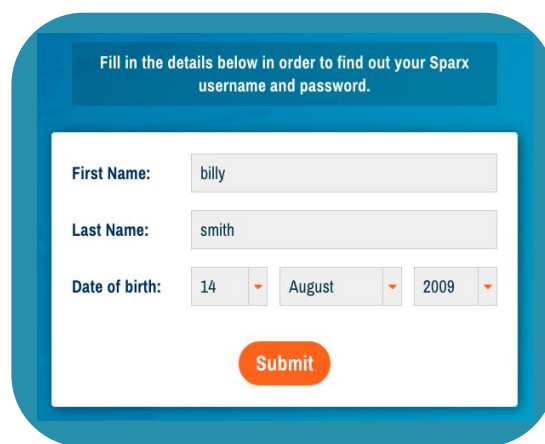
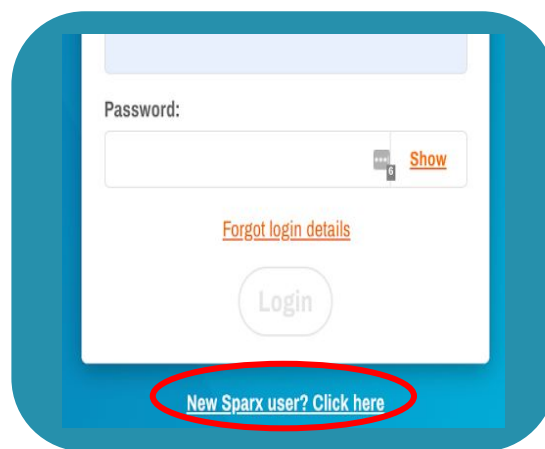
Sparx Maths

Year	Homework day	Sparx support day
7	Tuesday	Thursday
8	Tuesday	Thursday
9	Tuesday	Week 1 Wed - x band Week 1 Thurs - y band Week 2 Wed
10	Wednesday	Friday



Student Guide to Logging In

- 1 Go to sparx.co.uk and click **Log in**
- 2 Select **Student Login**
- 3 Carefully select your school from the list
- 4 Select **New Sparx user**
- 5 Enter your:
 - First Name
 - Last Name
 - Date of Birth
- 6 Click **Submit**
- 7 You will be prompted to set your own password. The password must be at least 6 characters long and you will need to remember it
- 8 Confirm your username and password, and click **Finish**
- 9 You can now log in to Sparx using your username and password
- 10 If a password is lost, you can select the option to request a new password from your teacher



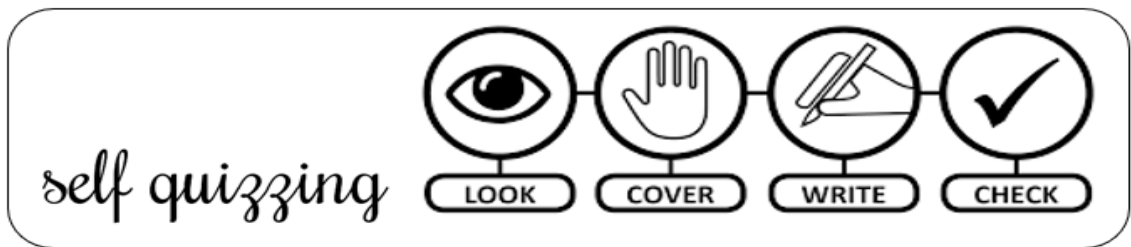
How to use the home-learning booklet for revision

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)



SECTION NAME

1	Re-call colour	
2	Principles of landscape	<p>Principles of landscape: Aerial Perspective (foreground, middle ground and background) Linear Perspective (1 point perspective, 2 point perspective)</p> <p>We recognize 3 types of landscapes: rural landscape (countryside) urban landscape (cities) seascape (sea)</p>
3	Aerial Perspective	<p><i>Aerial perspective, which is also called atmospheric perspective, is the effect that a hazy atmosphere has on the tone and color of a landscape when it is viewed over a distance.</i></p> <p><i>Aerial Perspective combines four key elements to create the illusion of depth in a landscape:</i></p> <p><i>The size of objects become smaller the further they are from the viewer.</i></p> <p><i>The details of objects decrease the further they are from the viewer.</i></p> <p><i>The tones of objects weaken the further they are from the viewer.</i></p> <p><i>The colours of objects begin to fade the further they are from the viewer.</i></p>
4	Linear perspective	<p>Linear perspective is a drawing technique that gives the illusion of depth. In other words, it tricks the eye into believing that the picture in front of it is actually 3D, not 2D. Objects that are further away from us appear smaller, so we draw them smaller to create that illusion of space and distance. As those objects meet the horizon line, they disappear into one (or more) points called the vanishing point.</p> <p>The vanishing point is the spot on the horizon line to which the receding parallel lines diminish.</p>
5	One-point perspective	One-point perspective has only one vanishing point along the horizon line. Imagine a picture of a road stretching straight out into the distance
6	Two-point perspective	<p>two-point perspective has two vanishing points along the horizon line. The vanishing points are typically on either side of a canvas/paper, and they're used to convey such things as two corners of a building on a street.</p> <p>Use the QR code from your workbook to see visual examples.</p>
7	Re-call Paul Cezanne	
8	Re-call aerial Perspective	
9	Re-call key vocabulary	<p>Abstract art Assemblage Close-up En plein air Photorealism Realism</p>



6.	Impressionism 	<p>is perhaps the most important movement in the whole of modern painting. 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 (open air). The Impressionists sought to capture the optical effects of light - to convey the fleeting nature of the present moment, including ambient features such as changes in weather, on their canvases.</p> <p>Main Impressionism artists: Claude Monet, Mary Cassatt, Pierre-Auguste Renoir, Camille Pissarro, Edgar Degas.</p> <p>https://www.youtube.com/watch?v=3jhHX_tpy70</p>
7.	Colour theory	Re-call colour theory
8.	Fauvism QR code: 	<p>Fauvism, the first 20th-century movement in modern art, was initially inspired by the examples of Vincent van Gogh. They were called <i>les Fauves</i> (wild beasts). One of Fauvism's major characteristics was its radical goal of separating colour from its descriptive, representational purpose and allowing it to exist on the canvas as an independent element. Colour could project a mood and establish a structure within the work of art without having to be true to the natural world.</p> <p>The Fauves’ simplified forms and saturated colours caused the shapes to look flat on the canvas or paper.</p> <p>Key artists: Andre Derain, Henri Matisse, Maurice de Vlaminck.</p>
9.	Re-call	Formal elements and perspective
10.	Re-call	Impressionism and expressionism
11.	Who? Vincent Van Gogh SCAN ME 	<p>Vincent Willem van Gogh (30 March 1853–29 July 1890) was a Dutch post-impressionist painter. His work had a great influence on modern art because of its striking colours and emotional power. His canvases were densely laden with visible brushstrokes rendered in a bright, opulent palette. He made more than 2,000 artworks, with 900 paintings and 1,100 drawings and sketches. Today, many of his pieces – portraits, landscapes and sunflowers – are some of the most famous and costly works of art in the world.</p>
12.	Who? Julian Opie	<p>Julian Opie is a contemporary British artist known for his distinctive depictions of figures, portraits, and landscapes.</p>
	What? How?	<p>His works have been realised in a variety of media including silkscreen, vinyl, LCD, LED, lenticular and flocking, and he continues to push the boundaries of 'traditional' artistic practice. He draws inspiration from both high art and design; lightbox advertising, billboard signs, Japanese Manga, seventeenth and eighteenth-century portraiture, nineteenth-century silhouettes, Roman busts and ancient Egyptian art.</p>
13	Re-call Paul Cezanne	



KEY TERM		
1	alveolus	A structure inside the lungs where gas exchange takes place with the blood.
2	antagonistic muscles	A pair of muscles that work together to control movement at a joint – as one muscle contracts, the other relaxes.
3	asthma	A condition where triggers, such as dust, cause inflammation and narrowing of the airways, making it difficult to breathe.
4	biomechanics	The study of muscle and joint movement.
5	bone	A tissue that forms a hard structure, used to protect organs and for movement.
6	bone marrow	A soft tissue found inside bones that makes red and white blood cells.
7	cartilage	The strong, smooth tissue that covers the end of bones to prevent them rubbing together.
8	circulatory system	A system of organs that help transport substances around the body in the blood.
9	condense	The change of state from gas to liquid.
10	diaphragm (breathing)	The sheet of muscle used in breathing.
11	digestive system	A system of organs that break down food into smaller molecules and then absorbs them.
12	exhale	Breathing out, to remove carbon dioxide.
13	gas exchange	The transfer of gases between an organism and its environment.
14	gas exchange system	A system of organs that absorb oxygen into the blood and remove carbon dioxide from the blood.

