

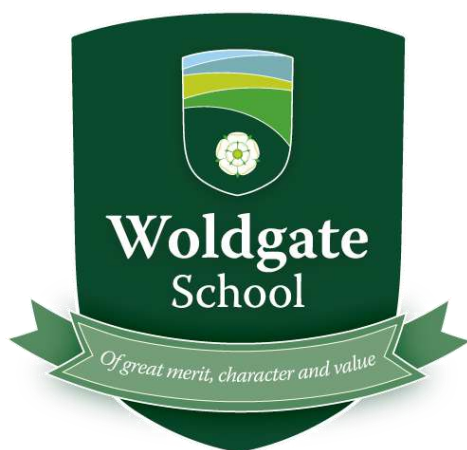


Year 9

Knowledge Book

Autumn Term



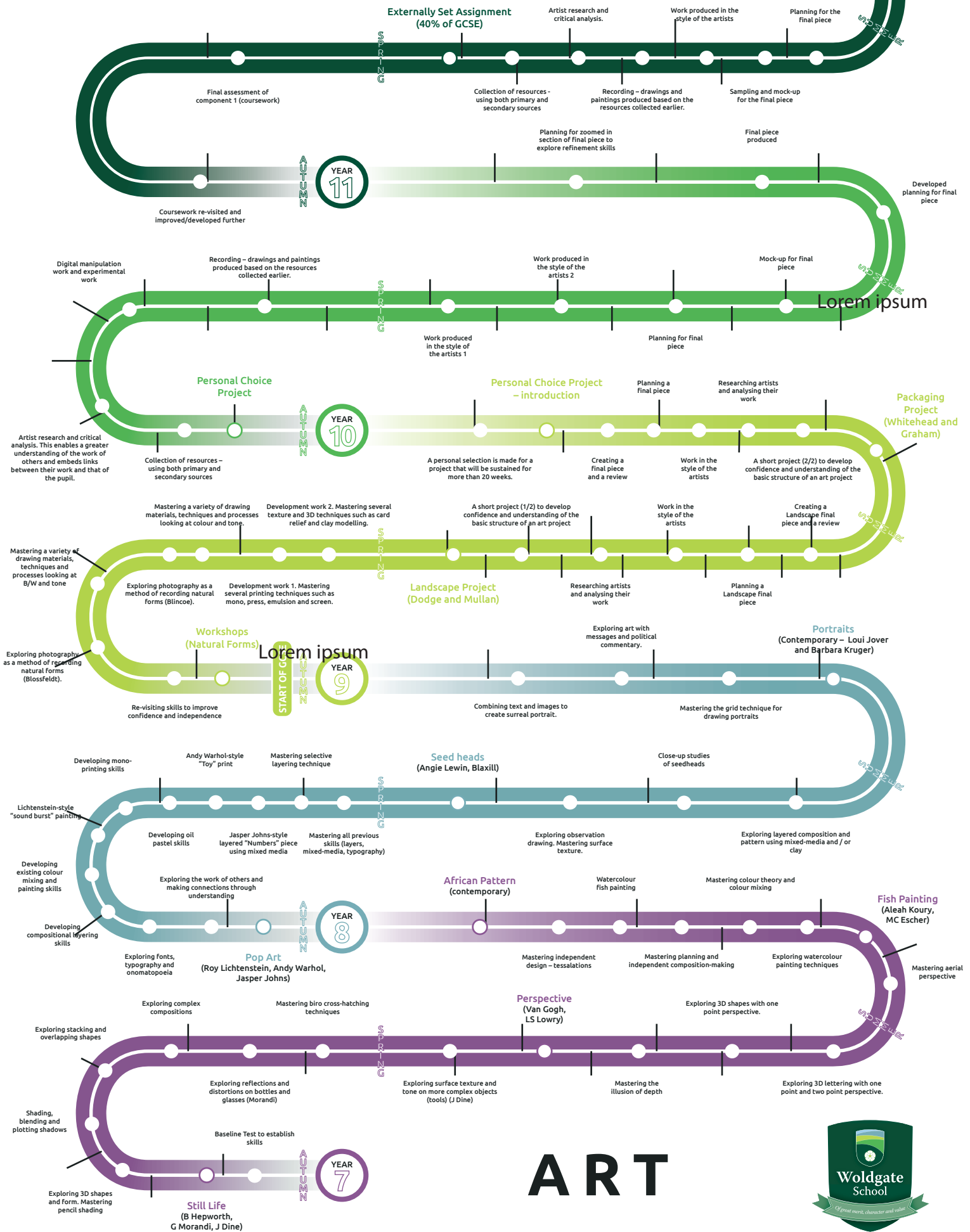


Art



GCSE EXAMINATIONS

Final piece produced under exam conditions (10 hours)
Component 2



ART

- LINE
- TONE
- SHAPE & FORM
- COLOUR
- TEXTURE
- PATTERN

Key Words

Line
The path left behind by a moving point such as a pencil or paint brush.

Tone
The lightness or darkness of something. Tone or shading can help 2D shapes look 3D = form.

Composition
The way in which something is arranged or placed.

Viewpoint
A position or point of view from which something is studied

Primary colours
Cannot be mixed (red, blue, yellow)

Secondary colours
2 primary colours mixed together (purple, green, orange)

Tertiary colours
One primary and one secondary colour mixed together

Acrylic paint
Paint made from plastic polymers that is water resistant and is very versatile

Watercolour paint
Paint thinned with water to give a transparent colour

Colour wash
Layer of thin watery paint, often a background

Wet-on-wet
Applying wet paint on to a wet surface

PHOTOGRAPHERS
Edward Weston



Karl Blossfeldt



Andy Small



Emily Blincoe



PHOTOGRAPHY

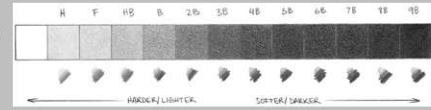
Good studio photography involves composition, lighting, viewpoints etc



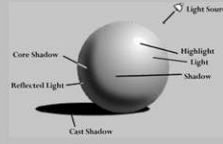
COMPOSITIONAL SKILLS

1. RULE OF THIRDS
2. BALANCE (FILLING EMPTY SPACE)
3. LEADING LINES
4. VIEWPOINT
5. BACKGROUND
6. SYMMETRY & PATTERNS
7. DEPTH
8. FRAMING
9. CROPPING
10. EXPERIMENTATION

LINE & TONE: DEVELOPING WORK FROM PHOTOGRAPHS (BLOSSFELDT & WESTON)



Tone varies from light to dark and can be achieved by pressing hard or lightly with a pencil. B pencils have a soft lead and produce the darkest tone.



COLOUR & TEXTURE: DEVELOPING WORK FROM PHOTOGRAPHS (SMALL & BLINCOE)



Challenge Questions: Why do you think composition is important in photography and art?
Challenge Tasks: Mix different media together and/or work on different surfaces.

- LINE
- TONE
- SHAPE & FORM
- COLOUR
- TEXTURE
- PATTERN

Key Words

Press Print
Transferring an image through applied pressure

Stenciling
A technique for reproducing an image by passing paint over holes in a surface

Screen Print
A process where ink is forced through a mesh screen on to a surface

Printing Ink
Sticky ink used to transfer an image to a different surface

Collage
The technique of gluing a wide range of materials together

Texture
It refers to the surface quality in a work of art.

Relief
Work where the surface projects from the background.

Clay slab work
A construction technique in which clay is rolled into thin sheets.

Slip
Clay and water mixed. It is used to bond pieces of clay.

Hessian
A strong, coarse fabric made from hemp or jute, used for sacks. It stops clay sticking to the table!

PRINTING



Press printing using polystyrene foam



Screen printing



Stenciling

Create a card relief first and then develop the textures into clay slab work

PRINTERS

MARK HEARLD



ANGIE LEWIN



MICHELLE HUGHES



Lisa Ellul



Carol Nelson



Jenny Beavan



CARD AND CLAY WORK (TEXTURE)



- Hessian
- 
- Creating a slab
- 
- Using slip to join pieces of clay
- 

Challenge Questions: Why do you think printing is an important part of art?
Challenge Tasks: Work into your worst prints by drawing and painting over the top of them to add more definition or detail.

NATURE PHOTOGRAPHERS TIMELINE

ALBERT BRUNSWICK (1851-1918)
AMERICAN PHOTOGRAPHER



WILLIAM HENRY JACKSON (1843-1942)
AMERICAN PHOTOGRAPHER
EL CAPITAN (1899)



ANNA ATKIN (1799-1871)
ENGLISH BOTANIST AND PHOTOGRAPHER
CYANOTYPE PHOTOGRAM (1843)



19TH CENTURY

GALEN ROWELL (1940-2002)
AMERICAN PHOTOGRAPHER
LIGHT SNOW (2008)



JOEL MEYEROWITZ (1938-)
AMERICAN PHOTOGRAPHER
AND FILMMAKER
BRONX RIVER, NEW YORK BOTANICAL
GARDENS, AUTUMN (2009)



DAVID MUENCH (1936-)
AMERICAN LANDSCAPE AND
NATURE PHOTOGRAPHER
THE WAVE (1988)



CINDY SHERMAN (1954-)
AMERICAN PHOTOGRAPHER
DROP OFF (2015)



ROBERT FRANK (1924-)
SWISS-AMERICAN PHOTOGRAPHER AND FILMMAKER
STORM CLOUDS OVER THE ISLANDS (2018)



21ST CENTURY

20TH CENTURY

MARGETHE MATHER (1941-)
AMERICAN PHOTOGRAPHER
ALPHABETARIAN # A FLOWER GEORGIA
O'KEEFE (1925)



TINA MODOTTI (1896-1942)
ITALIAN MEXICAN PHOTOGRAPHER
ROSES (1924)



MASON FURNHAM (1863-1929)
SWISS-AMERICAN PHOTOGRAPHER AND FILMMAKER
MANGROVE BOONLAND, TOWER OF BABEL (1925)



MANN DAY (1890-1976)
AMERICAN PHOTOGRAPHER
AND FILMMAKER
SUNFLOWER (1930)



ALFRED STEGLITZ (1864-1946)
AMERICAN PHOTOGRAPHER
POP ARK, LAKE GEORGE (1937)



JOHN BLANEMORE (1936-)
BRITISH STILL LIFE AND LANDSCAPE
PHOTOGRAPHER
THE STILLED GAZE (1994)



IRVING PENK (1917-2009)
AMERICAN PHOTOGRAPHER
STILL LIFE OF MUSHROOMS (1966)



OLIVIA PARKER (1945-)
AMERICAN STILL LIFE PHOTOGRAPHER
IN FEMPTED IN ORNAMENTAL (2005)



BRASSAÏ (1899-1984)
HUNGARIAN FRENCH
PHOTOGRAPHER
PONT NEUF (1934)



ANDRÉ KERTESZ (1894-1985)
AMERICAN PHOTOGRAPHER
WASHINGTON SQUARE WINTER (1954)



PHILIP HYDE (1921-2006)
AMERICAN PHOTOGRAPHER
VIRGINIA CREEPER (1977)



ELIOT PORTER (1901-1990)
AMERICAN PHOTOGRAPHER
BIRCH TREES ON CLIFFE (1963)



ROBERT GLENN KETCHUM (1947-)
AMERICAN CONSERVATION PHOTOGRAPHER
BREWSTER BOOGIE WOOGIE (1981)



FRANS LANTING (1951-)
DUTCH NATIONAL GEOGRAPHIC PHOTOGRAPHER
WATER LILIES, OKAVANGO DELTA BOTSWANA (1989)



PRINTMAKERS TIMELINE

TANG DYNASTY (618-907)
ANCIENT CHINESE PRINTING
AVALOKITESHVARA (618-907)



7TH CENTURY

MARTIN SCHONGAUER (1464-69)
GERMAN RENAISSANCE PAINTER AND PRINTMAKER
THE SUNDIAL (1494)



17TH CENTURY

FRANCISCO DE GOYA (1746-1828)
GERMAN RENAISSANCE PAINTER
AND PRINTMAKER
THE SLEEP OF REASON PRODUCES
MONSTERS (1799)



18TH CENTURY

MARTIN SCHONGAUER (1464-69)
GERMAN RENAISSANCE PAINTER
AND PRINTMAKER
VERONICA (1480)



15TH CENTURY

ALBRECHT DÜRER (1471-1528)
GERMAN RENAISSANCE PAINTER
CONVERSION OF PAUL (1494)



EDGAR DEGAS (1834-1917)
FRENCH IMPRESSIONIST PAINTER
AND PRINTMAKER
THREE BALLET DANCERS (1878-80)