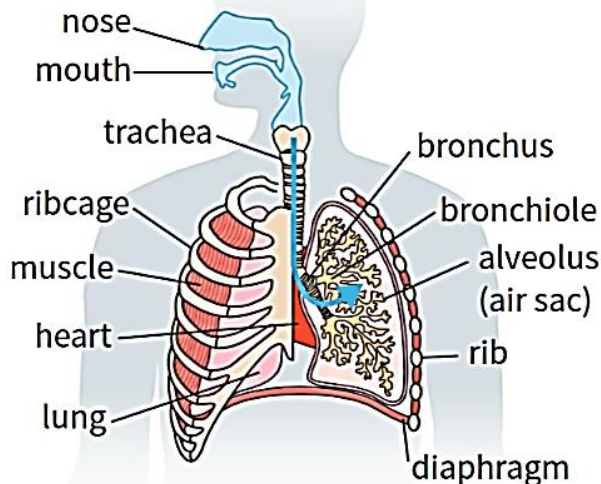


Diagram of the respiratory system

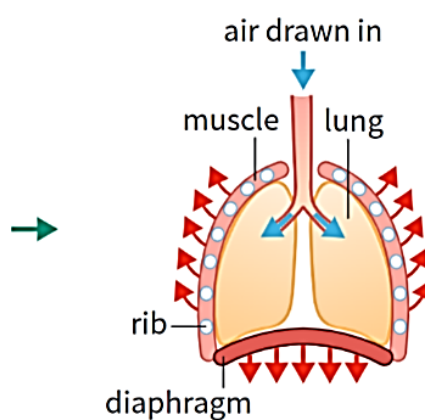


KEY TERM

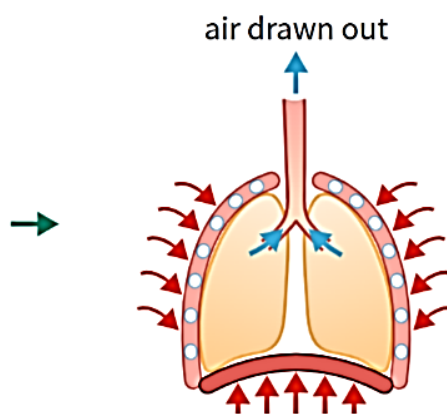
15	inhale	Breathing in, to take in oxygen.
16	ligament	Joins two bones together.
17	lungs	The organ in which gas exchange takes place.
18	lung volume	The volume of air your lungs can hold.
19	multicellular organism	An organism made up of many cells
20	musculoskeletal system	A system of organs and tissues that allow animals to move
21	newton	The unit of force, symbol N.
22	organ	A group of tissues working together to perform a function.
23	organ system	A group of organs working together to perform a function.
24	reproductive system	A system of organs that work together to make new organisms.
25	ribcage	The bones that protect the lungs.
26	skeleton	All the bones in an organism.
27	trachea	A large tube running down the throat and connecting the mouth and nose to the lungs.
28	tendon	Joins a muscle to a bone.
29	tissue	A group of similar cells working together to perform a function

When you inhale:

- The muscles between your ribs contract – this pulls your ribcage up and out.
- The diaphragm contracts, so it moves down.
- The volume inside your chest increases.
- The pressure inside your chest decreases – this draws air into your lungs.

**When you exhale:**

- The muscles between your ribs relax, pulling your ribcage down and in.
- The diaphragm relaxes, so it moves up.
- The volume inside your chest decreases.
- The pressure inside your chest increases – this pushes air out of your lungs.





KEYWORDS

1	Matter	The substances things are made from
2	Atom	The simplest particle of an element, represented by a circle in diagrams
3	Molecule	Two or more atoms joined together. These atoms can be the same type or different types.
4	Particle	A single piece of matter. Particles can be atoms or molecules.
5	Element	A substance made from only one type of atom. Can be atoms or molecules.
6	Compound	A substance made from two or more types of atom joined together.
7	Bond	A force of attraction between two atoms.
8	Name	The chemical name for a substance uses words to show the elements in that substance e.g. Carbon Dioxide
9	Formula	The chemical formula for a substance uses symbols to show the elements in that substance e.g. CO ₂
10	Formulae	The plural of formula.
11	Magnetic	A substance that is attracted to a magnet. Iron, Cobalt, and Nickel are the three magnetic metals.
12	Physical Properties	Words used to describe a substance. Include melting point, boiling point, density and hardness.
13	Chemical Properties	Words used to describe a substance. Include melting point, boiling point, density and hardness. Includes reactivity.
14	Reaction	A process where the atoms in a substance are rearranged to make new substances
15	Reactants	The substances used in a reaction
16	Products	The substances made in a reaction

CHEMICAL SYMBOLS AND NAMES

1	H ₂	The formula for hydrogen gas
2	O ₂	The formula for oxygen gas
3	N ₂	The formula for nitrogen gas
4	C	The formula for carbon
5	Fe	The formula for iron
6	Zn	The formula for zinc
7	Cu	The formula for copper
8	S	The formula for sulphur
9	Al	The formula for aluminium
10	K	The formula for potassium
11	Na	The formula for sodium
12	Mg	The formula for magnesium



KEYWORDS

1	Reaction	A process where the atoms in a substance are rearranged to make new substances
2	Reactants	The substances used in a reaction
3	Products	The substances made in a reaction
4	Combustion	Burning a substance in oxygen
5	Thermal	Heat
6	Decomposition	Breaking down a substance
7	Transfer	Changing energy from one store to another e.g. chemical energy to light energy
8	Fuel	A substance that is a store of chemical energy
9	Carbon dioxide	A common product of combustion, this gas contributes to global warming
10	Observation	Changes that we can see during or after reactions
11	Mass	A measure of how much matter is in a substance. Measured in grams (g)
12	Conservation of mass	In any reaction, the mass of reactants will equal the mass of products
13	Independent variable	The variable being changed in an investigation
14	Dependent variable	The variable being measured in an investigation
15	Control variable	The variables that must be controlled to make the investigation valid
16	Valid	'Fair test' – only the independent variable is being changed



DEFINITIONS

1	Authority	The power or right to give orders or made decisions
2	Ballot box	The box where votes are placed in a polling station
3	Budget	The plan that sets out what you plan to spend during a period of time
4	Business rates	A tax paid by offices, and businesses to the local council
5	Campaigning	The process of seeking to persuade people to support a cause or vote for a political party or candidate
6	Candidates	Those people standing for election
7	Committee	A group of people, like councillors, who get together and make decisions or look into an issue
8	Constituent	A resident in an area that elects a political leader
9	Council Service	The help that is offered to residents. An example of a service provided by local government is council housing
10	Council tax	The money paid to the council by households depending on the value of their home
11	Councillor	An elected individual who represents constituents in a ward
12	Electoral register	The database/book showing who is registered to vote
13	Hustings	A meeting where residents get to hear from and question candidates standing in an election
14	Manifesto	A set of written pledges to potential voters about what a political party or local candidate would do if elected
15	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

16	Planning and licensing	The committee in the council that awards planning permission for new buildings or licenses to operate a taxi service.
17	Policies	Courses of action or goals that people plan to carry out or are in the process of carrying out
18	Political Party	A group of people who share a common view on issues. Individuals can join a political party and become a member
19	Polling day	When people get an opportunity to cast their vote
20	Polling stations	Are places where people vote on polling day
21	Secret ballot	Who people vote for on their ballot paper is secret to make sure that people are free to cast their vote without fear of intimidation
22	Tax	A compulsory amount paid to the government to fund a public service
23	Ward	A voting area for the council represented by a Councillor

KEY CONCEPTS

24	Democracy	Rule by the people, this means that people can vote and influence how their local community or country is run
25	Central/ National government	Makes decisions about how the country is run and how things get done, for example building schools or hospitals. It is led by the Prime Minister
26	Local government	Local councils that deliver services in a county, city or town. Sometimes known as a local authority or local council
27	First Past The Post (FPTP)	A voting system where the winner is the candidate who gets the most number of votes. Also called a 'winner takes all system'



DEFINITIONS

1	Act of Parliament	A UK law that was made by members of the House of Commons, House and Lords and signed by the monarch
2	Bill	A bill is an idea for a new law
3	Coalition	When two political parties agree to work together to run a country
4	Constituency	The specific geographical area that is represented by each MP in the House of Commons
5	Constituent	The people who live in an MP's constituency
6	Dissolve parliament	This means to close parliament, this is done by asking the monarch
7	General election	Every 5 years citizens vote to decide which MP will represent their constituency in the House of Commons
8	Government	Those who have the authority to run the country. The Government the political party who gains the most MPs in a general election
9	House of Commons	The large room where MPs gather to have debates, make laws and run the country.
10	House of Lords	The large room where Lords / Peers meet to have debates and to check up on the work of the Government.
11	Manifesto	A list of promises a political party makes before an election to convince people to vote for them
12	Member of Parliament (MP)	An MP is a person elected by the people in a constituency to represent them in the house of commons
13	Monarch	The top ruler of a country, usually a king or queen. In the UK this is Queen Elizabeth II
14	Opposition	The political parties who did not win a general election. Their role is to monitor and challenge the Government on their decisions

DEFINITIONS

15	Parliament	Made up of the house of Commons, house of Lords and the monarch (queen or king) who together make laws for the UK
16	Policy	A plan for what a political party wants to do on an issue
17	Polling Station	The place where citizens go to vote
18	Prime Minister	The Prime Minister is the leader of their political party and Central Government. They will live and work at 10 Downing Street in London.
19	Proxy voting	Getting someone else to vote on your behalf - you need to ask permission before doing this
20	Voting	The activity of choosing someone or something

KEY CONCEPTS

21	Democracy	Rule by the people, this means that people can vote and influence how their local community or country is run
22	First Past The Post (FPTP)	A voting system where the winner is the candidate who gets the most number of votes. Also called a winner takes all system