MARY CASSATT (1844-1926)
AMERICAN PAINTER AND PRINTMAKER
DINNER THE CAMP (1882)



PAUL GAUGUIN (1848-1903)
FRENCH POST-IMPRESSIONIST ARTIST
AND PRINTMAKER
TIT WITH A HORNFED HEAD
(1898-99)



ALPHONSE MUCHA (1860-1939)
CZECH PAINTER AND
LITHOGRAPHER
GISMONDA (1894)



HELV WALLENTON (1885-1925)
SWISS FRENCH PAINTER AND PRINTMAKER
DANCE (1912)



HENRI DE TULOUSE-LAUTREC (1864-1901)
FRENCH PAINTER AND PRINTMAKER
JANE AUREL (1893)



19TH CENTURY

REGINALD MARCH (1806-1854)
AMERICAN PAINTER AND PRINTMAKER
NO ONE HAS STAMPED (1832)



PAUL WOODWORTH (1800-1880)
AMERICAN PAINTER AND PRINTMAKER
RELYING ON HIS OWN (1831)



PABLO PICASSO (1881-1973)
SPANISH CUBIST PAINTER AND
PRINTMAKER
POLYBE COMPOSITE I (1949)



20TH CENTURY

EDWARD HOPPER (1882-1967)
AMERICAN PAINTER AND PRINTMAKER
HOUSE TOPS (1921)



EDWARD HOPPER (1882-1967)
AMERICAN PAINTER AND PRINTMAKER
HOUSE TOPS (1921)



STUART DAVIS (1882-1964)
AMERICAN PAINTER AND PRINTMAKER
SOUTH AVENUE EL (1931)



JOAN MIRO (1893-1983)
SPANISH PAINTER PRINTMAKER
GULLS IV (1959)



STANLEY WILLIAM HAYTER (1901-1988)
ENGLISH PAINTER AND PRINTMAKER
WARRIORS 'GUERRIERS' (1953)



GEORGE BRAGAQUE (1882-1963)
FRENCH CUBIST PAINTER AND
PRINTMAKER
LES OISEAUX IV (1959)



MILTON AVERY (1885-1965)
AMERICAN MODERN PAINTER AND PRINTMAKER
BIRDS AND SEE (1955)



BEN SHAHN (1898-1969)
AMERICAN MODERNIST
PAINTER AND PRINTMAKER
PRINTMAKING COUNCIL OF
NEW JERSEY (1979)



GEORGE BRAGAQUE (1882-1963)
FRENCH CUBIST PAINTER AND
PRINTMAKER
LES OISEAUX IV (1959)



MARK HEARD (1974-)
BRITISH FINE ARTIST PRINTMAKER
OWL FLIGHT (2011)



GERHARD SCHNEIDER (1903-1988)
ENGLISH PAINTER AND PRINTMAKER
IN THE GARDEN (1950)



HENRY MOORE (1896-1986)
BRITISH SCULPTOR AND PRINTMAKER
IDEAS FOR METAL SCULPTURE (1961)



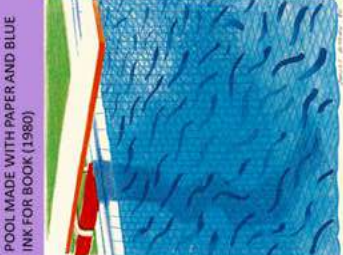
MICHAEL BOTTENSTEIN (1908-1993)
ENGLISH PAINTER AND PRINTMAKER
GIANT COCKEREL (1967)



JOHN RUSSELL (1918-1985)
ENGLISH PAINTER AND PRINTMAKER
THE GREAT ESCAPE (1968)



DAVID HOCKNEY (1937-)
ENGLISH PAINTER AND PRINTMAKER
POOL MADE WITH PAPER AND BLUE
INK FOR BOOK (1980)



ANDY WARHOL (1928-1987)
POP ARTIST AND PRINTMAKER
MARILYN MONROE PORTFOLIO OF 10 (1967)



ANGIE LEWIN (1963-)
BRITISH FINE ARTIST PRINTMAKER
DAHLIAS AND ANEMONES (2022)



MICHELLE HUGHES (UNKNOWN)
BRITISH FINE ARTIST PRINTMAKER
WHITBY ABBEY STEPS (2022)



21ST CENTURY

3D TEXTURE ARTIST TIMELINE

AARON SISKIND (1903-1991)
AMERICAN PHOTOGRAPHER
CHICAGO 25 (1957)



20TH CENTURY

ALISON WATTS (1965-)
SCOTTISH PAINTER
SABINE (2000)



21ST CENTURY



HEATHER COLLINS (UNKNOWN)
BRITISH CONTEMPORARY TEXTILES ARTIST
DETAIL OF BRACKET FUNGUS (UNKNOWN)

ANSELM KIEFER (1945-)
GERMAN PAINTER AND SCULPTOR
TANDARADEI (2020)



KIRSTY WHITLOCK (1986-)
BRITISH MIXED MEDIA TEXTILES ARTIST
BAGS OF AGGRO (UNKNOWN)



SALLY MANKUS (UNKNOWN)
AMERICAN MIXED MEDIA ARTIST
GATHERING (2019)



CHRIS DRURY (1948-)
BRITISH ENVIRONMENTALIST ARTIST
CARBON SINK (2011)

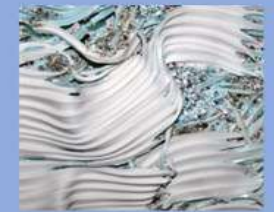


JOANNE COYLE (UNKNOWN)
BRITISH PHOTOGRAPHER
LIGHT SWITCH (UNKNOWN)



AMY KENNEDY (UNKNOWN)
AUSTRALIAN CERAMIC ARTIST
WINDSWEEP (2021)

FRANK AUERBACH (1931-)
GERMAN-BRITISH PAINTER
HEAD OF E.O.W I (1960)



JENNY BEAVAN (1978-)
BRITISH CERAMICIST
UNKNOWN (UNKNOWN)

DON TAYLOR (UNKNOWN)
AMERICAN PHOTOGRAPHER
UNTITLED (2011)



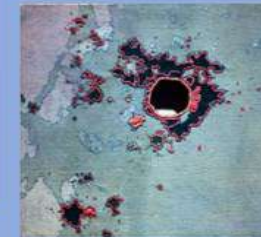
SUE HOTCHKIS (UNKNOWN)
BRITISH CONTEMPORARY FIBRE ARTIST
SPIN DETAIL (2018)



CAROL NELSON (UNKNOWN)
AMERICAN FINE ARTIST
UNKNOWN (UNKNOWN)



ANNE GOLDMAN (UNKNOWN)
AMERICAN CERAMIC ARTIST
BARK TREE VASE (UNKNOWN)



NOVA LUBELSKI (1968-)
AMERICAN CONTEMPORARY ARTIST
UNKNOWN (UNKNOWN)

GERRY JUDAH (1951-)
BRITISH ARTIST
RELIEF PAINTINGS (2011)





Business



GCSE EXAMINATIONS

Revision and Exam Preparation

Paper 1 – Influences of operations and HRM on business activity

Paper 2 – Influences of marketing and finance on business activity

Analysing the financial performance of a business

Marketing

Segmentation

Elements of the marketing mix

Promotion and distribution

Financial terms and calculations

Identifying & understanding customers

Purpose and methods of market research

Using the marketing mix: product and pricing

Cash Flow

Finance

Developing Mathematical Understanding

YEAR 11

Sources of finance

Breakeven calculations

Training

Technology

Environmental Considerations

Globalisation

The competitive environment

Recruitment and selection of employees

Motivating employees

External Influence on Business

Ethical Considerations

The economic climate of Business

Legislation

Human Resources

Good customer service

The role of procurement

YEAR 10

Organisational structure

The concept of quality

Production processes

Business ownership

Setting Business aims and objectives

Business location

Expanding a Business

Business Operations

Stakeholders

Business planning

The purpose & nature of Business

Business In the Real World

Introduction to Business

START OF GCSE

YEAR 9

BUSINESS STUDIES (GCSE)



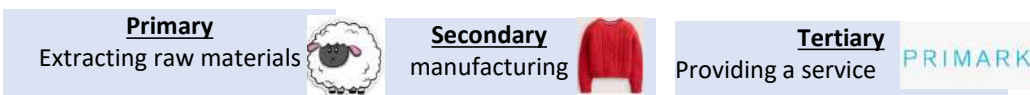
3.1.1 - The purpose and nature of businesses

Businesses in the **Private Sector (owned by individuals)** usually exist to make a **profit** but may also exist for the **benefit of others (social enterprises)**. Profit or other benefits are achieved through **producing a good or providing a service** where a **business opportunity exists in the business environment**. **Public Sector organisations (owned/run by government)** exist to provide services to the population e.g. NHS, schools.

Factors of Production - resources that businesses use to provide their goods/services::

Capital	Enterprise	Land	Labour
Machine/equipment	Ideas & risk takers	raw materials / land	skills & N of staff

Sectors of Industry - businesses divided by their stage of production:



Needs	Wants	Goods	Services
Products I need in order to survive e.g. food	Products I want to have but don't need e.g. Xbox	Physical items	Intangible product

Opportunity Cost:
The value of the next best alternative, lost when we make a choice.



Entrepreneurs- someone who is willing to take the risks in starting a new business.

Reasons to start a business:

- ✓ be your own boss
- ✓ keep all the profits
- ✓ spotted an opportunity
- ✓ interest or hobby
- ✓ unhappy with current job



3.1.3 - Setting business aims and objectives

Objective	Explanation
Survival	For the business to avoid going bust
Profit Maximisation	To achieve the most profit (total revenue exceed total costs)
Growth	Internal e.g. sell more products/open more stores/franchise. External = merger / takeover
Market Share	Measures sales of product/business as % of the total market sales.
Social/Ethical/environmental	To meet or exceed customer expectations related to the environment / treatment of staff or other issues
Customer Satisfaction	How pleased a customer is with the product or service received
Shareholder Value	Improving performance of the business to raise the share price or the amount of profit that can be shared as dividends

Purpose of setting objectives:

- ✓ Helps with decision making
- ✓ Helps investors understand the direction of the business
- ✓ Provides a target for everyone
- ✓ Helps motivate everyone to achieve the same goals

$$\text{Market Share} = \frac{\text{Total Sales of the Company}}{\text{Total Sales of the Market}} \times 100$$

When a business starts it usually focuses on survival, then making a profit. Over time, objectives change for example growth/social objectives.

AQA GCSE Business



Business in the Real World

Unit 1

Appears in: Paper 1 & Paper 2

3.1.4 - Stakeholders

A **Stakeholder** is any person or organisation that is affected by the activity of a business.

Common **Stakeholder Groups** include:

- | | |
|--|--|
| Internal (work within the business) | External (are affected by the business) |
| <ul style="list-style-type: none"> ✓ Employees ✓ Managers ✓ Owners ✓ Directors | <ul style="list-style-type: none"> ✓ Shareholders (PLC) ✓ Customers ✓ Local Community ✓ Government ✓ Banks ✓ Suppliers ✓ Pressure groups e.g. green peace |

Different groups will have more or less of an interest and more or less influence over the business and its decisions.



Stakeholder conflict occurs as different stakeholder groups may be **in conflict** with one another as their interests contradict each others. Foreexample:



McDonald's wants to open a new store. Managers want more sales, employees want job security, except the local community are concerned with increased traffic and litter.



5. - Business Location

Location is important because it affects:
1. costs, 2. sales, 3. image



OVERSEAS LOCATION DECISIONS

- Advantages of overseas:**
- ✓ Cheaper labour
 - ✓ Access to resources
 - ✓ Financial incentives from governments
 - ✓ Avoid protectionist measures

Disadvantages of overseas:

- different rules and regulations
- customers may have different taste

Factors influencing location:

- ✓ Type of business e.g. theme park
- ✓ Access to raw materials e.g. dairy cows
- ✓ Competitors e.g. petrol stations
- ✓ Proximity to target market e.g. hairdresser
- ✓ Transport links e.g. if exporting
- ✓ Technology e.g. Internet access
- ✓ Availability & costs of labour e.g. moving production to China

3.1.6 - Business Planning

A **business plan** is a document setting out what a business does and what it hopes to achieve in the future.

PURPOSE of business planning

- ✓ Helps set up the new business - assess risks
- ✓ Raise finance - from investors/bank
- ✓ Set objectives - clear targets to achieve
- ✓ Co-ordinate actions - what is needed?

PROBLEMS of business planning:

- Uncertainty - lack of info about a situation.
- Lack of experience - e.g. financial skills
- Change - regularly need reviewing and updated.

MAIN SECTIONS of a business plan:

- ❖ background of founders (experience)
- ❖ Analysis of the market (target customers)
- ❖ Firms objectives
- ❖ Details of price and expected sales
- ❖ Competitor analysis (how do you intend to compete - USP)
- ❖ Analysis of financial data e.g. forecasts profit, cash flow and break even figures.

REDUCING the RISKS of business planning:

- Research the market thoroughly
- talk to consultants (if affordable)
- Plan for a variety of outcomes
- Regularly review and update the plan



$$\text{Profit} = \text{Total revenue} - \text{Total costs}$$

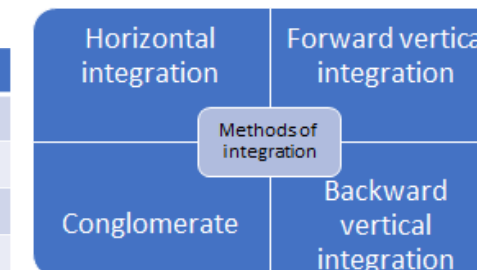
3.1.2 - Business ownership

	Liability/Size	Advantages	Disadvantages
Sole Trader Set up on your own	Owner: Unlimited liability Small	<ul style="list-style-type: none"> • Own Boss - Keep control • Keep all profits • Can employ people • Cheapest to set up 	<ul style="list-style-type: none"> • all liability / need insurance • Not working = not earning
Partnership 2 or more people, max 20 partners.	Partners: Unlimited Liability Small/Medium	<ul style="list-style-type: none"> • Shared responsibility • More investment • Partners can cover e.g. if ill or on holiday • Partners can specialise in aspects of the business 	<ul style="list-style-type: none"> • Have to share profits • Not in complete control • Decisions can be slower • More expensive to set up
Private Limited company (Ltd.)	Shareholders: Limited Liability Small—Large	<ul style="list-style-type: none"> • Can keep control by keeping a majority of the shares • shares can be sold to raise money 	<ul style="list-style-type: none"> • Cannot sell on the stock market • Selling more than 49% of the shares could see you lose control • Profit likely to be shared through dividends
Public Limited Company (PLC.)	Shareholders: Limited Liability Medium-Very Large	<ul style="list-style-type: none"> • Can sell shares on the Stock Market - more investment • Kudos / greater reputation 	<ul style="list-style-type: none"> • Kudos / greater reputation • Share Price controlled by the market - investment might increase or decrease depending on the economy • Risk of a Hostile Takeover - could be voted out as CEO by the shareholders at an AGM
Not for Profit	Trustees: Limited liability	<ul style="list-style-type: none"> • Opportunity to increase income/impact by publicising 'Charity' status 	<ul style="list-style-type: none"> • Close scrutiny by the Charity Commission

Unlimited liability = personal possessions of owner at risk if business is in debt
Limited liability = owners only liable for debts up to the value of their investment

3.1.7 - Expanding a business

Internal growth	External growth
Franchising	Merger
Opening new stores	Takeover (acquisition)
E-commerce	
Outsourcing	



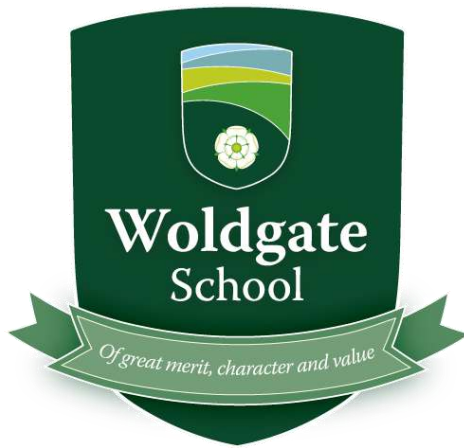
Takeover	Also called an acquisition, one company buys another. This could be by buying a majority of the shares, or by buying the company outright.
Merger	Two companies agree to join together – both original sets of owners keep some ownership.
Forwards Vertical	A business integrates (merges with or takes over) a business closer to the customer. i.e. a manufacturer buying a retailer who sells their goods.
Backwards Vertical	A business integrates with a business further away from the customer. i.e. a retailer buying a manufacturer that supplies them with goods.
Horizontal	A business integrates with a business who operate in the same market as them, at the same stage of production . i.e. two car manufacturers like Jaguar and Land Rover.
Conglomerate	A business integrates with a business who operates in a different market, possibly at a different stage of production. i.e. Tata, who bought Jaguar Land Rover, and PG Tips.
Outsourcing	Paying another company to do some of your work for you, or perform certain jobs for you.
Franchising	Selling the right to use your brand – you (the Franchisor) allow other companies (Franchisees) to use your name, logo, products, in exchange for an annual fee and share of the revenue.

Economies of Scale: benefits of getting larger (Purchasing / Technical)

Diseconomies of Scale: drawbacks of getting larger (Communication/ Coordination) $\text{unit cost} = \frac{\text{total costs}}{\text{output}}$

Key Term	Definition
Acquisition / Takeover	One business takes control and ownership of another.
Business Environment	The range of external factors that influence a business: PESTLE-C – Political, Economic, Social, Technological, Legal, Environmental and Ethical, and Competition.
Business plan	Document setting out what a business does and what it hopes to achieve in the future
Capital	Investment in machinery, and the money required to start the business. One of the four Factors of Production .
Competition	The rivalry between businesses looking to sell their goods/services in the same market.
Competitive market	Businesses compete for the same customers, no one business has more than 25% market share.
Conglomerate	A business that owns brands in a range of different industries. For example, easyGroup own easyJet, easyHotel, easyPizza, easyGym, easyMoney, easyEnergy, and more.
Consumer	Someone who uses good and services produced by a business.
Costs	The money spent by a business on goods and services. Fixed Costs: The costs that stay largely the same, regardless of the business' output. Variable Costs: costs that vary directly with the business's levels of output
Creditor	These are people or organisations who have supplied goods or services to a firm but have not yet been paid for them.
Customer	Someone who buys a product from a business
Deed of Partnership	This is a legal document which shows how responsibilities, profits and workload are to be shared.
Diseconomies of Scale	When a business grows too large, leading to a possible increase in unit cost.
Dividend	A portion of the after-tax profit that is paid to shareholders according to the number of shares they own.
E-Commerce	Business transactions carried out electronically on the internet.
Economies of Scale	The cost advantage of producing on a large scale. As output increases the unit cost decreases.
Enterprise	The ability to identify business ideas and opportunities to bring them to fruition and to take risks where appropriate. One of the four Factors of Production .
Entrepreneur	A person who is willing to take a risk by investing money into a business, organising the resources and hoping to make a profit. e.g. Richard Branson. Usually they do this because; they are ambitious, dissatisfied with working for other people, to pursue an interest, or because they have seen an opportunity,
Entrepreneurship	The act of being an entrepreneur – starting your own business and taking risks.
Flotation	Occurs when a private limited company becomes a public limited company and has its shares listed on the stock exchange.
Good	A physical product, such as a car.
Gross domestic product (GDP)	Measures all the income earned in a country's economy in the year
Imports	Goods and services from overseas by consumers of a businesses
Inflation	Refers to the rate at which prices are increasing

Key Term	Definition
Integration	Businesses joining together through either a Merger or Acquisition / Takeover
Interest rates	The costs of borrowing money or the reward for saving with a bank.
Intrapreneurship	Encouraging your employees to take risks and act as if they were an entrepreneur – but while working for you.
Labour	The work done by employees are those running the business. One of the four Factors of Production .
Land	Land and buildings. One of the four Factors of Production .
Liability	The extent of the owner's/owners' responsibility for the debts of the business. Limited Liability: The owners are not responsible for the debts of the business. The limit of their liability for the business' debts is the amount they have already invested.
Market capitalisation	Of a company measures the value of all its shares. Market capitalisation = market price of shares x the number of shares
Merger	When two or more businesses agree to join together.
Monopoly	Where a business has a market share of 25% or more. This allows them to dictate prices, their size in the market makes them difficult to compete with as they are able to achieve economies of scale.
Objective	A specific statement that defines a precise goal that can be measured and delivered within a given time.
Opportunity Cost	The cost of the next-best alternative that has to be given up when a choice is made.
Outsourcing	Contracting another business to carry out some of the business' activities.
Primary Industry	Industries which extract natural resources. e.g. farming, oil drilling & mining.
Private Sector	Businesses not owned by the state (government) but by individuals or groups.
Profit / Loss	Profit: Where income is greater than expenditure. Loss: Where expenditure is greater than income.
Public Sector	Organisations where the activities are carried out either by national or local government.
Quota	Limit on the number of foreign goods imported into a country
Raw Materials	Materials and resources that are found / grown / extracted in the form that they will be used.
Resources	The inputs that businesses use to provide their goods or services.
Revenue	Income from the sale of goods and services over a period of time.
Service	Intangible product (you cannot touch it) such as a bus journey
Secondary Industry	Industries which manufacture, assemble, process and construct goods.
Shareholder	A person or an organisation that owns part of a company
Social enterprise	A business that is set up to help society rather than to make a profit.
Sole trader	Someone who sets up their own business
Special Interest Group	A stakeholder in an organisation with a particular interest, such as the Environmental Lobby – a group with a specific interest in businesses operating in an environmentally friendly way.
Stakeholder	Individuals and organisations that are affected by, and affect, the activities of a business.
Tertiary Industry	Industries which provide services both to individuals and other sectors of industry.
Trade Union	An organisation who work to ensure that the interests and rights of their members (a group of workers) are protected.
Unit Cost	The costs of the raw materials and components that have been combined to create a product.
Unlimited liability	Personal possessions of the owners of a business are at risk if there are any problems

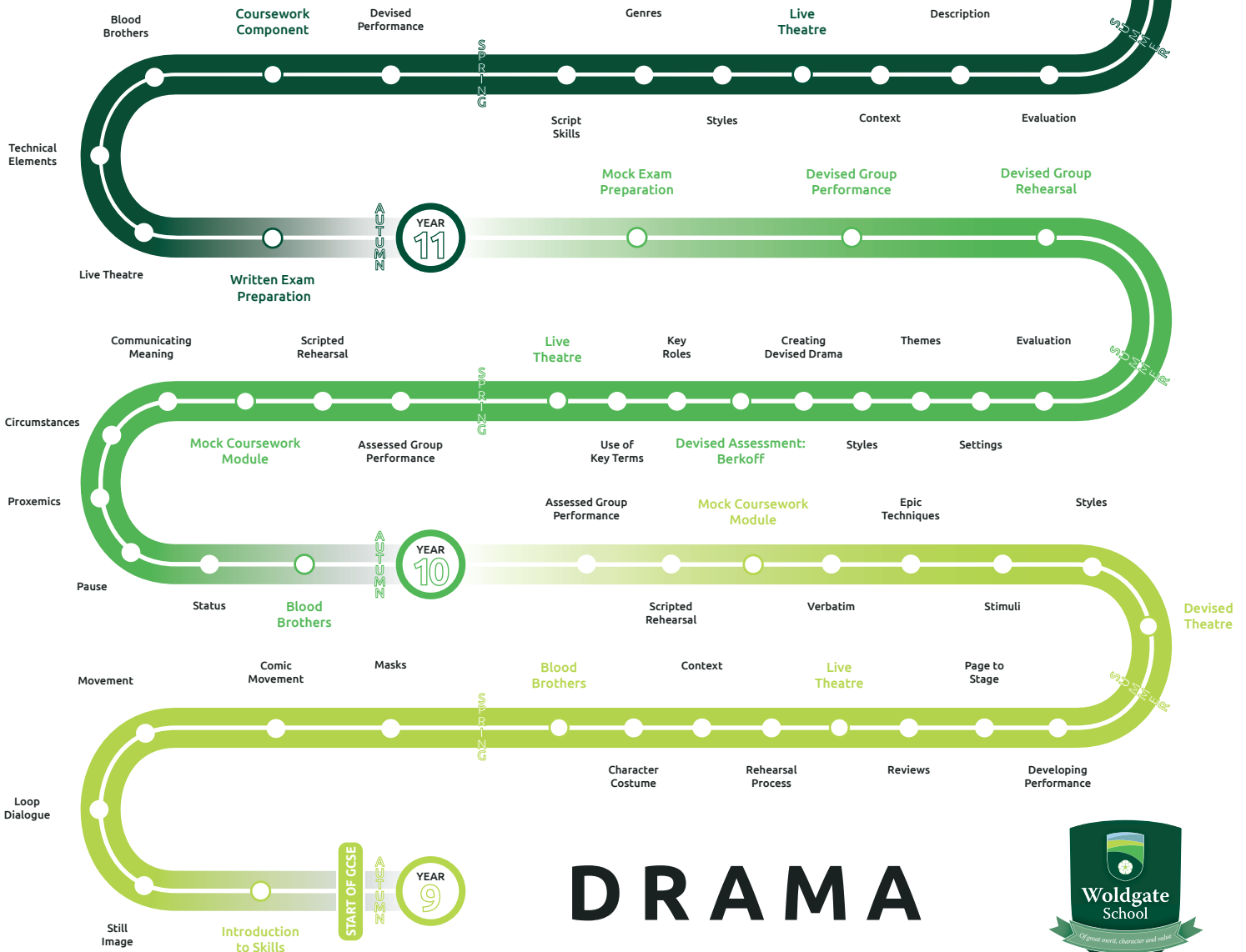


Drama



GCSE EXAMINATIONS

Rehearsal and Performance Exam



DRAMA



Autumn 1 Knowledge Organiser - Year 9 Drama GCSE

Physical and Vocal skills

Analysing and Evaluating

Physical skills

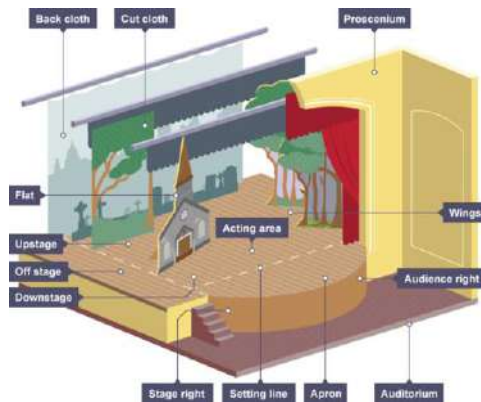
- Weight
- Tension
- Pace
- Gait
- Internal Rhythm
- Period of piece
- Reactions
- Non-verbals
- Facial expressions
- Gestures
- Mime
- Stance