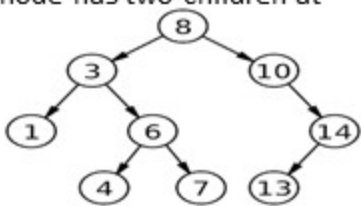

CASE STUDIES




23	Conservative Party	The current political party in charge of running the UK. They have been in charge of running the country since 2010
24	Labour Party	The 2nd largest political party since the 2019 general election. They are the current Opposition in the House of Commons
25	State Opening of Parliament	A ceremony marking the start of parliament's year. The monarch visits parliament and sits on the throne in the House of Lords to read a speech. The speech is written by the government and sets out its plans for the coming year

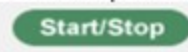


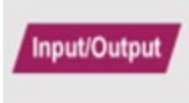
Year 7 Computer Science Knowledge Organiser

Unit 7.3 – Computational Thinking

Logical Thinking	
1	AND - both conditions must be met to be TRUE If username = "correct" and password = "correct": print ("load windows")
2	OR - if either condition is met then TRUE If lunchtime = "yes" or break = "yes": print ("get some food")
3	NOT - if condition is not met then TRUE If homework != "yes": print ("you have a detention")
4	Computational Thinking - How Computer Scientist think about Problems
5	Boolean Expressions – Boolean value either TRUE or FALSE
6	Boolean Logic - A logical algebra which works only with two values, true or false

Algorithmic Thinking	
16	Compression – Reducing the amount of data needed to store
17	Lossy Compression – Some of the original data will be lost
18	Lossless Compression - None of the original data will be lost
19	Binary – a number system that only uses two digits, 1 and 0
20	Binary Tree - a special kind of tree where every node has two children at most 
21	Direction of flow – Shows the flow of instructions 

Logic Gates	
7	Two States – 0 is represented by OFF or FALSE, 1 is represented by ON or TRUE
8	Logic Gates - a digital electronic device that allows an electronic system to make decisions based on inputs
9	AND Gate 
10	OR Gate 
11	NOT Gate 

Flow Chart Symbol	
22	Flow Chart – A visual representation of an algorithm
23	Start/End – Beginning and end points in the sequence 
24	Process – An instruction or command 
25	Decision – A decision, either yes/no 
26	Input or Output – Data entered is input Data going out is output 

Algorithmic Thinking Techniques	
12	Algorithm - A plan, a set of step-by-step instructions to solve a problem
13	Abstraction -The process of removing all the irrelevant bits from a problem in order to make it simpler to understand
14	Decomposition - Breaking down a complex problem or system into smaller parts that are more manageable and easier to understand.
15	Pattern Recognition - Pattern recognition is looking for similarities among and within problems

Computational Construct	
27	Conditional Loop – This kind of loop keeps repeating code until a condition is met
28	Iteration – Iteration is a term similar to repetition - it means to continue repeating an action until you achieve the correct outcome
29	Nested Loop – Nested loop is a loop inside another loop

Year 7 Computer Science Knowledge Organiser

Unit 7.4 – Game Development

Controlling Sprites	
1	Control Blocks – Allows you to control when something gets done within a code
2	Broadcast – Message sent through a Scratch program
3	Sensing - Allows the Sprite to sense what is around its environment
4	Coordinates - Displays the location of your X and Y positions
5	Scripts - The instructions that determines what happens on the stage

Repeat Functions	
6	Data Types - a set of possible values and a set of allowed operations on it
7	Assignment - assigns the value of an expression to a simple variable, that represents a single data value.
8	BIDMAS - Brackets, Indices , Division, Multiplication, Addition and Subtraction.
9	Integer - Holds numeric data e.g. 5, 9, -4
10	String – Holds alphanumeric characters a, B, \$, G, s
11	Float – Holds a decimal value e.g. 1.4, -7.8

Creating and assigning Variables	
12	Variable - A value which can change during a program Age = 12
13	input - allow a user to enter data Name = input ()
14	print – displays the data to be output print (Name)
15	Variable Parts: <ul style="list-style-type: none"> • a name • a type • a value

Selection	
16	THEN - If the condition is true, then the set of code is executed else nothing happens
17	If-ELSE Statement – A decision within a code to check for a condition
18	Selection - Selection allows there to be more than one path through a program
19	Selection - if weather = "hot": print("Bring a hat") elif weather = "rain": print ("Bring an umbrella") Else: print ("Bring a jacket")

Iteration	
20	Iteration – Repetition of code
21	FOR Loop – Definite Iteration. Executed repeatedly for a given amount of times
22	FOR Loop – Example for count in range (3): print "Hello"
23	WHILE loop – Indefinite iteration. Executed repeatedly until a condition is met
24	WHILE loop – Example password = "chsg" Guess = input() while Guess != "password": Print("try again") Guess = input()

Operators	
25	Mathematical Operators: Equals = Greater than > Less than < Greater than or equal to >= Less than or equal to <=
26	Boolean Operators: <div style="display: flex; flex-direction: column; align-items: center;"> <div style="border: 1px solid green; padding: 2px; margin: 2px;">and</div> <div style="border: 1px solid green; padding: 2px; margin: 2px;">or</div> <div style="border: 1px solid green; padding: 2px; margin: 2px;">not</div> </div>
27	Pick Random Operator: allows you to generate random numbers in your programs <div style="text-align: center; margin-top: 10px;"></div>



Key Dance Terminology		
	<u>Key Term</u>	<u>Definition</u>
1	Stimuli	Inspiration for an idea or movement.
2	Choreographic intention	The aim of the dance; what the choreographer aims to communicate.
3	Action	What a dancer does - travel, turn, elevation, gesture, stillness, use of different body parts, floor work, transfer of weight
4	Dynamics	The qualities of movement based upon variations in speed, strength and flow. <ul style="list-style-type: none"> • fast/slow • sudden/ sustained • strong/light
5	Space	The 'where' of movement such as levels, directions, pathways, shapes, designs and patterns. <ul style="list-style-type: none"> • pathways • levels • directions • size of movement

Choreographic Devices and Dance Relationships		
	<u>Key Term</u>	<u>Definition</u>
6	Repetition	Performing the same action or phrase again
7	Unison	Two or more dancers performing the same movement at the same time.
8	Canon	When the same movements overlap in time.
9	Mirroring	Reflecting the movements of another dancer
10	Accumulation	When a dancer performs a series of movements and others join in at different times until all perform in unison.
11	counterpoint	When dancers perform different phrases simultaneously.

A Linha Curva Key Facts 1		
12	Choreographic intention of ALC	<ol style="list-style-type: none"> 1. Having Fun 2. Men pursuing the women 3. Male competitiveness 4. The contrast between straight and curved lines
13	Number of dancers:	28
14	Stimuli (starting points) of ALC	<ol style="list-style-type: none"> 1. Brazilian Culture 2. A celebration of Brazilian life 3. The Curved Line
15	Dance Styles	Samba, Capoeira, Contemporary

A Linha Curva Key Facts 2		
16	Aural setting	<ul style="list-style-type: none"> • Played by 4 live percussionists • Influenced by Brazilian Samba music • vocal sounds
17	Costume	<ul style="list-style-type: none"> • Male and female dancers both wear black vests with different coloured Lycra shorts. • The colours are carnival inspired • The men wear metallic disc-shaped collars
18	Lighting	49 coloured lights in a chequered board formation
19	Staging/Set	<ul style="list-style-type: none"> • There is no set apart from a raised platform at the back of the stage upon which 4 percussionists perform. • Skateboards are used to propel 5 dancers across the stage.



Musicals Key Information			
	<u>Musical</u>	<u>Choreographer</u>	<u>Key Information</u>
20	<i>Matilda</i>	Peter Darling	<ol style="list-style-type: none"> 1. Set in the UK 2. It is the story of girl who discovers she has magical powers. 3. <i>Revoltng Children</i> happens when the children rebel against the strict regime of Miss Trunchbull.
21	<i>Aladdin</i>	Casey Nicholaw	<ol style="list-style-type: none"> 1. Set in the fictional Arabian city of Agrabah 2. A poor young man who is granted three wishes by a genie in a lamp, which he uses to woo a princess. 3. <i>Arabian Nights</i> is the opening number which sets the scene.
22	<i>Hairspray</i>	Jerry Mitchell	<ol style="list-style-type: none"> 1. Set in Baltimore, USA in the 1960s. 2. Explores segregation and the fight for equality. 3. <i>You Can't Stop The Beat</i> is the finalé when all of the dancers dance together in harmony.
23	<i>The Greatest Showman</i>	Ashley Wallen	<ol style="list-style-type: none"> 1. Set in New York city in the 19th Century. 2. Follows the story of P.T. Barnum and how he created the greatest circus show. 3. <i>The Greatest Show</i> is the opening number where we see all of the circus acts performing together.