Vocal skills

- Volume
- Pace
- Intonation
- Emphasis
- Tone
- Personality
- Register
- Accent
- Age
- Mannerisms



Performance spaces



Sentence Starters

- This element of the performance ... explored, conveyed, communicated, showed, presented
- This symbolised ...
- This represented ...
- This moment was ...
- The use of design elements included ...
- The acting skills made use of ...
- The director staged the section by ...

Building a Character

Basic

- What do they sound like?
- How do they move?
- What do they look like?
- What is their backstory?

Advanced

- Improvise characters in different scenarios.
- Hotseat characters in pairs
- Visualise characters and then analyse text to decide motivations and objectives moment to moment +super objective
- Rehearse script extract applying motivations and objectives

Writing about Performance Skills

Ask Mr. King for a FULL appendix which includes not only performance terminology, but every possible word you will need to describe even the most advanced piece of dramatic staging!

Warm Ups

Should include....

Physical - Relaxation, Relieving tension, Energising Vocal - Resonance, Breath, Articulation drills

Voice

- accomplished
- enhanced the performance
- exemplary use of
- sophisticated
- highly effective
- impressive
- creative
- thought provoking
- powerful
- inspired
- innovative

Physicality

- basic
- inconsistent
- variable
- lacked development
- poor
- cursory
- vague
- patchy
- little evidence of
- ineffective
- under-rehearsed
- innovative



Autumn 2 Knowledge Organiser - Year 9 Drama GCSE



Performance Glossary

acting style	a particular manner of acting which reflects cultural and historical influences
articulation	the clarity or distinction of speech
aside	Lines spoken by an performer to the audience and not supposed to be overheard by other characters on-stage.
business	a piece of unscripted or improvised action, often comic in intention, used to establish a character, fill a pause in dialogue, or to establish a scene. An author may simply suggest 'business' to indicate the need for some action at that point in the play.
characterisation	how a performer uses body, voice, and thought to develop and portray a character.
dialogue	spoken conversation used by two or more characters to express thoughts, feelings, and actions.
focus	in acting, the act of concentrating or staying in character.
gesture	any movement of the performer's head, shoulder, arm, hand, leg, or foot to convey meaning.
imaging	a technique which allows performers to slow down and focus individually on an issue. The performers, sitting quietly with eyes closed, allow pictures to form in their minds. These images may be motivated by bits of narration, music, sounds, smells, etc.
improvisation	the spontaneous use of movement and speech to create a character or object in a particular situation; acting done without a script.
inflection	change in pitch or loudness of the voice.
Interaction	the action or relationship among two or more characters
language	in drama, the particular manner of verbal expression, the diction or style of writing, or the speech or phrasing that suggests a class or profession or type of character.
mannerism	a peculiarity of speech or behaviour.
mime	acting without words.
mirroring	copying the movement and/or expression or look of someone else exactly.
monologue	a long speech made by one performer; a monologue may be delivered alone or in the presence of others.
motivation	the reason or reasons for a character's behaviour; an incentive or inducement for further action for a character.
movement	stage blocking or the movements of the performers onstage during performance; also refers to the action of the play as it moves from event to event.
pace	rate of movement or speed of action
performance elements	include acting (e.g., character motivation and analysis, empathy), speaking (breath control, vocal expression and inflection, projection, speaking style, diction), and nonverbal expression (gestures, body alignment, facial expression, character blocking, movement).
pitch	the particular level of a voice, instrument or tune.



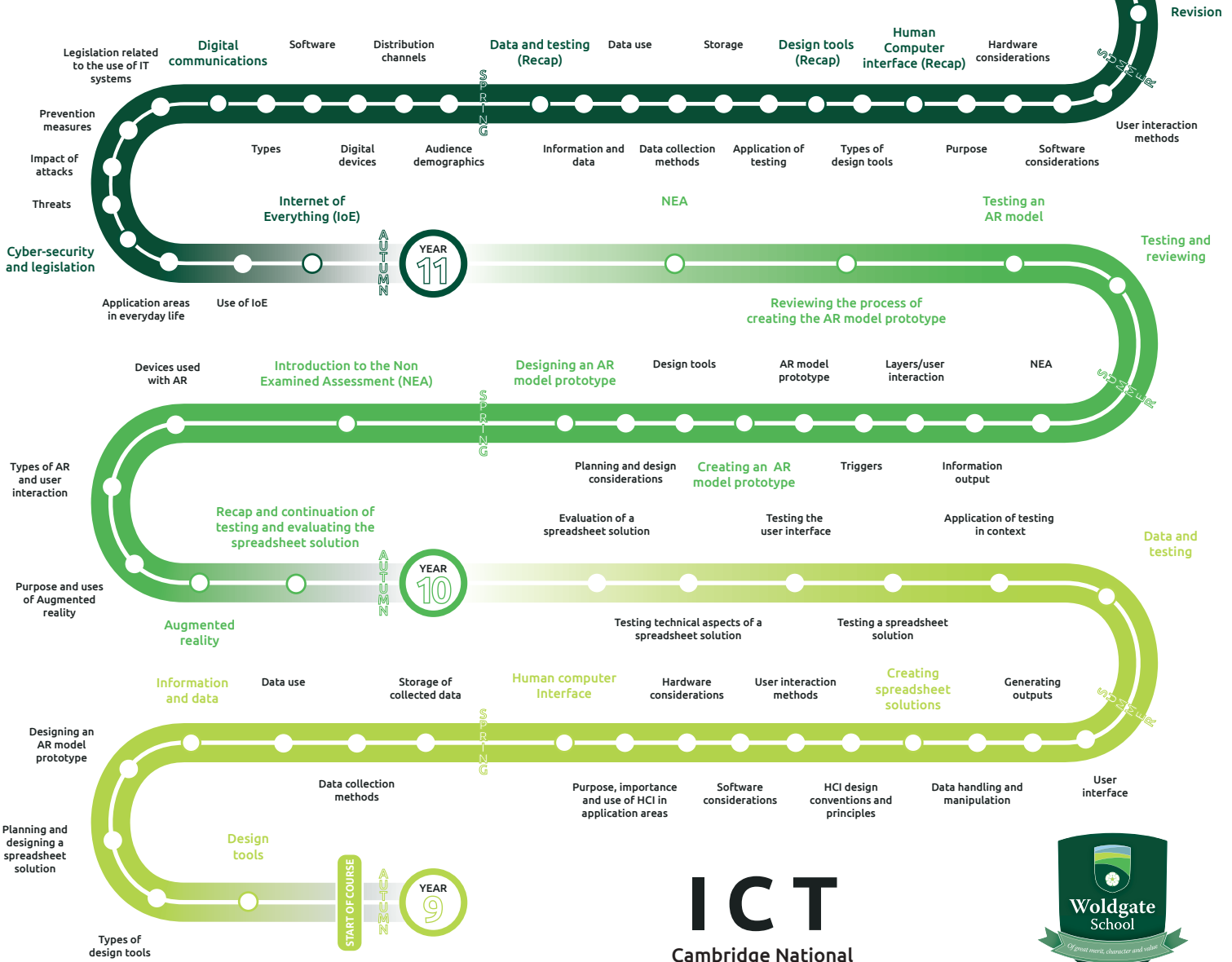
posture	Physical alignment of a performer's body or a physical stance taken by a performer which conveys information about the character being played
projection	how well the voice carries to the audience.
prompt	to give performers their lines as a reminder; the <i>prompter</i> is the one who assists performers in remembering their lines.
proxemics	contemporary term for 'spatial relationships', referring to spatial signifiers of the relationship between different performers or a performer and elements of the set which convey information about character and circumstances.
rhythm	measured flow of words or phrases in verse forming patterns of sound. Regularity in time or space of an action, process or feature.
role	the character portrayed by a performer in a drama.
role playing	improvising movement and dialogue to put oneself in another's place in a particular situation, often to examine the person(s) and/or situation(s) being improvised.
soliloquy	a speech in which a performer, usually alone on stage, speaks the inner thoughts of his/her character aloud.
spatial awareness	traditional term for what is currently referred to as 'proxemics', referring to spatial signifiers of the relationship between different performers or a performer and elements of the set which convey information about character and circumstances.
stage presence	the level of comfort, commitment, and energy a performer appears to have on stage.
staging	another term for blocking ; deliberate choices about where the performers stand and how they move on stage to communicate character relationships and plot and to create interesting stage pictures in relation to set, properties and audience and effects created by lighting, for example.
stock characters	characters who represent particular personality types or characteristics of human behaviour. Stock characters are immediately recognizable and appear throughout the history of theatre, beginning with Greek and Roman comedy and elaborated upon in <i>commedia dell'arte</i> .
tableau	a technique in creative drama in which performers create a frozen picture, as if the action were paused; plural is <i>tableaux</i> . Not to be confused with <i>freeze frame</i> , which is a term used in film and video production.
theatre games	improvisational exercises structured by the director or teacher to achieve a specific objective, such as breaking down inhibitions or establishing trust.
timbre	The distinctive character or quality of a musical or vocal sound apart from its pitch or intensity such as in a nasal voice quality.
upstage: (verb)	to deliberately draw the audience's attention away from another performer or performers by overacting, using flashy bits of business, or other means; term originated from an performer purposefully positioning himself upstage of the other performers so that they must turn their backs on the audience to deliver their lines to him.
vocal expression	how an performer uses his or her voice to convey character
vocal projection	directing the voice out of the body to be heard clearly at a distance.
voice	the combination of vocal qualities a performer uses



Computer Science



EXAMINATIONS



ICT
Cambridge National





GCSE EXAMINATIONS

2 GCSE Exam Papers

Revision

Search with SQL

Purpose and functionality of systems software

Programming languages

Functions of the OS

Files, fields and attributes

Sort with SQL

Operating systems

Translators and facilities of languages

Utility system software

Structured Query Language

Logic

RAM and ROM

CPU components and their functions

CPU

YEAR 11

Structured data

Truth tables

Types of storage and their suitability

Storage and memory

Hardware

Data mine

Sorting algorithms

Networks

Hardware

Transmission methods

Protocol stack

VPN

Library code

Searching algorithms

Trace tables

Types of networks, PAN, LAN, WAN

Protocols

Addressing

WiFi

Algorithms

Compression

Using Binary data

Use of data types

Data

Ascii Art

Using Hexadecimal data

Analog

Functions

Data types

Negative numbers in computing

Hex

Algorithms

Producing algorithms

Chat app

Lists

Converting between number bases

Maths for Computer Science

Computational thinking

Story game

Types of error

Quiz host

Pixels, resolution and colour depth

Number bases – decimal binary and hexadecimal

Analysing data

The investigative cycle

Using software to visualise data sets

Sound editing

Image editing

Digital images

Data cleansing

Large data sets

Data Science

Sound

Representation size of digital images

Representations going audiovisual

Layers of computing systems

Hardware

Operating systems

Artificial Intelligence

Introduction to Python programming

Using assignment statements

Using binary selection

Boolean variables

Locating and correcting syntax errors

Operations on strings

Using variables to track counts and sums

Using data

Collecting data

Modelling data using spreadsheets

Using block based programming

Mobile apps

Modifying markup

Working with multiple objects

Making calculations on a spreadsheet

Spreadsheets

Developing an app

GUI elements

Programming using scratch

Paths

Manipulating shape

Media vector graphics

Credibility of sources

Networks

Wired and wireless networks

Programming using scratch

Sequence and variables

Iteration

Website building blocks

Searching the web

Word processing

Promoting a cause

Networking hardware

The internet

Programming essentials

Operators

Developing for the web

Shortcuts

Navigating the web

Using Media to gain support for a cause

Branding

Digital Media

YEAR 7

Adding content

Getting the message across

COMPUTING



Data Representation: Compression of Images and Text

A	Key Vocab	
Compression	Reduction in file size to lessen download times and storage requirements	
Lossy	Compression which loses data (and therefore quality)	
Lossless	Compression which preserves the original data	
Metadata	Data about data	
B	Representing Text	
ASCII	A 7-bit code which represents a basic <i>character set</i>	
Extended ASCII	A <i>character set</i> represented by 8 bits instead of 7, in other ways just like ASCII	
Unicode	A modern standard <i>character set</i> which uses 16 bits and includes many international characters	
Character set	The complete set of letters and symbols available within a given code	