Key Dance Terminology		
	<u>Key terms</u>	<u>Definitions</u>
24	Characterisation	The act of changing voice, body language, facial expressions, movement, gestures etc when performing a role.
25	Expressive Skills	Aspects that contribute to performance artistry and that engage the audience, such as focus and musicality.
26	Projection	The energy the dancer uses to connect with and draw in the audience.
27	Focus	Use of the eyes to enhance performance or interpretative qualities. Consciousness of the surrounding space and its effective use
28	Spatial Awareness	Consciousness of the surrounding space and its effective use.
29	Facial Expression	Use of the face to show mood, feeling or character
30	Phrasing	The way in which the energy is distributed in the execution of a movement phrase.
31	Musicality	The ability to make the unique qualities of the accompaniment evident in performance
32	Sensitivity towards other dancers	Awareness of and connection to other dancers
33	Communication of choreographic intent	The aim of the dance; what the choreographer aims to communicate



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	How the needs and demands of society are met without depleting or destroying resources or harming natural lifecycles for future generations.	11	Insulator	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
8	Renewable materials	Grown from plants or animals	12	Thermo-forming polymer	can be formed and reformed many times using heat.
9	Non-renewable materials	Taken from oil, ores and minerals and cannot be replaced (they are finite)	13	Thermo-setting polymer	a plastic which can be shaped once using heat. Heating it again will not soften it. Electrical plug sockets are made from thermosetting polymers
10	Carbon footprint	The amount of carbon produced by any human activity and its effects of the environment. It is measured in units of carbon dioxide	14	Plastic memory	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 developed quickly	Expensive to set up
Designs can be viewed from all angles in a range of materials	Needs a skilled workforce
Some testing and consumer feedback can be done before costly production takes place	Difficult to keep up with constantly changing and improving technology
It becomes easier to design and 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 on repetitive tasks	Needs a skilled workforce of engineers
Good for producing on a mass/flow production line	Downtime required for maintenance
Less material wastage	Computers and machines can fail

17 CNC Computer Numerical Control, a manufacturing process where machines cut, carve and form parts based on 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		Battery
20		Push-to-make (PTM) switch
21		Resistor
22		Light emitting diode
23		Variable resistor
24		Light dependent resistor (LDR)



Workshop Rules and Expectations

1	Do not enter the workshop without the teacher's permission.
2	Treat all tools and machinery with respect.
3	Bags and coats must be stored in the designated bag drop area
4	Aprons should be worn in practical lessons
5	Long hair must be tied back.
6	Jewellery and other accessories must be removed.
7	Goggles must be worn when using the machinery.
8	Goggles must be worn when using the machinery.
9	Never run in the workshop
10	Always listen to the teacher's instructions.
11	Do not use any tools or machinery without the teacher's permission.
12	Stand back and do not distract others when they are using the machinery.
13	Inform the teacher of any problems in the workshop such as broken tools.
14	Always tidy up after yourself and put tools away in the correct place.

Maths in Design and Technology

15	Radius	The distance from the circumference to the centre of the circle.. The radius is always half the length of the diameter.
16	Diameter	The diameter is the distance right across the middle of the circle.
17	Circumference	The measurement around the edge of a circle.
18	Circumference of a circle	$C = 2\pi r$ Multiply 2 by π then multiply by the radius or multiply π by double the radius.
19	Area of a circle	$A = \pi r^2$ $\pi r^2 = \pi \times r^2$ $= \pi \times r \times r$
20	Area of a cylinder	Work out the area of the two circular faces ($2 \times \pi r^2$). Work out the curved surface area, this is the rectangular face ($2\pi r \times h$). Sum the area of the circles and the rectangle.

Tools and Equipment

21	Pillar drill	A pillar drill machine that's fixed to allow more precise drilling. The drill consists of pillar that's held in position by the drill bed which is bolted to a surface. The pillar also has the drill table which can move up and down and holds and supports the material to be drilled or it support a machine vice. The pillar at the top has the head assembly which houses the motor and chuck. The motor is generally belt driven and can be set to different speeds depending on the material. The motor drives the chuck which would hold the drill bit.
22	Scroll saw	A narrow-bladed electric saw for cutting decorative spiral lines or patterns. The blade uses a reciprocating action. It can be used to cut wood, man-made boards and some polymers.
23	Tenon saw	Used to cut straight lines in wood. It has a fine-toothed crosscut for sawing plywood, thin wood and large wood joints.
24	Coping saw	Used for cutting a range of woods and are very useful for cutting unusual shapes or curves. They are also used for cutting out the middle of shapes.
25	Steel rule	A flat, straightedge metal measuring instrument. The measurements begin at the edge of the rule for accuracy. A ruler's measurements are indented away from its start.
26	Sharp pencil	To ensure accuracy when marking out onto timber use a sharp pencil.
27	Tri square	A woodworking tool used for marking and checking 90° angles on pieces of wood. The square in the name refers to the 90° angle. It is composed of two main parts - the stock and the blade. The blade is made from hardened and tempered steel which makes is resistant to damage. The stock is usually made from rosewood although cheaper versions can be made from plastic or cheap woods. A brass face is added to the stock to ensure a straight edge.



Vocal Skills

1.	Pitch	How high or low the voice is
2.	Pace	The speed with which words are spoken
3.	Pause	Stopping to emphasise a point or to process thoughts and feelings
4.	Tone	The emotion or mood with which words are spoken
5.	Volume	How loud or quiet the voice is
6.	Accent	Used to indicate where a character is from or to show social class/status
7.	Emphasis	Placing importance on specifically chosen words or syllables

Physical Skills

8.	Gesture	Defined movement which suggests meaning
9.	Facial Expressions	Use of facial muscles to show how a character is feeling/reacts
10.	Eye contact / gaze	Where you are looking
11.	Gait	Manner with which you walk
12.	Posture	The position someone holds their spine while walking/sitting
13.	Stance	The position someone holds themselves in whilst standing
14.	Mannerism	A habitual gesture that is character-specific

Lighting Acronym - LATTE

15.	Lighting Source	The thing that emits (shines) the light. Stage Lanterns: <ul style="list-style-type: none"> • Spotlight • Fresnel Other lighting sources <ul style="list-style-type: none"> • Torch • LED candle
16.	Angles	From what direction is the lighting source targeted at the area, thing or person. <ul style="list-style-type: none"> • Back lit • Up-lit • Side lit • High Front Lit • Down- Lit
17.	Techniques	How are you using the lights to draw focus or enhance a performance. <ul style="list-style-type: none"> • Fade In/ Fade Out • Strobe • Cross Fade • Snap • Blackout • Chase
18.	Target	Who are you directing your lighting at? <ul style="list-style-type: none"> • Are you highlighting a specific character/area?
19.	Effects	How are you using the lights to draw focus or enhance a performance. <ul style="list-style-type: none"> • Shape of light (barn doors / shutters) • Pattern/ shapes (gobo) • Shadow • Silhouette • Colour/Hue (from gels) • Strobe (can create slow motion effect)

Lighting Sources

20.	Profile Spotlight (stage lantern)	A lantern that can focus a beam of light onto a specific place or actor.
21.	Fresnel (stage lantern)	The Fresnel is a soft-edged lantern. Several overlapping Fresnel's can create a 'wash' effect.
22.	Torch	A hand-held and therefore versatile lighting source.



Lighting Angles

23.	High front-lighting	Where the performers are lit from above and from the front.
24.	Down Lighting	Where the performers are lit from above.
25.	Back Lighting	Where the actors are lit from behind. Can be used to create silhouettes.

Lighting Techniques

26.	Snap	Where the lighting changes abruptly from one state to the next.
27.	Blackout	Where all the lights go out at once.
28.	Fade	Gradually takes in or takes out a lighting state. This could be done quickly or over a more prolonged time period. It can be done manually or pre-programmed.
29.	Cue	The indicator of when the next lighting state should take place (usually a line from one of the performers).
30.	Cross-fade	Similar to a fade, this occurs when one lighting state fades out whilst the other is gradually faded in.

Lighting Equipment

31.	Gel	A translucent coloured piece of plastic that slots into the front of a stage lantern to change its colour.
32.	Gobo	A metal stencil plate that slots into the front of a lantern to cast a shadow shape onto the stage. A leaf effect, for example.

Costume Acronym – MISMATCH FA

33.	Materials	What the costume is made out of?
34.	Individual Characteristics	Specific costume choices to show their character.
35.	Status	The importance of a character in a scene.
36.	Makeup	Not just whether the character is wearing lipstick or not, it is required for cuts, bruises, freckles, scars etc.
37.	Age	How costume choices reflect the age of the character.
38.	Texture	How the material feels.
39.	Colour	Can be used to denote a personality or mood.
40.	Hair	Colour, length, style of hair worn.
41.	Fit	How the clothes fit on the character.
42.	Accessories	Items personal to the character.

Acronym for all Design Elements: SALT

43.	S	Style (of costume, for example)
44.	A	Atmosphere or mood that is suggested by the design choice
45.	L	Location: how your design choice suggests a sense of place
46.	T	Time: how your design choice suggests a sense the time: of day, week (working, weekend..?), year (season), century, decade).