C	Representing Images	
Bitmap	The representation of an image by converting it to pixels and each pixel to a binary number	
Vector	The representation of an image by splitting it into shapes and storing each shape as a binary number	
Pixel	The smallest element of an image. One dot of one colour.	
Resolution	The level of detail in an image, measured in pixels (dots) per inch (dpi)	
Colour depth	The number of bits used per pixel to record colour.	
File Size	width (px) × height (px) × colour depth	

D	File types			E	Image metadata
PDF	document	lossless		Filename	
PNG	image	lossless		File format	
JPEG	image	lossy		Dimensions	
GIF	image	lossy		Resolution	
BMP	image	uncompressed		Colour depth	
MPEG	video	lossy		Time and Date	
MP4	video	lossy		Location	
MOV	video	lossless		Camera settings	
MP3	audio	lossy			
WAV	audio	lossy			

F Lossy compression



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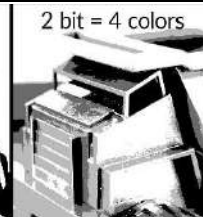


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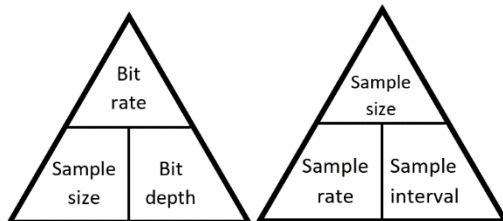
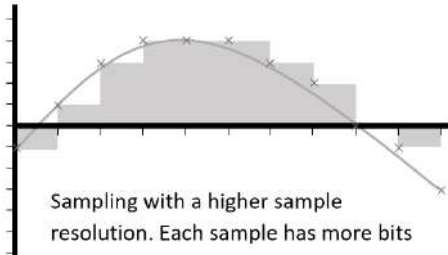
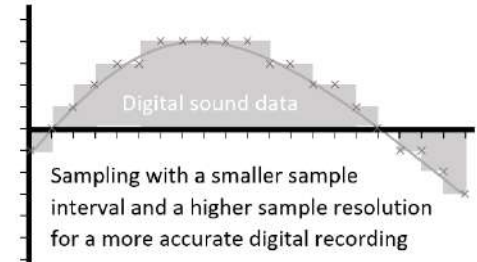
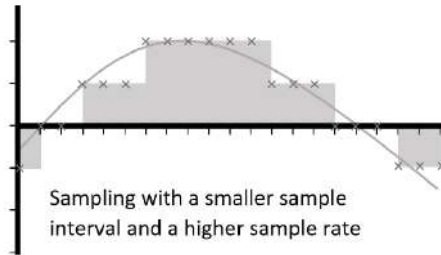
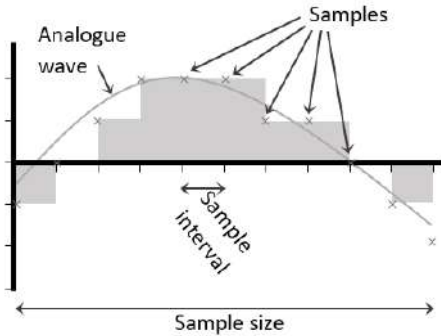


Very compressed:
0.56KB

G Colour depth



Data Representation: Compression of Sound



A	Representing Sound	
Digital	Having discrete values which can be stored as binary	
Analogue	Having continuously changing values	
Sample	The smallest element of a recorded sound. A value or set of values which represent a sound at a specific moment	
Sample size	The number of seconds over which a <i>sample</i> was taken	<i>s</i>
Sample rate	The number of times per second the sound is sampled. $Sample\ size \div sample\ interval$	<i>Hz</i>
Bit rate	The number of bits used to store a second of sampled sound. $Bit\ depth \times sample\ rate$	<i>bps</i>
Sample interval	The length of time between two samples	<i>s</i>
Bit depth / Sample resolution	The number of bits used to store each sample	<i>b</i>
Channel	An audio file which is intended to be played at the same time as another	
File size	$Sample\ rate \times bit\ depth \times sample\ size$	

Programming: Basics

A	Key Vocab
Debugging	Finding and fixing errors in code
Execution	When a command or program is run by the processor
Operation	A mathematical process which takes one or two inputs and produces one output
Programming Language	A set of instructions and syntax which can be used to make programs
Script	A small simple program, particularly run on command line interfaces
Sequence	The order in which a list of instructions is carried out

B	Syntax
Comment	A part of a program which is ignored by the computer but can be read by the programmer
Indentation	A stylistic approach for writing code. The contents of loops or selection are set a few spaces in from the previous indentation
Syntax	Rules for the structure of a programming language

C	Variables and Constants - Initialisation
Assign	Give a value to a variable or constant at the beginning of a program
Data Type	The nature of information used by a computer
Declare	Set up a <i>variable</i> by naming it and allocating memory to it
Initialise	<i>Declare</i> variables and <i>assign</i> values at the beginning of a program

D	Variables and Constants - Types
Variable	A named value which can be changed as the program is running
Constant	A label that refers to a location in memory containing a fixed value
Global	A <i>variable</i> which is used throughout the program
Local	A <i>variable</i> which is defined and used only within a sub program

E	Sub Programs
Sub program	Any section of the program which might be <i>called</i> by the main program and is self-contained
Argument	Data supplied to a <i>function</i> or <i>procedure</i> when it is <i>called</i>
Breakpoint	The part of a subprogram where it stops and returns to the main program or where the main program stops completely
Call	An instruction to run a sub program
Function	A <i>sub program</i> which can take any amount of <i>arguments</i> and <i>return</i> a value
Parameter	A <i>variable</i> which is defined within a <i>sub program</i> and which the <i>sub program</i> needs to run
Procedure	A <i>sub program</i> which can take arguments but which does not return a value
Return	To give back a value from a sub program to the main program

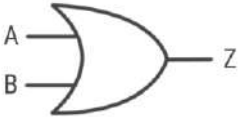
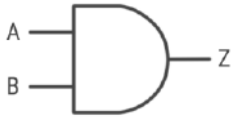
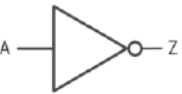
Programming: Operations

A	Key vocab	
Operand	A number (or string or Boolean) which is to be operated on	
String manipulation	Operating on strings	

B	Unfamiliar operations	
Concatenation	Joins two strings together	“.” + “-”
Exponentiation	Raises one number to the power of another	2**3
Modulus / mod	Returns the remainder after division	10 % 3 = 1
Quotient / floor division	Returns the whole number part of the division	10 // 3 = 3
Unary	Only has one operand	-7

C	Types of operator	
Arithmetic operator	An operator which turns two numbers into a single number with a mathematical process	** , / , % , // , * , + , -
Assignment operator	An operator which assigns a value to a name	= , =>
Boolean operator	An operator which compares Boolean values	AND , OR , NOT
Comparison operator	An operator which compares two numbers	> , < , >= , <= , == , !=

F Logic gates

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D	Order of operations	
1 Brackets	Whatever is in the brackets is resolved first	
2 Unary	An operation with only one <i>operand</i>	
3 Indices	Raising to the power of a number	
4 Division	Including <i>quotient</i> and <i>modulus</i> division	
5 Multiplication	× or *	
6 Addition	+	
7 Subtraction	-	
8 Comparison	An operation which returns a Boolean by comparing two operands	
9 Boolean	An operation which returns a Boolean by comparing two Booleans	
10 Assignment	An operation which assigns a value to a name	

E	Logic vocab	
Boolean algebra	Mathematical expression of logic circuits	
Logic gate	A component which takes in one or two binary inputs and produces a single binary output	
Logic circuit	A circuit made of a combination of logic gates	
Truth table	A table of inputs and outputs for a logic gate system	

Programming: Structures

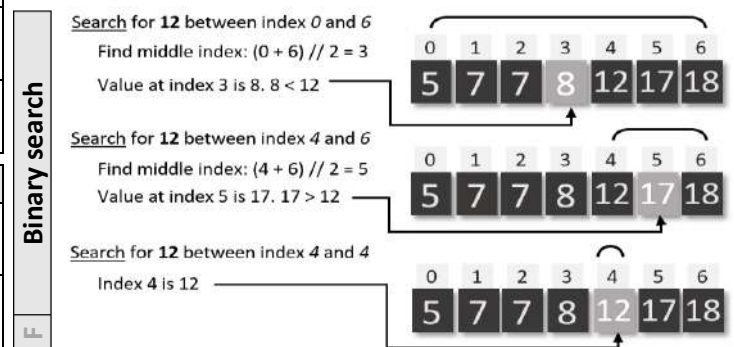
A	Key Vocab
Iteration	Repeated execution of a group of instructions
Condition controlled loop	An iteration statement which repeats until a certain requirement is met
Count controlled loop	An iteration statement which repeats for a specified number of times
Search	Find a specific item in a list of data using an algorithm
Selection	A choice of which branch to take in a program, often with IF statements
Sort	Arranging a list into an order
Statement	An instruction or clause in a program
Recursive	An algorithm which calls itself

B	Iteration structures
DO UNTIL	Iteration structure which has a stop condition at the end of the loop
DO WHILE	Iteration structure which has a continuation condition at the end of the loop
FOR NEXT	Iteration structure which has an index variable, a step value and a stop condition
WHILE	Iteration structure which has a start condition at the beginning of the loop

C	Selection structures
IF (ELIF) ELSE	A selection statement which branches the program under certain conditions
SWITCH CASE	A type of selection statement where there are a number of possible branches

D	Search
Linear search	A search algorithm which starts by looking at the first item in an unordered list, then moves to the second etc.
Binary search	A search algorithm which starts by looking at the middle term in an ordered list, then if the item is not found, recursively searching on the half of the list with the item in it

E	Sort
Bubble sort	A sorting algorithm which swaps adjacent items in a list if they are not in the right order, before moving onto the next pair.
Insertion sort	A sorting algorithm which goes through a list by item, removes the item and puts it into the appropriate place in a new ordered list
Merge sort	A sorting algorithm which splits a list in two, sorts each list recursively, then merges them back together



Programming: Data and Data types

A	Key vocab
Alphanumeric	Containing letters, digits and symbols
Data	A unit of information without context, measured in bits
Information	Data, made intelligible by context
Typecast	Force a variable into a certain data type

B	Number Systems
Binary	Counting system using 1s and 0s. Computers use it because transistors can be used as switches: 1 is 'on' and 0 is 'off'.
Denary	Our normal numbering system with digits from 0 to 9
Hexadecimal	A number system using the digits from 0 to 9 and A to E. Easy to convert to and from binary and easier to read than binary

C	Data types	Python
Array	An indexed list of values. The index normally starts at 0. Unlike a Python list, all values have the same data type and the maximum size is normally declared	['o', 'm', 'g'] [6, 0, 8, 1] [0.1, 5.0]
Boolean	A data type which is either true or false	True, False
Character	A single alphanumeric symbol	'B', '@', '8'
Integer	A data type which is a whole number	50, -7, 2
List	An indexed collection of data in Python	["a", 2, True]
Real / Float	A number with a decimal point	5.0, 3.14, 1.9
String	A data type which is a collection of any number of characters	"hello", "", "01273"