Mime Keywords

47.	Mime	A mime is a performer who uses exaggerated facial expressions and movements — instead of words — to communicate with their audience. It is a style of theatre that suggests action, character and emotion, without words.
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48.	Exaggeration	Exaggeration is the representation of something in a heightened or more extreme form.
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49.	Fixed Point	The mime locates a point with his body, and then keeps it motionless in space.
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Seven Levels of Tension

50.	Exhausted	Jellyfish
51.	Laid Back	Californian
52.	Neutral	Normal
53.	Alert	Questioning
54.	Suspense	Is there a bomb?
55.	Passionate	There is a bomb!
56.	Tragic	Bomb is about to go off

**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 narrator	A narrator who is involved in the story using 'I'
24	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 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



Key Grammar Terms		
1	Noun	A word used to identify a person, place, or thing.
2	Pronoun	A word that is used instead of a noun or noun phrase.
3	Verb	A word used to describe an action, state or occurrence.
4	Adjective	A word that describes a noun.
5	Participle	A word formed from a verb and used as an adjective
6	Adverb	A word that modifies a verb. Can modify the time, place, manner or degree of the action.
7	Co-ordinating Conjunction	Words that link main clauses together to form compound sentences.
8	Subordinating Conjunction	Words that link a main clause and a subordinate clause to form a sentence.
9	Preposition	A word that tells you where or when something is in relation to something else.
10	Conjunctive Adverb	Conjunctive adverbs are adverbs that act as conjunctions, linking sentences or clauses.
11	Appositive	A noun or noun phrase that follows the noun, adding more information.
Types of Sentence		
12	Simple	A sentence that consists of just one main clause.
13	Compound	Two (or more) <u>main clauses</u> or imperatives are linked together with a coordinating conjunction .
14	Complex	A sentence that includes a main clause and a subordinate or relative clause.
15	Fragment	A sentence that isn't grammatically correct: it is either missing a subject or a verb.
Sentence Moods		
16	Declarative	Expresses a statement of fact.
17	Interrogative	Expresses a sense of uncertainty by asking a question.
18	Exclamation	Expresses strong emotion.
Phrases		
19	Phrase	A group of word together that gives more information
20	Head word	The most important word in the phrase
21	Noun phrase	A noun that has a bit more information about it
22	Verb phrase	A phrase that includes a verb and one or more helping verbs.
23	Adjectival phrase	A phrase that acts as an adjective by describing a noun.
24	Participle phrase	A phrase that acts as an participle by describing a noun.
25	Prepositional phrase	A phrase that shows the position of something
26	Adverbial phrase	A phrase that acts as an adverb by describing a verb.
27	Conjunctive adverbial	Adverbial phrases that act as conjunctions, linking sentences or clauses.
28	Appositive phrase	A noun phrase that follows a noun, adding more information.



Sentence Voice		
29	Active Voice	The subject of the sentence performs the action.
30	Passive Voice	The subject is acted on by the verb.
31	Active Voice	The subject of the sentence performs the action.
Types of Clause		
32	Main Clause	A clause that contains a subject and <u>a verb</u> .
33	Subordinate clause	A main clause that begins with a subordinating conjunction. It needs more information to make grammatic sense.
34	Relative clause	A clause that adds more information to the noun.
Parts of a Clause		
35	Subject	The thing that does the action in the clause.
36	Object	The thing that having the action done to it in the clause.
Types of Noun		
37	Proper noun	A noun that is a specific name of something; it always replaces a noun
38	Common noun	The generic name for a person, place, or thing in a class or group.
39	Concrete nouns	A noun that can be detected through the 5 senses.
40	Abstract nouns	A noun that is often a concept, belief, an idea or an emotion. Things you cannot experience directly with your five senses.
Types of Verb		
41	Being verb	A word that links a noun, pronoun or verb to its subject.
42	Doing verb	A verb that shows action.
43	Auxiliary verbs	A verb that is used with another verb to show the verb's tense, to form a question, moods, and voices of other verbs.
44	Imperative Verb	A verb used to express a command.
Types of Punctuation		
45	Full stop .	Shows the end of a sentence.
46	Question mark ?	Shows that a question is being asked.
47	Comma ,	Joins two or more clauses together or separates items in a list.
48	Exclamation mark !	Shows strong emphasis or emotion.
49	Quotation marks " "	Shows that words are being directly quoted from a text or person.
50	Colon :	Introduces the information that comes after it.
51	Semi colon ;	Connects two main clauses that are related.
52	Apostrophe '	Used to show possession or contraction of a word.
53	Ellipsis ...	Shows a pause or an unfinished sentence.
54	Brackets ()	Used to add extra information into a sentence.



Environmental Health Officer		
1	Environmental Health Officer (EHO)	An EHO protects the health and safety of the public. They are appointed by local authorities throughout the UK. In the hospitality and catering industry, they are responsible for enforcing the laws linked to food safety. They inspect all businesses where food is prepared and served to members of the public, advise on safer ways of working and can act as enforcers if food safety laws are broken
2	Inspection by and EHO	The EHO can carry out an inspection of any hospitality and catering premise at any time during business hours – they do not need to make an appointment. During an inspection, the EHO will check to make sure that: <ul style="list-style-type: none"> ➤ the premises are clean ➤ equipment is safe to use ➤ pest control measures are in place ➤ waste is disposed properly ➤ all food handlers have had food hygiene and safety training ➤ all food is stored and cooked correctly ➤ all food has best-before and use-by dates ➤ there is a HACCP plan to control food hazards and risks
3	During an inspection	The EHO is allowed to: <ul style="list-style-type: none"> ➤ take photographs of the premises ➤ take food samples for analysis ➤ check all record books, including fridge and freezer temperatures, cleaning schedules and staff training ➤ offer advice on improving food hygiene and safety in the business.
4	Complaints	The EHO will immediately investigate any complaints of suspected food poisoning linked to a particular premise.
5	Food hygiene ratings	When an inspection has been carried out, the EHO will give the business a food hygiene rating. The ratings are published on the Food Standards Agency website as well as on stickers displayed at the business. A rating of 5, or very good, represents the highest standard of food hygiene.

Environmental Health Officer		
6	The EHO and the law	If the EHO discovers problems with the food safety and hygiene in the premise, they are allowed by law to: <ul style="list-style-type: none"> ➤ remove any food that may be hazardous so it can't be sold ➤ tell the owners to improve hygiene and safety within a set time and then come back and re-inspect ➤ close the premises if there is a risk to health of the public ➤ give evidence in a court of law if the owners are prosecuted for breaking food hygiene and safety laws.

Food and the law		
7	Food Labelling Regulations (2006)	A label must show all ingredients including allergens, how to store and prepare the food, where it came from, the weight of the food and a use-by or best-before date.
8	Food Safety (General Food Hygiene Regulations) 1995	This law makes sure that anyone who handles food - from field to plate – does so in a safe and hygienic way. The HACCP system is used throughout the hospitality and catering sector
9	Food Safety Act 1990	This law makes sure that the food people it is safe to eat, contains ingredients fit for human consumption and is labelled truthfully

Food poisoning bacteria		
10	Bacillus cereus	found in reheated rice and other starchy foods
11	Campylobacter	found in raw and undercooked poultry and meat and unpasteurised milk
12	Clostridium perfringens	found in human and animal intestines and raw poultry and meat
13	E-coli	found in raw meat, especially mince
14	Listeria	found in polluted water and unwashed fruit and vegetables
15	Salmonella	found in raw meat, poultry and eggs
16	Staphylococcus aureus	found in the human nose and mouth



8 Top Tips for Healthy Eating
Following these guidelines will give you a balanced diet, which leads to good health.

- 1 Base your meals on starchy foods
- 2 Eat lots of fruit and vegetables
- 3 Eat more fish – including a portion of oily fish each week
- 4 Eat less salt – no more than 6g a day for adults
- 5 Cut down on saturated fat and sugar
- 6 Get active and try to be a healthy weight
- 7 Drink plenty of water
- 8 Don't skip breakfast

The Eatwell Guide

9 All the **foods** on the **Eatwell Guide** give us a range of **different nutrients** which all do **different jobs** in our body. Remember lots of foods provide more than one nutrient.



18 Micronutrients

Micronutrients are vitamins and minerals needed by the body in very small amounts. However, their impact on a body's health are critical, and deficiency in any of them can cause severe and even life-threatening conditions. They perform a range of functions, including enabling the body to produce enzymes, hormones and other substances needed for normal growth and development.

Vitamins	Fruits and vegetables.	Help our immune system fight off illnesses and help us release energy from other foods.
Minerals		

Other Essential Nutrients

Dietary Fibre	Wholegrain cereals, fruit/vegetables, nuts/seeds etc	Helps our digestive system remove waste and avoid constipation.
Water	Keeps us hydrated, controls body temperature, helps digestion, gets rid of waste.	

Definitions

10	Additives	Natural or synthetic chemical substances added to food during manufacture or processing to improve the quality, flavour., colour, texture or stability of the product.
11	Anaemia	Diet related health condition caused by the lack of iron in the body, where the body lacks enough healthy red blood cells or haemoglobin
12	Eatwell guide	Informs individuals of the variety of food groups required for a healthy balanced diet.
13	Eating patterns	The way a person or group eats, considered in terms of what types of food are eaten, in what quantities and when.
14	Nutrients	The properties found in food and drinks that give nourishment – vital for growth and the maintenance of life. The main nutrients needed by the human body are carbohydrates, proteins, fats, vitamins and minerals
15	Seasonal Foods	Foods that are at the stage of their natural life cycle when they are ready for harvest or to be caught
16	Vegan	People who do not eat flesh or any animal products. They can eat plant proteins, Soya, TVP and tofu
17	Vegetarian	A lacto-vegetarian diet includes dairy products and plants, and a lacto-ovo vegetarian diet includes eggs, dairy, products and nuts

19 Macronutrients

Carbohydrates, fat and protein are called macronutrients. They are the nutrients you use in the largest amounts

Nutrient	Food Examples	Main Function in Body
Starchy Carbohydrates	Cereals, bread, rice, potatoes, pasta etc.	Give us slow release energy. (wholegrain versions are higher in fibre).
Protein	Meat, fish, eggs, nuts, seeds, pulses, lentils.	Growth, repair and maintenance of muscles.
Fat	Butter, lard, margarine, sunflower oil, olive oil etc.	Insulates our vital organs (heart, lungs etc) and keeps us warm.