D	Data measurements	
Bit	A single unit of information. A 1 or a 0. A binary digit.	<i>b</i>
Nibble	Half a byte. Four bits.	
Byte	Eight bits	<i>B</i>
Kilobyte	1000 B	<i>KB</i>
Megabyte	1000 KB	<i>MB</i>
Gigabyte	1000 MB	<i>GB</i>
Petabyte	1000 GB	<i>PB</i>
Terabyte	1000 PB	<i>TB</i>

E	Binary manipulation	
Binary shift	Adding or taking a zero at the end of a binary number	
Left shift	Adding a zero to the end of a binary number, multiplying it by 2	
Right shift	Taking a bit from the end of a binary number, dividing by 2 and rounding down	
Binary addition	Adding binary numbers together	
Overflow	A carried digit which is lost because the number is too big for the space allotted to it. ie 1111 + 0011 = 0010 (4 bit addition)	

Memory

A	Secondary Storage: Types
Flash	A type of SSD which stores information by forcing electrons through a barrier with a large current
Magnetic	Cheap storage which requires moving parts and writable magnetic disks
Optical	Cheap storage which requires a laser and a disk
Solid State Drive (SSD)	Memory with no moving parts

C	Primary Storage
Main memory	Other ways of saying RAM
Primary storage	
Virtual memory	Part of secondary storage which is used as main memory when RAM is full
Dynamic RAM	Single transistor / capacitor RAM which needs to be refreshed every few milliseconds
Static RAM	4/5 transistor RAM which can hold data without being refreshed (but does need power)

D	Key Vocab
Read Only Memory (ROM)	Non-volatile memory which cannot be over-written. Generally used for booting
Storage device	Any hardware which can hold, read and write data
Storage medium	The type of material or method used to store data
Tertiary storage	External high-capacity storage
Volatile	Memory which requires power
Non-volatile	Memory which persists without power




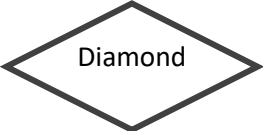
B	Secondary Storage: Qualities	
1	Capacity	Amount of data a storage device can hold
2	Durability	How well the device resists damage
3	Portability	How easily the device can be carried
4	Reliability	How well the data resists corruption
5	Speed	How quickly the data can be read from the storage device
6	Cost	Pounds per GB

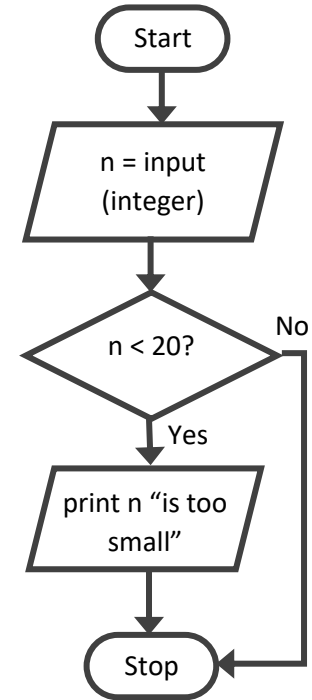
E	The Cloud	
Cloud	Remotely located storage and software, accessed via the internet	
	Advantages	Disadvantages
1	No need to update application software	Entrusting potentially sensitive data with outsiders
2	No need to maintain the equipment, software or data	Safety and security of sensitive data is outside your control
3	No need to employ network managers or other technical staff	The service must be totally reliable
4	Service provider takes care of backups	Requires internet connection
5	Easy to share files and collaborate across platforms and locations	

Programming: Essential Programs 1

A				
Count from 1 to 20				
	Python	Pseudocode		Main Differences
Condition controlled loop	<pre> 1 x = 1 2 while x < 21: 3 print(x) 4 x = x + 1 </pre>	<pre> x = 1 while x < 21 print(x) x = x + 1 endwhile </pre>	<pre> x = 1 do print(x) x = x + 1 until x == 21 </pre>	<ul style="list-style-type: none"> • Pseudocode has ENDWHILE • Pseudocode can use DO UNTIL
Count controlled loop	<pre> 1 for i in range(1, 21): 2 print(i) </pre>	<pre> for i=1 to 20 print(i) next i </pre>		<ul style="list-style-type: none"> • Pseudocode FOR loop looks like this. • Must have NEXT i
B				
One Question Quiz				
	Python	Pseudocode		Main Differences
	<pre> 1 ans = input("5 x 3?") 2 if ans == "15": 3 print("Yes") 4 elif ans == "16": 5 print("Close") 6 else: 7 print("No") </pre>	<pre> ans = input("5 x 3?") if ans == "15" then print("Yes") elseif ans == "16" then print("Close") else print("No") endif </pre>	<pre> ans = input("5 x 3?") switch ans: case "15": print("Yes") case "16": print("Close") default: print("No") endswitch </pre>	<ul style="list-style-type: none"> THEN instead of colon ELSEIF instead of elif ENDIF at the end Indentation not necessary SWITCH CASE is not in Python
C				
Output all the members of an array which are multiples of 3.				
	<pre> 1 a = [2,3,5,8,13,21,34,55] 2 for x in a: 3 if x % 3 == 0: 4 print(x) </pre>	<p>Makes use of modulo division – $x \% 3$ means x MOD 3 which means the remainder when x is divided by 3. If the remainder is 0, there is no remainder. Which means that x is an exact multiple of 3. This program will output 3 and 21</p>		

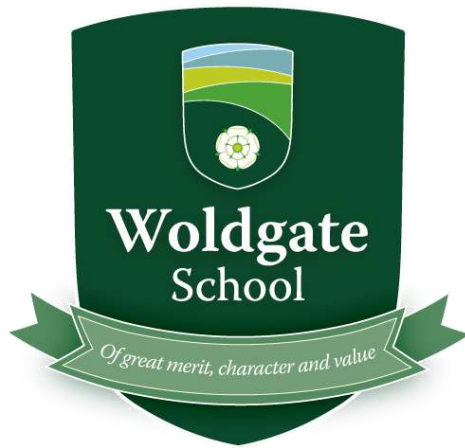
Flowcharts

A	Key Vocab		
Component	Shape	Function	Notes
Terminator		Start or end of the program. Normally "Start" or "Stop"	The start will always have one arrow coming out. The end may have many arrows going in.
Input/Output		Input – asks for an input <code>input()</code> or wait for click etc. Output – outputs information <code>print()</code> or make a sound etc.	Can have many arrows coming in. Only one arrow comes out.
Process		Performs an action internally ie change the value of a variable, pause etc.	
Decision		Contains a question where the answer is normally Yes/No ie <code>n == 8</code> or is <code>password == "car"</code> ?	Always has two arrows coming out (at least). The paths must be labelled (eg Yes and No)



B	Programming Structures in Flowcharts
Sequence	The order of instructions. Shown here with arrows
Iteration	Looping or repeated instructions. Shown here when arrows go back to a previous point in the program
Selection	Where a program can branch in (at least) two directions. Decision components are always examples of selection

C	Key Ideas
Flow	The direction the arrows point in. Similar concept to sequence
Arrows	Always point towards the next component in the sequence
Reason	Visually shows the sequence of a program



Design and Technology

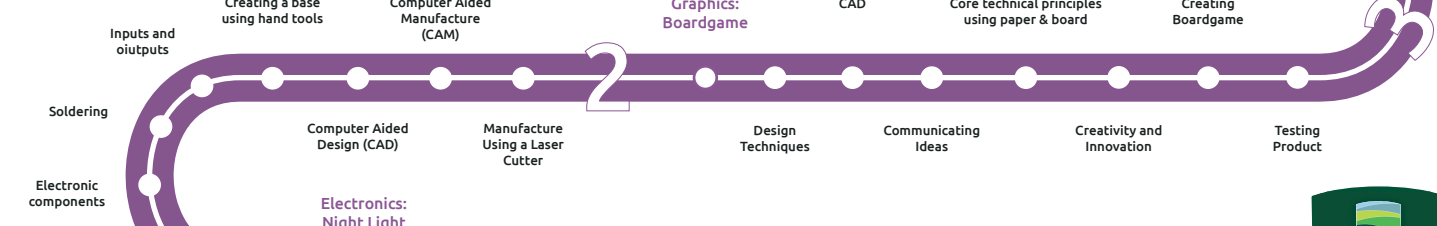
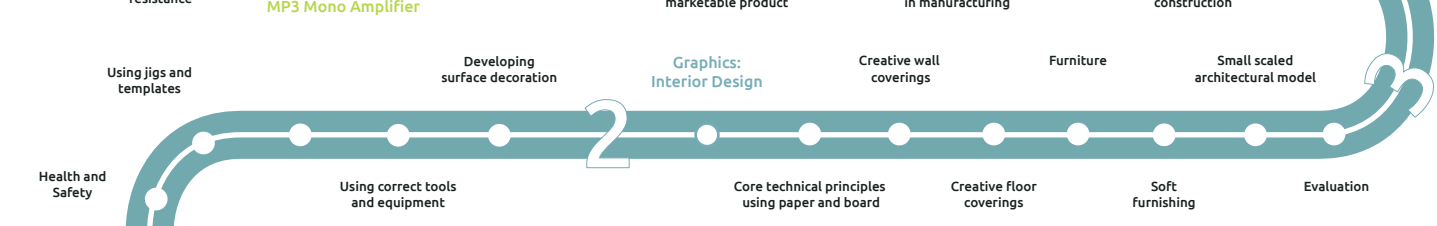
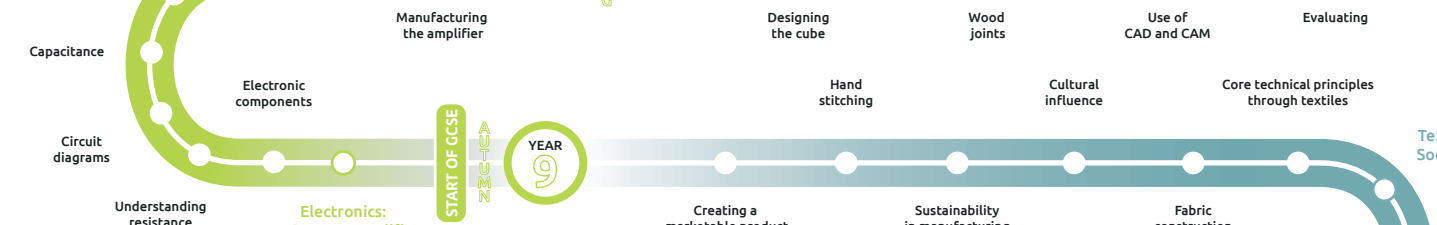
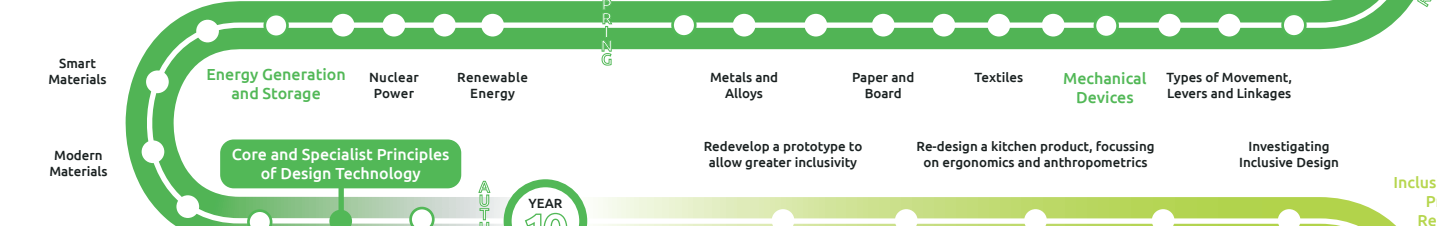
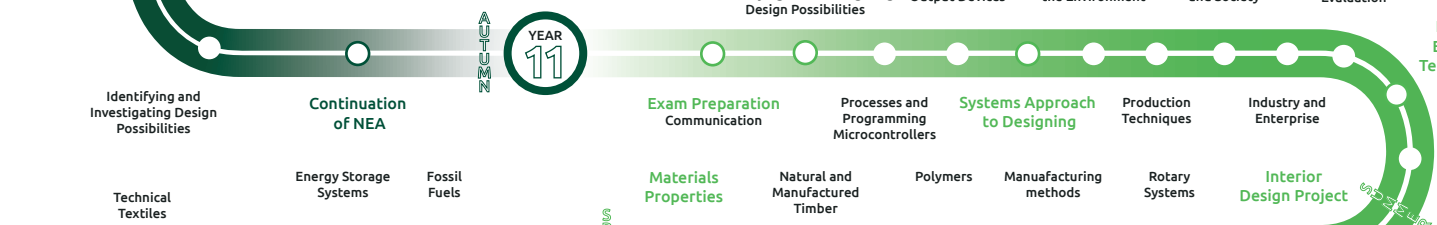
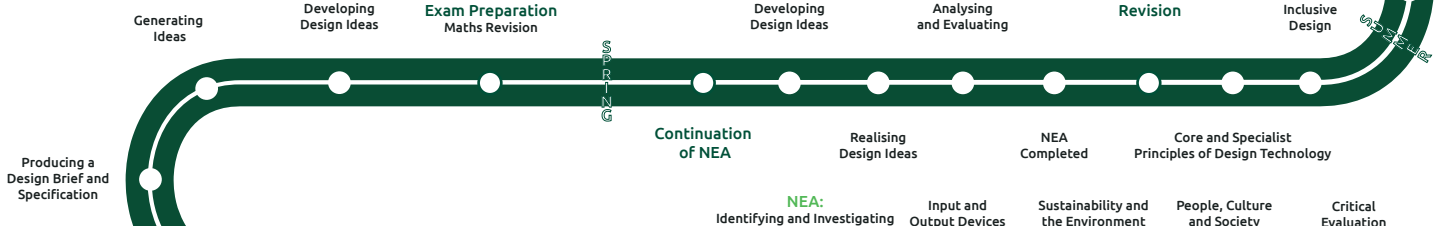