Ici il y a ...	Here there is ...
un cercle	a circle
un demi-cercle	a semi-circle
un triangle	a triangle
blanc(he)	white
bleu(e)	blue
gris(e)	grey
jaune	yellow
marron	brown
noir(e)	black
orange	orange
rose	pink
rouge	red
vert(e)	green
violet(te)	purple
en bas	at the bottom
au centre	at the centre
à droite	to the right
à gauche	to the left
Quelle heure est-il?	What time is it?
Il est ...	It is ...
cinq heures	five o'clock
cinq heures dix/vingt	ten/twenty past five
cinq heures et quart	quarter past five
cinq heures et demie	half past five
cinq heures moins dix/vingt	ten/twenty to five
cinq heures moins le quart	quarter to five
midi/minuit	midday/midnight

Qu'est-ce que tu penses de tes matières?	What do you think of your subjects?
le français	French
le théâtre	drama
la géographie	geography
la musique	music
la technologie	technology
l'anglais	English
l'EPS	P.E.
l'histoire	history
l'informatique	I.C.T.
les arts plastiques	art
les maths	maths
les sciences	science
aimer	to like
détester	to hate
adorer	to love
Tu aimes ... ?	Do you like ... ?
j'adore ...	I love ...
j'aime ...	I like ...
j'aime assez ...	I quite like ...
je n'aime pas ...	I don't like ...
je déteste ...	I hate ...
C'est ...	It's ...
facile.	easy.
difficile.	difficult/hard.
intéressant.	interesting.
ennuyeux.	boring.
amusant.	fun/funny.
créatif.	creative.
nul.	rubbish/awful.
le/la prof est sympa	the teacher is kind
le/la prof est trop sévère	the teacher is too strict
j'ai trop de devoirs	I have too much homework

1

2





Qu'est-ce que tu portes?	<i>What do you wear?</i>
je porte ...	<i>I wear ...</i>
on porte ...	<i>we wear ...</i>
l'uniforme scolaire	<i>school uniform</i>
un pantalon	<i>trousers</i>
un polo	<i>polo shirt</i>
un pull	<i>jumper</i>
un sweat	<i>sweatshirt</i>
un tee-shirt	<i>tee-shirt</i>
une chemise	<i>shirt</i>
une cravate	<i>tie</i>
une jupe	<i>skirt</i>
une veste	<i>jacket/blazer</i>
des chaussettes (f)	<i>socks</i>
des chaussures (f)	<i>shoes</i>
des baskets (f)	<i>trainers</i>
chic	<i>smart/stylish</i>
confortable	<i>comfy/comfortable</i>
démodé(e)	<i>old-fashioned</i>
pratique	<i>practical</i>

Ta journée scolaire est comment?	<i>What is your school day like?</i>
je quitte la maison	<i>I leave the house</i>
j'arrive au collège	<i>I arrive at school</i>
je retrouve mes copains	<i>I meet (up with) my friends</i>
on commence les cours	<i>we start lessons</i>
je mange à la cantine	<i>I eat in the canteen</i>
je chante dans la chorale	<i>I sing in the choir</i>
je joue dehors	<i>I play outside</i>
on recommence les cours	<i>we start lessons again</i>
je rentre à la maison	<i>I go home</i>
à (quatre) heures	<i>at (four) o'clock</i>

Quel est ton jour préféré?	<i>What's your favourite day?</i>
Mon jour préféré, c'est le ...	<i>My favourite day is ...</i>
J'ai deux heures d'anglais.	<i>I have two hours of English.</i>
C'est ma matière préférée.	<i>It's my favourite subject.</i>

3

Je suis fort(e) en maths.	<i>I am good at maths.</i>
l'emploi du temps	<i>timetable</i>
la rentrée	<i>start of new school year</i>
les vacances	<i>holidays</i>
Le collège est ...	<i>The school is ...</i>
grand / petit.	<i>big / small.</i>
de taille moyenne.	<i>medium-sized.</i>
Il y a 500 élèves.	<i>There are 500 pupils.</i>
On étudie ...	<i>We study ...</i>
le japonais.	<i>Japanese.</i>
la cuisine.	<i>cookery.</i>
les arts martiaux.	<i>martial arts.</i>
Il y a ...	<i>There is ... / There are ...</i>
un cinéma en 3D.	<i>a 3D cinema.</i>
une piscine.	<i>a swimming pool.</i>
des courts de tennis.	<i>tennis courts.</i>
Il n'y a pas de ...	<i>There isn't ... / aren't ...</i>
harcèlement.	<i>bullying.</i>
toilettes sales.	<i>dirty toilets.</i>
profs trop sévères.	<i>too strict teachers.</i>
on porte ...	<i>we wear ...</i>
Tu es d'accord?	<i>Do you agree?</i>
Je (ne) suis (pas) d'accord!	<i>I (dis)agree!</i>

Les mots essentiels High-frequency words

Pronouns

on *we/one/people*

Connectives

et *and*

mais *but*

parce que *because*

Qualifiers

très *very*

vraiment *really*

trop *too*

Question words

qu'est-ce que tu ...? *what do you ...?*

à quelle heure? *at what time?*

combien (de)? *how many/how much?*

Sequencing words

d'abord *first of all*

ensuite/puis *then*

après *afterwards*

4





SECTION NAME: Weather & Climate

1	Adaptation	Action taken to adjust, to reduce potential damage or limit the impacts.
2	Air Mass	A large body of air which has the same temperature and humidity over the entire area.
3	Cirrus	The Latin for 'hair' for clouds that are wispy
4	Climate	The average weather conditions for a given area (usually a minimum of 30 years).
5	Climate Change	A change in the long-term weather patterns that characterise the regions of the world.
6	Clouds	A visible mass of water or ice particles in the atmosphere from which rain and other forms of precipitation fall.
7	Condensation	The process by which water vapour changes into a liquid as it cools.
8	Convection	Warm air rises, cools, condenses to form clouds. Cooler air sinks
9	Cumulus	The Latin for 'pile' for heaped looking clouds
10	Drought	A prolonged period of abnormally low rainfall, leading to a shortage of water
11	Enhanced Greenhouse Effect	Human's contribution to extra greenhouse gases changing the natural greenhouse effect
12	Evaporation	The sun warms oceans, lakes and seas, turning water into water vapour, a gas.
13	Famine	Severe and prolonged hunger in a substantial proportion of the population of a region or country, resulting in widespread malnutrition and death by starvation and disease
14	Glacial Periods	A period (thousands of years) within an ice age that is marked by colder temperatures and glacier advances.
15	Greenhouse Effect	Greenhouse gases (CO ₂) trap the Sun's energy in the atmosphere, warming the planet.
16	Groundwater	Some water soaks right down and fills up the pores and crack in the rock.
17	Heatwave	A prolonged period of abnormally hot weather
18	Interglacial Periods	Periods of warmer climate between glacial periods.
19	Isobars	Lines on a weather map joining areas of equal pressure.
20	Low Pressure	Rising air/ low pressure is called a depression
21	Microclimate	The climate of a small area.
22	Mitigation	Action taken to reduce or eliminate the long-term risk to human life and property.
23	Nimbus	the Latin word for 'cloud' for low, grey rain cloud
24	Precipitation	The water droplets fall as rain (or hail or sleet or snow).
25	Stratus	From stratum the Latin word for 'layer' for sheets of cloud
26	Troposphere	The lower layer of the atmosphere where weather occurs
27	Weather	The day to day changes in the atmosphere e.g. snow, sleet, hail, fog, mist, sunshine, wind



SECTION NAME: Urbanisation

28	Site	The actual place where the settlement first grew.
29	Situation	Where it is located in relation to other settlements.
30	Settlement	Any place where people live, e.g. a town or city.
31	Dispersed	A settlement that has buildings that are well spread out.
32	Nucleated	A settlement that has buildings closely grouped together.
33	Linear	A settlement often called “ribbon developments” because of their long narrow shape.
34	Model	A simple way of showing how something is in real life. e.g. how a town is laid out.
35	CBD	Central Business District (CBD)–in the centre of town. Has shops, offices, banks, cinema, etc.
36	Inner city	A ring of older housing next to the centre. Terraced housing (houses connected in rows).
37	Inner suburbs	Larger houses with gardens. A ring between centre and the edge.
38	Outer suburbs	Modern houses at the edge of town. Near parks and shopping centres.
39	Hierarchy	When you rank something in order of size and importance - small to large. e.g. Settlements.
40	Traffic	Vehicles moving on a public road.
41	Congestion	Overcrowding on roads causing traffic jams and delays
42	Urbanisation	A process where an increasing proportion of the population lives in towns and cities
43	Urban	Is a built-up area such as a town or city
44	Rural	Not built-up such as the countryside
45	Push factor	Bad things that make you leave an area
46	Pull factor	Good things that make you move to a new area
47	Migration	The movement of people
48	Natural increase	More babies being born than people dying
49	Megacity	A city with a population of over 10 million
50	Impermeable	Rock/surfaces that does not allow water to soak into it e.g. Granite and concrete
51	Permeable	Rock/surfaces that allow water to soak through e.g. Grass
52	Suds	Sustainable urban drainage systems to manage surface water and mimic natural drainage



DATES		
1	5 Jan 1066	Edward the Confessor died
2	6 Jan 1066	Harold Godwinson crowned
3	20 Sept 1066	Battle of Fulford
4	25 Sept 1066	Battle of Stamford Bridge
5	14 Oct 1066	Battle of Hastings

PEOPLE		
1	Duke William	The ruler of Normandy
2	Edgar Atheling	An Anglo-Saxon prince
3	Edward the Confessor	Anglo-Saxon king who ruled England 1042-1066CE
4	Edwin	Earl of Mercia
5	Harald Hardrada	Viking who was King of Norway in 1066
6	Harold Godwinson	The most powerful Anglo-Saxon earl
7	Harthacnut	Viking who ruled England 1040-1042CE
8	Morcar	Earl of Northumbria
9	Tostig	Harold Godwinson's brother

CONCEPTS		
1	Feudal system	A hierarchy based on land ownership.
2	Holy War	A war which is fought for religious reasons.
3	Legitimacy	When somebody has the right to rule.
4	Rebellion	When people fight against their own leader or government
5	Succession	Receiving a title or right after the previous holder has died.

KEYWORDS		
1	Anglo-Saxon	People who lived in England since the 5 th century CE.
2	Atheling	An Anglo-Saxon prince.
3	Bayeux tapestry	A large piece of fabric with pictures of the events of 1066 stitched on it.
4	Cavalry	Soldiers who fight on horseback.
5	Chainmail	Flexible, strong armour made of metal rings.
6	Destrier	A strong war horse.
7	Domesday Book	A detailed record of land and property made by the Normans.
8	Earl	A powerful Englishman who controlled a large area of the country.
9	Fyrd	An Anglo-Saxon army made up mostly of untrained peasants.
10	Housecarl	An highly trained Anglo-Saxon warrior.
11	Merchant	Someone who trades, especially with people in another country.
12	Mint	A place where coins are made.
13	Nobleman	Someone who is born into a powerful family and inherits an important title e.g. lord.
14	Norman	Something or someone which comes from Normandy in northern France.
15	Papal banner	A piece of cloth with the Pope's symbol on it.
16	Pope	The head of the Catholic Church.
17	Shield wall	A wall of soldiers holding their shields together.
18	Sheriff	An official who collects taxes and keeps law and order.
19	Tactics	Methods of using soldiers and weapons in battle.
20	Thegns	Rich Anglo-Saxon lords who owned land and fought for the king in battle.
21	Witan	A council of powerful Anglo-Saxons who gave advice to the king.



DATES		
1	570	Birth of Muhammad
2	1095	Council of Clermont
3	1095	The People's Crusade began its journey to Jerusalem
4	1096	The First Crusade began its journey to Jerusalem
5	1097-1098	The Siege of Antioch
6	1099	The Siege of Jerusalem

PEOPLE		
1	Pope Urban II	The head of the Roman Catholic Church who ordered the First Crusade
2	Alexius I	The Christian Emperor of the Byzantine Empire
3	Robert of Normandy	Son of Duke William, and one of the leaders of the First Crusade
4	Count Raymond of Toulouse	One of the leaders of the First Crusade
5	Godfrey of Bouillon	One of the leaders of the First Crusade
6	Peter the Hermit	A preacher who led the People's Crusade

CONCEPTS		
1	Crusade	A holy war called by the Pope and fought by Christians in the name of God
2	Crusaders	People who took part in Crusades
3	Heretic	Someone who belongs to a religion but challenges the accepted beliefs of that religion.
4	Pilgrimage	A religious journey to a holy place
5	Pope	The Head of the Catholic Church
6	Sin	An bad deed which goes against God's rules

KEYWORDS		
1	Byzantine Empire	A Christian empire in south-east Europe
2	Candlemas	A Christian celebration for the Mary, mother of Jesus Christ
3	Christendom	All the Christian countries
4	Constantinople	Capital city of the Byzantine Empire
5	Duchy	The land owned by a Duke
6	Guild	A club for craftsmen in towns
7	Holy Land	Palestine, an area of the world which has important religious sites for Jews, Muslims and Christians.
8	Indulgence	Forgiveness for sins, granted by the Pope
9	Infidel	An unpleasant word for someone with different religious beliefs
10	Knights	Warriors who fight on horseback
11	Last rites	A religious service for someone who is about to die
12	Mass	A Catholic religious ceremony
13	Massacre	To kill many people brutally, especially people who are helpless
14	Moors	North African Muslims who ruled Spain in the 8 th century.
15	Muslim	Someone who worships the religion of Islam.
16	Pagan	Someone who worships many gods often related to nature.
17	Pardoner	Someone who sells indulgences
18	Pawn	To exchange something for a loan
19	Penance	A punishment for sin
20	Preacher	Someone who gives sermons (religious speeches).
21	Relic	Part of a saint's body or belongings
22	Saracens	Another word for the Seljuk Turks
23	Seljuk Turks	Muslims who took control of in the later 11 th century
24	Siege	Capturing a city by surrounding it, cutting off its supplies and attacking it.
25	Synagogue	A religious building where Jews meet to worship.
26	Transubstantiation	A miracle in which wafers and wine become body and blood of Christ
27	Tithe	A sum of money paid to the Church




ELEMENTS OF MUSIC






1	MELODY	The main tune of a piece of music.
2	PITCH	How high or low a note is.
3	STRUCTURE	How the music is organized; the layout of the music.
4	TIMBRE	The different sound qualities an instrument can have.
5	INSTRUMENTATION	The instruments used in a piece of music.
6	RHYTHM	How the notes values are organized into patterns.
7	DYNAMICS	The volume of the music.
8	TEMPO	The speed of the music.

DYNAMICS AND TEMPO TERMINOLOGY


9	ALLEGRO	Italian word for fast (tempo).
10	ANDANTE	Italian word for at a walking pace (tempo).
11	ADAGIO	Italian word for slow (tempo).
12	FORTE	Italian word for loud (dynamics).
13	PIANO	Italian word for quiet (dynamics).
14	CRESCENDO	Italian word for getting louder (dynamics).
15	DIMINUENDO	Italian word for getting quieter (dynamics).

MUSICAL NOTATION

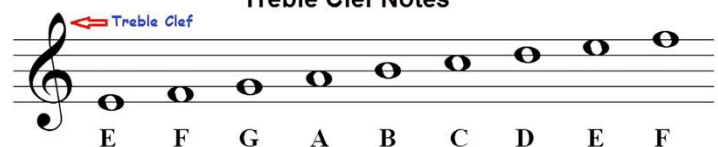
16	STAVE	The five horizontal lines that music is written on.
17	TREBLE CLEF 	A symbol used to indicate which note should be played. Used for high pitched notes.
18	NOTES OF THE LINES	5 lines of the Treble Clef are EGBDF. Rhyme: Every Good Boy Deserves Football.
19	NOTES IN THE SPACES	4 spaces of the Treble Clef are FACE. Rhyme: Face in the spaces.

British note names	Note symbols	Note value
Semibreve		4 beats
Minim		2 beats
Crotchet		1 beat
Quaver		1/2 of a beat
Semiquaver		1/4 of a beat

NOTE VALUES

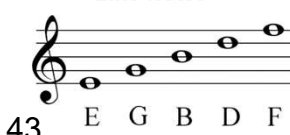
20 NOTE VALUES TABLE  Practice writing out the note values table to the left of this box. You need to know all the information in it.

Treble Clef Notes



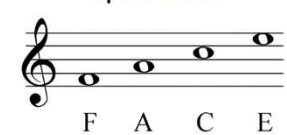
E F G A B C D E F

Line Notes



E G B D F

Space Notes



F A C E



MELODY KEYWORDS

21	CONJUNCT	Moving by step.
22	DISJUNCT	Moving in leaps.
23	ASCENDING	Going up in pitch.
24	DESCENDING	Coming down in pitch.
25	SYLLABIC	When each syllable has its own note (makes the lyrics easy to hear).
26	MESLISMATIC	When a syllable is spread over multiple notes (makes the lyrics difficult to hear).


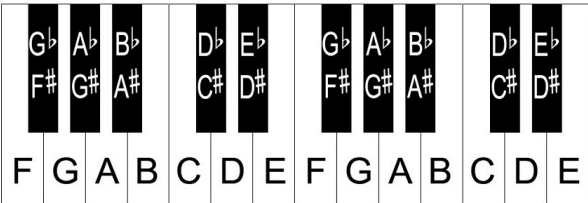
MUSICAL THEATRE VOCABULARY

27	MUSICAL	A staged performance which tells a story and includes acting, singing, dance and dialogue.
28	ENSEMBLE	A group of players or singers performing together.
29	SOLO	A piece performed or sung by one person.
30	DUET	A piece performed or sung by two people.
31	QUARTET	A piece performed or sung by four people.
32	CHORUS	The group of backing singers in a musical.
33	CHARACTER SONG	A song which tells us something about the character singing it.
34	ACTION SONG	A song with moves the plot of the musical forward.
35	DIALOGUE	Speech in a musical. It sometimes happens whilst music is playing.