GCSE EXAMINATIONS

1 Written Paper

Maths Revision

Manufacturing in Industry



DESIGN TECHNOLOGY



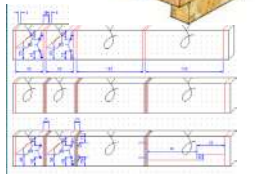
Woldgate School

Of great merit, character and value

Knowledge Organiser – Year 9 Cube Calendar Project



SCAN ME – Vinyl Cutting



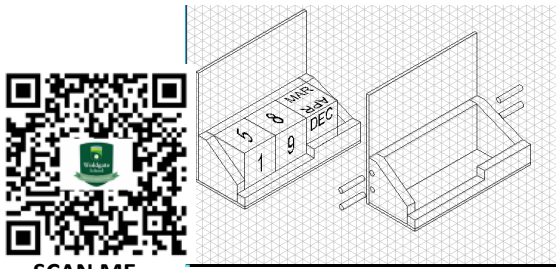
KS4

Knowledge

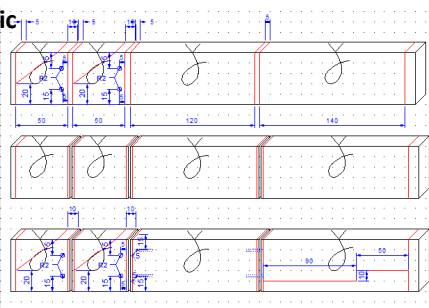
CAD - Drawing design ideas by hand and using 2D Design to produce a range of designs for the Cube Calendar.

Isometric – Using Isometric to draw different views of Cube Calendar.

Manufacturing Plans – Following complex planning for marking out, cutting and assembling of Cube Calendar.



SCAN ME – Isometric Drawing



Design Process

Task Analysis:

Design Situation – The Problem you are aiming to solve.

Moodboard – A collection of inspiring images and words based on a chosen theme/s.

Design Brief & Specification:

A written description of what you intend to design and make and why.

A list of specific statements to then further describe exactly what your product will be like.

Research:

Existing Products– looking at existing Cube Calendars, analysing them using ACCESS FAME and then how we can use these features for our own designs.

Design:

CAD – using computers to generate Isometric Final Idea

Drawing techniques – using hand drawn images to generate designs for the Cube Calendar.

Evaluation:

Analyse, refine and test the final product. Suggest modifications.

Practical Skills

Pencil Crayons: Used to apply subtle colour.

Felt Tips: Used to apply bold colour.

Laser Cutter: Used to cut out parts and pieces for Cube Calendar.

Vinyl Cutter: Used to further embellish Cube Calendar..

Hand Tools & Machinery – Used for cutting, sanding and assembly parts of Cube Calendar.

Manufacturing Plan Templates – Used to follow, mark out, drill and cut parts and pieces for Cube Calendar.

Key Words

Aesthetics: Concerned with beauty or the appreciation of beauty.

Analyse: To look at and discuss in depth.

CAD: Computer Aided Design – the use of computers to help create and design.

Client: The customer/target audience you are designing and making for.

Isometric Projection: A 3dimensional drawing where all angles on the horizontal lines are pre-set to angles of 30 degrees.

Manufacturing Plan: The planning of the making of a product from its raw material to the finished product.

Risk Assessing: Identifying hazardous tasks on machines and being able to control those risks associated with them.



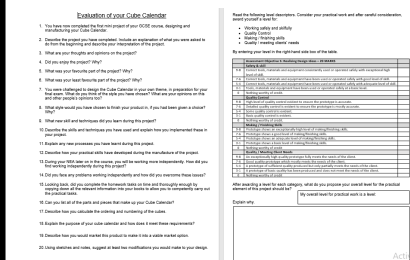
SCAN ME – Health & Safety

Literacy

Write about your own design ideas and sources.

E.g. I am really pleased with the Cube Calendar I have designed. **I like it because it reflects** the needs/wants of my Client I researched. Whilst **I think that** my first design reflects the needs of my Client, I don't think it is what they want ...

Completing a thorough Analysis of Cube Calendar to produce a Final Evaluation.



Numeracy

Mm = Millimeters

Cm = Centimeters

M = Meters

1cm = 10 mm

10cm = 100mm

100cm = 1000mm

1000mm = 1m

Tolerance = +/- 3mm

Area = Length x Width

Perimeter = all sides added together

2D & 3D Shapes - Sides, Faces, Edges & Vertices

$$C = 2 \pi R$$

$$D = C / \pi$$

Inspiration Product Analysis Research



Cube Calendar Models



Problem Solved!

Knowledge Organiser – Year 9 Inclusive Design Project



KS4

Knowledge

Accessibility – Ensuring that within designing there are no barriers that prevent the interaction with a product.

Modelling – Using a variety of modelling mediums to produce different solutions to a problem.

Inclusive Design – Applying the principle that the design of a product relies on a single design to suit the needs of those with all types of abilities and disabilities, from non-disabled individuals to those with visual, auditory, cognitive and physical disabilities.

5th to 95th % - Designing for approximately 90% of the population.



SCAN ME
- Modelling



Design Process

Task Analysis:

Design Situation – The Problem you are aiming to solve.

Design Brief – A written description of what all of the project aims are.

Mind Map – A brainstorm of all the different areas of research.

Moodboard – A collection of inspiring images and words based on a chosen theme/s.

Research:

Different Materials – looking at modelling materials that we can use for our own models and prototypes

Design:

CAD – using computers to design and make parts/pieces for prototypes.

Drawing techniques – perspective, isometric and CAD to draw walls, floors and different views of final idea. which must hold all of the cards, board, counters etc.

Practical Skills

Pencil Crayons: Used to apply subtle colour.

Felt Tips: Used to apply bold colour.

Safety Ruler: Used with a craft knife to protect finger tips.

Craft Knife: Used for cutting with precision and trimming.

Cutting Mat: Used to protect surfaces when cutting with a craft knife.

Junior Hacksaw – A small handsaw used for cutting a variety of resistant materials in wood, metal and plastic.

Bench Hook – Holds work in place whilst crosscutting with a hand saw.



Key Words

Accessibility – the practice of making information, activities, products and/or environments sensible, meaningful and useable for as many people as possible.

Anthropometrics – Measurements of the human body that are needed to ensure designs are the correct size.

Ergonomics – The study of people's efficiency in their working environment. It is concerned with making products and equipment more comfortable for the people that use it.

Inclusive Design – Also called universal design makes places and products useable by everyone regardless of age, ability and circumstance.

Percentiles – the 100 equal groups the population can be divided into.

Literacy

Write about your own design ideas and sources.

E.g. I am really pleased with the prototype I have designed. I like it because it reflects the needs of the user I have researched. Whilst I think that my first design reflects their needs, it may be inaccessible for all.

I think that next time it's almost as if this particular idea what I like about this idea of all the ideas I have drawn satisfies the specification gives the impression that another idea would be better.

Use ACCESS FM technique for annotating design ideas

HINTS & TIPS	
A	Aesthetics Comment on the: APPEARANCE, SHAPE, STYLE, FORM, COLOUR, TEXTURE, and PATTERNS.
C	Customer Who is the product aimed at? Comments on the USER, TARGET or too expensive?
S	Size What's the size? Comments on the DIMENSIONS, PROPORTION and SCALE of the product.
S	Safety Is the product safe to use? How do you know?
F	Function What is the main function? What does it do? How does it OPERATE?
M	Materials What materials is the product made from? Is it environmentally friendly and sustainable? How would you

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2D & 3D Shapes - Sides, Faces, Edges & Vertices

$$C = 2 \pi R \quad D = C / \pi$$

Calculating design percentiles

Inspiration

Existing Products

OXO GOOD GRIPS



Inclusive Design Prototype Models



SCAN ME
- Good Grips Products



Problem Solved!

Knowledge Organiser – Year 9 Mp3 Player Project

KS4



Knowledge

CAD - Drawing design separate parts/pieces using 2D Design to formulate a completed Final Idea.

Guerrilla Marketing – Using creative and unconventional ways to promote and advertise final Mp3 Player.

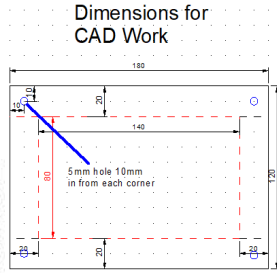
Manufactured Boards – Using man-made boards to construct the frame of the Mp3 Player.

Polymers – Using Plastics to form the parts/pieces needed for the Final Idea of the Mp3 Player.

Soldering – Joining electronic components together to make a complex circuit.



SCAN ME
– Guerilla Marketing



Design Process

Task Analysis:

Design Situation – The Problem you are aiming to solve.

Design Brief – A written description of what all of the project aims are.

Mind Map – A brainstorm of all the different areas of research.

Moodboard – A collection of inspiring images and words based on a chosen theme/s.

Research:

Different Artists/Designers – looking at inspiring work that we can use for our own Mp3 inspiration.

Design:

CAD – using computers to generate parts/pieces to create our designer theme.

Drawing techniques – perspective, isometric and CAD to draw designs.

Marketing & packaging – designing creative ways to promote and advertise Final Mp3 Player.

Manufacture:

Modelling – Using different mediums to build a prototype model.

Practical Skills

Pencil Crayons: Used to apply subtle colour.

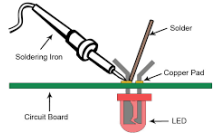
Felt Tips: Used to apply bold colour.

Laser Cutter: Used to cut out parts and pieces for Mp3 Player.

Vinyl Cutter: Used to further embellish Mp3 Player.

Hand Tools & Machinery – Used for cutting, sanding and assembly parts of Mp3 Player.

Soldering: Used to join and combin electronic components to make a fully working circuit for the Mp3 Player.



Key Words

Acrylic – Scientific name Polymethylmethacrylate (PMMA). A synthetic Polymer used for strength and thermoplastic properties.

Ceramic Disc Capacitor – A small component, that looks like a flat bean, that holds the charge for storage devices.

Electrolytic Capacitor – A small component, that looks like a cylinder, that holds the charge for storage devices. This has a polarity.

MDF – Medium Density Fibreboard is a man-made wood, made from wood offcuts and resin to hold it together.

Push To Make Switch – An electronic switch that operates when pressed.

Thermoplastic – A plastic polymer that can be heated, soften and remoulded.

Thermosetting Plastic – A plastic polymer that can only be heated and moulded once.

Tinning – Coating the soldering iron or component with soft solder to encourage the flow.



SCAN ME
– Tinning

Literacy

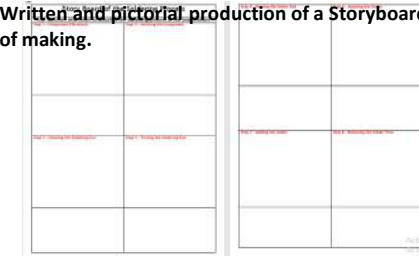
Reading and comprehension On Designer/Artist Movement:

The Bauhaus Movement

Think of words into the correct spaces in the text above, completing a full account of the Bauhaus Movement

1919	Weimar	20th century	Painting	Wassily Kandinsky
1925	Weimar	Germany	1930	Opium
1928	Weimar	Germany	1930	United States
1933	Weimar	Germany	1933	Weimar

Written and pictorial production of a Storyboard of making.