VOICE PARTS

36	SOPRANO	A high-pitched female voice. The highest voice type.
37	ALTO	A low-pitched female voice.
38	TENOR	A high-pitched male voice.
39	BASS	A low-pitched male voice. The lowest voice type.

THE KEYBOARD

40	MIDDLE C	The note traditionally in the middle of a piano. It is found at the bottom of the Treble Clef stave.	
41	NOTES ON THE KEYBOARD		
42	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.	



SECTION NAME - Forces		
1	Force	A push, pull or a twist
2	Speed	The rate at which distance changes
3	Pair of forces	All forces exist in pairs, not on their own
4	Reaction force	A force that exist because of another force
5	Action	The process of applying a force
6	Reaction	The process of applying a force to an action
7	Contact force	A force that exist when two objects are in contact with each other
8	Tension	A stretching force
9	Friction	When two (or more) objects slide past each other experience a force
10	Air resistance	When an object moves through air, it experiences air resistance
11	Resistance force	A force that opposes motion
12	Magnetic force	A force that acts between two magnets
13	Non-contact force	A force between two objects where objects are not touching each other
14	Electrostatic force	A force between two charged particles or objects
15	Attractive force	A force between two objects that pulls them together
16	Repulsive force	A force between two objects that pushes them away from each other
17	Like charges	Electric charges with the same type of charge
18	Unlike charges	Electric charges with the opposite type of charge
19	Newton	The unit of force
20	kilonewton	1000 Newtons
21	Gravity	The force exerted by an object with mass
22	Upthrust	The upwards force that a liquid or gas exerts on the body floating on it
23	Elastic	When an object returns to its original shape when a force is removed
24	Elastic deformation	The change in shape when a force is applied to an object
25	Inelastic deformation	The permanent change in shape when a force is removed from an object
26	Inelastic	Does not return to its original shape when a force is removed
27	Newton meter	The device to measure the size of a force
28	Hooke's Law	The extension acting on an object is directly proportional the force applied
29	Thrust	Another word for force



SECTION NAME - Light		
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

**Describing God**

1. Creator	Something that brings something else into existence
2. Omnipotent	All powerful
3. Omnipresent	Everywhere at the same time
4. Omniscient	All knowing

Different beliefs

5. Agnostic	Someone who is unsure whether God exists or not
6. Atheist	Someone who does not believe in God
7. Theist	Someone who believes in the existence of a God or gods
8. Monotheistic	Belief in one God only

Sikhism

9. Gurdwara	A Sikh place of worship
10. Guru	A religious teacher in Sikhism
11. Guru Granth Sahib	The Holy book of Sikhism
12. Mool Mantar	The statement of beliefs at the beginning of the Guru Granth Sahib

Islam

13. Allah	The Arabic name for God
14. Shahadah	Islamic declaration of faith in Allah
15. Tawhid	Belief in the oneness of Allah
16. Qur'an	The holy book of Islam

Judaism

17. Mitzvot	Jewish religious laws
18. Shema	Jewish prayer expressing belief in one God
19. Torah	Jewish books of the Law
20. The Ten Commandments	The first ten rules / commandments (mitzvot) of Judaism

Buddhism

21. Buddha	An enlightened being (the first was Siddhartha Gautama)
22. Noble Eightfold Path	A guide to living a life free from suffering
23. Nirvana	Enlightenment – the ultimate goal of Buddhism
24. Impermanent	A thing that won't last forever

Other key terminology

25. Deity	Another word for god or goddess
26. Sacred	Connected with God
27. Brahman	The supreme God in Hinduism, also known as ultimate reality
28. Trinity	The Christian belief of three persons within one God – the Father, the Son and the Holy Spirit



1. Abrahamic	Refers to the religions that have Abraham as their founder (Judaism, Christianity, Islam)
2. Agnostic	Someone who is unsure whether God exists or not
3. Akhirah	Life after death in Islam
4. Allah	The Arabic word for God
5. Atheist	Someone who does not believe in God
6. Belief	Something you think is true but cannot prove
7. Brahman	The supreme God in Hinduism, understood to be ultimate reality
8. Covenant	The promise that God made with Abraham
9. Deity	Another word for god or goddess
10. Fact	Something that we can prove to be true
11. Gospel	The first four books of the New Testament (Matthew, Mark, Luke & John)
12. Hadiths	Sayings and traditions of Muhammad
13. Omnipotent	All powerful
14. Omnipresent	Everywhere at the same time
15. Omniscient	All knowing
16. Opinion	Your view / judgement
17. Prophet	A messenger of God
18. Qur'an	The most important holy book of Islam
19. Resurrection	To come back from the dead as the same being
20. Shahadah	A Muslim statement of belief in Allah
21. Soul	The non-physical part of ourselves that we can't see and will survive death
22. Symbol	Something which is used to represent something else
23. Tawhid	The oneness of Allah
24. Theist	Someone who believes in the existence of a God or gods
25. Torah	The most important holy book in Judaism
26. Trinity	The Christian belief of three persons within one God – the Father, the Son and the Holy Spirit



Las asignaturas

¿Qué estudias?

Estudio ...

Estudia ...

No estudia ...

el dibujo

(la educación física

el español

el francés

el inglés

el teatro

la historia

la informática

la música

la religión

la geografía

la tecnología

las ciencias

las matemáticas

Los días de la semana

lunes

martes

miércoles

jueves

viernes

sábado

domingo

los lunes

School subjects

What do you study?

I study ...

He/She studies ...

He/She doesn't study...

art

PE

Spanish

French

English

drama

history

ICT

music

RE

geography

technology

science

maths

The days of the week

Monday

Tuesday

Wednesday

Thursday

Friday

Saturday

Sunday

every Monday

¿Qué haces en inglés?

En inglés escucho, hablo, leo y escribo.

Escucho música.

Hablo con mis amigos.

Hablo por teléfono.

No leo.

Escribo mucho.

No como.

Como chicle.

escuchar

hablar

comer

escribir

vivir

What do you do in English?

In English I listen, speak, read and write.

I listen to music.

I speak with my friends.

I speak on the phone.

I don't read.

I write a lot.

I don't eat.

I chew gum. (I eat chewing gum.)

to listen

to speak

to eat

to write

to live

¿Cómo es tu profesor?

El profesor de ...

es ...

aburrido

antipático

divertido

severo

simpático

La profesora de ...

es ...

aburrida

antipática

divertida

severa

simpática

What's your teacher like?

The ... teacher (male) is ...

boring

unpleasant

amusing

strict

nice, kind

The ... teacher (female) is ...

boring

unpleasant

amusing

strict

nice, kind

1

2





Opiniones

¿Te gusta el español?
 Me gusta el español.
 Me gusta la geografía.

Me gusta mucho la historia.

No me gusta el inglés.

No me gusta nada la educación física.

¿Te gustan las ciencias?

Me gustan las ciencias.

¿Qué te gusta?
 ¿Por qué?
 Me gusta la informática porque es fácil.

Me gustan las ciencias porque son útiles.

Opinions

*Do you like Spanish?
 I like Spanish.
 I like geography.*

I really like history.

I don't like English.

I don't like PE at all.

Do you like science?

I like science.

*What do you like?
 Why?
 I like ICT because it's easy.*

I like science because it's useful.

¿Qué comes?

¿Qué comes en el recreo?
 Como ...
 Come ...
 un bocadillo
 un plátano
 una hamburguesa
 una manzana
 una pizza
 una patatas fritas

¿Qué bebes?
 Bebo ...
 Bebe ...
 agua mineral
 un zumo de naranja
 una limonada
 una Coca-Cola

Snacks

*What do you eat at lunch break?
 I eat ...
 He/She eats ...
 a sandwich
 a banana
 a hamburger
 an apple
 a pizza
 some crisps*

*What do you drink?
 I drink ...
 He/She drinks ...
 a mineral water
 an orange juice
 a lemonade
 a Coca-Cola*

3

Mis hermanos

¿Tienes hermanos?
 tener
 Tengo ...
 Tiene ...
 un hermano
 una hermana
 dos hermanos
 tres hermanas
 No tengo hermanos.

Soy hijo único.
 Soy hija única.

¿Cómo se llama tu hermano?
 ¿Cómo se llama tu hermana?
 Mi hermano se llama ...
 Mi hermana se llama ...
 ¿Cómo se llaman tus hermanos?
 ¿Cómo se llaman tus hermanas?
 Mis hermanos se llaman ...
 Mis hermanas se llaman ...

My brothers and sisters

*Do you have any brothers or sisters?
 to have
 I have ...
 He/She has ...
 one brother
 one sister
 two brothers
 three sisters
 I don't have any brothers or sisters.*

*I'm an only child. (male)
 I'm an only child. (female)*

*What's your brother called?
 What's your sister called?
 My brother is called ...
 My sister is called ...
 What are your brothers (and sisters) called?
 What are your sisters called?
 My brothers (and sisters) are called ...
 My sisters are called ...*

su hermano *his/her brother*
 sus hermanos *his/her brothers (and sisters)*

su hermana *his/her sister*
 sus hermanas *his/her sisters*

¿Cuántos años tiene tu hermano?

How old is your brother?

Tiene nueve años.
He's nine years old.

4