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2D & 3D Shapes - Sides, Faces, Edges & Vertices

$C = 2 \pi R$ $D = C / \pi$

Resistor Values and Calculations

Inspiration

Designer Research

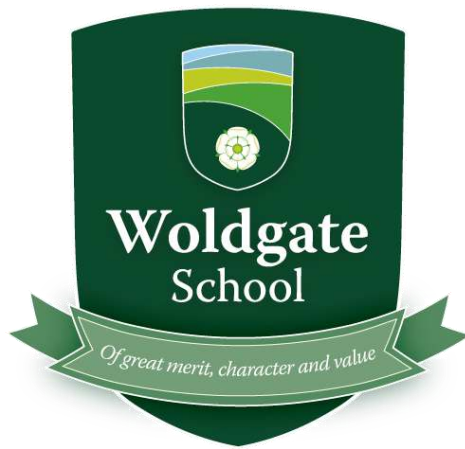


Existing Products



Mp3 Models



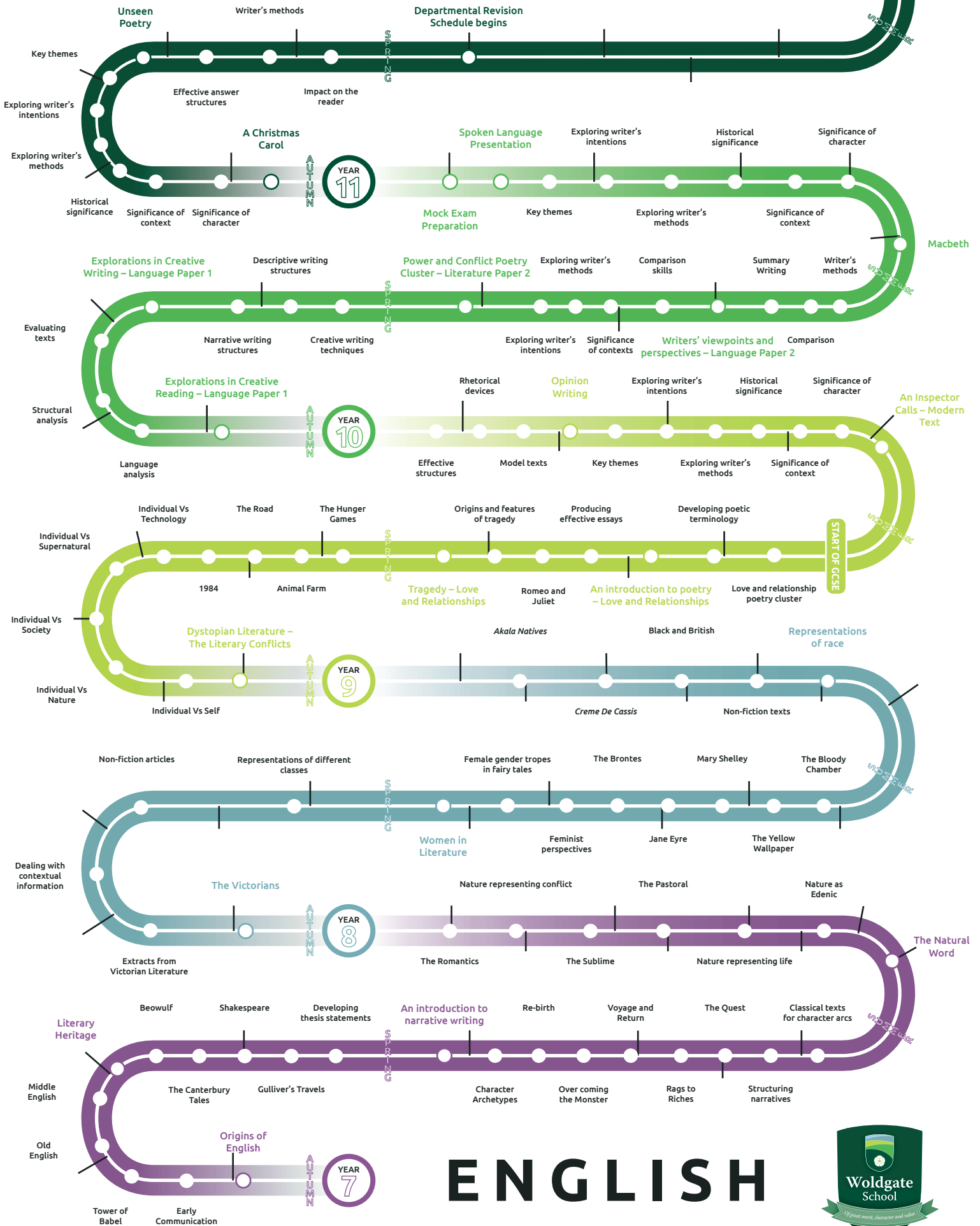


English



GCSE EXAMINATIONS

Two English Language Papers Two English Literature Papers



ENGLISH



Narrative Writing

Technique	Example
Open with an adverb (describes the verb)	Hysterically, the girl began to laugh...
Open with a verb (doing word/action)	Sauntering towards the exam hall, the student couldn't control his dread...
Open with a simile	Like a dangerous assassin, the cat waited patiently to pounce...
Open with 3 adjectives	Silvery, shimmering and bright, the sea stretched out endlessly into the horizon...
Open with 'Although' or 'Despite'	Although the fire had been blazing relentlessly for three months, it was showing no signs of stopping...
Open with a noun phrase	Chairs with tattered upholstery littered the empty hallway...
Open with a prepositional phrase	Beneath the bridge, the children giggled hysterically at the fact they had managed to shake off their dad...



Narrative hooks can be:

- **funny** – appeal to the reader's sense of humour
- **atmospheric** – evoke a particular mood through description of a place or emotion
- **speech** – capture the immediate action and scene
- **direct address** – talk directly to the reader
- **question** – encourage the reader to find an answer

Setting is the context in which a narrative occurs and includes the time, place, and social environment. It is important to establish a setting in your narrative, so your readers can visualize and experience it to the maximum degree. Settings can also build up a sense of atmosphere which can hugely heighten a reader's sense of enjoyment and excitement.

- ▶ **Simile** – Comparing something to something else using ‘as’ or ‘like’ e.g. ‘eyes as blue as the ocean’
- ▶ **Metaphor** – Saying something IS something else (direct comparison) e.g. ‘David growled viciously at his parents’ or ‘He was a pig’
- ▶ **Personification** – Giving human qualities to inanimate objects ‘The daffodils danced merrily in the breeze’
- ▶ **Pathetic Fallacy** – When the weather reflects the mood of the story. ‘The rain lashed down furiously outside as the family began to argue yet again’
- ▶ **Zoomorphism** - It means to attribute animal forms or animal characteristics to other animals, or things other than an animal

The hero is the audience’s personal tour guide on the adventure that is the story. It’s critical that the audience can relate to them, because they experience the story through their eyes. During the journey, the hero will leave the world they are familiar with and enter a new one. This new world will be so different that whatever skills the hero used previously will no longer be sufficient. Together, the hero and the audience will master the rules of the new world, and save the day.:

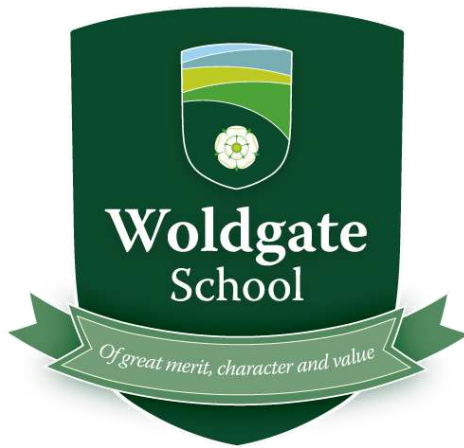
1. The resolution takes place directly after the climax and is the last scene(s) in the book.
2. The resolution must tie off all prominent loose ends, leaving the reader without any salient questions. However, it must also avoid being too Neat.
3. The resolution needs to offer the reader a sense of continuation in the lives of the characters. Even a standalone book should hint at the life the characters will lead after the reader has closed the back cover.
4. The resolution should give the reader a concrete example of how the character’s journey has changed him. If he was a selfish jerk at the beginning of the story, the resolution needs to definitively demonstrate his change of heart.
5. Finally, the resolution should strike an emotional note that resonates with the tone of the book as a whole (funny, romantic, melancholy, etc.) and leaves the reader completely satisfied.

Anti-hero: Anti-heroes do not possess traditionally heroic qualities. In fact, they have qualities that seem more befitting of a villain, such as dishonesty, greed, or general immorality.

Tragic hero: A tragic hero is a hero who possesses a fatal flaw or makes an error in judgment that ultimately leads to their downfall.

Everyman hero: Everyman heroes are ordinary people without any apparent heroic qualities or characteristics.

Classical hero: A classical hero is a character who possesses a great talent or ability that separates them from the rest of their contemporaries.



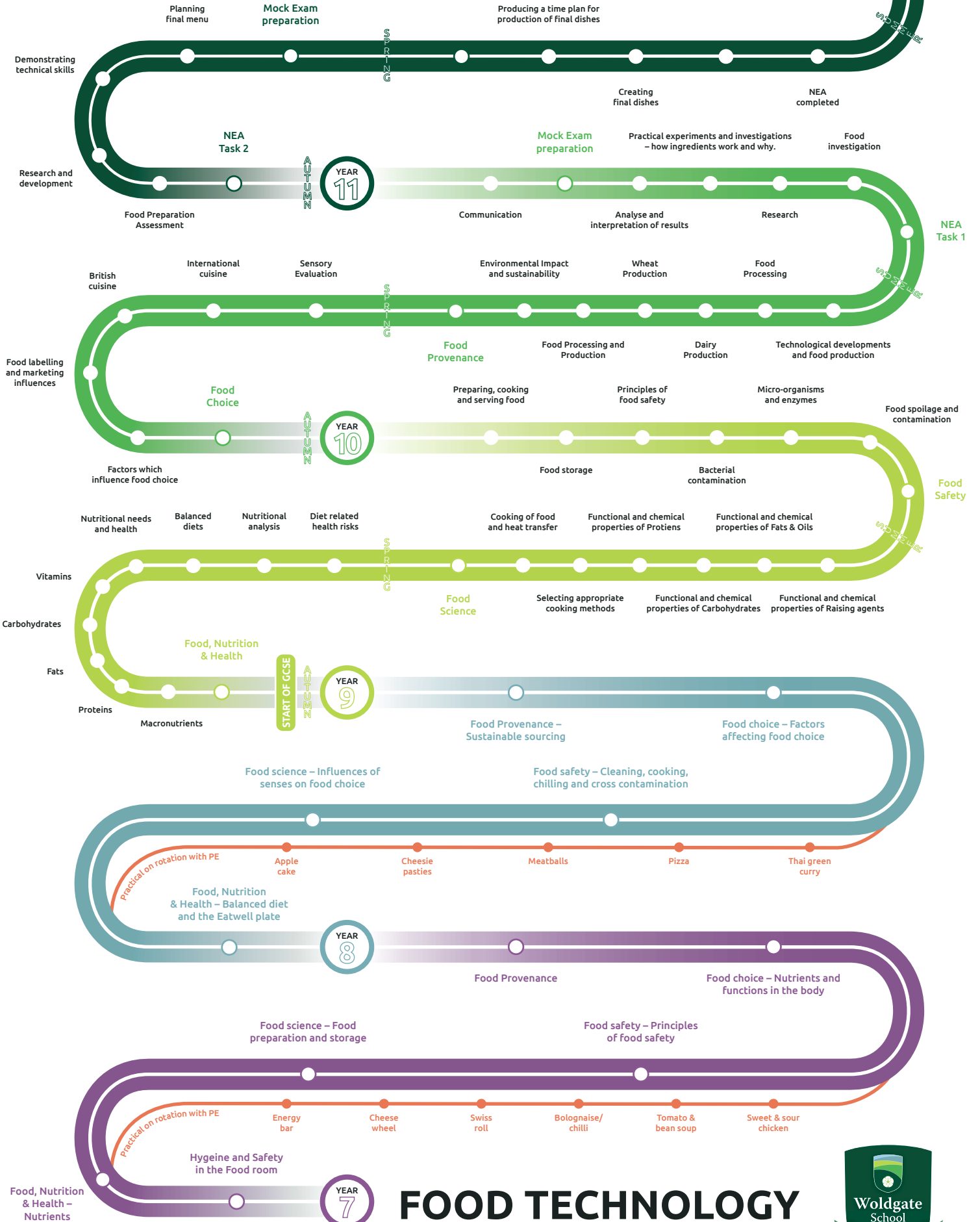
Food Technology



GCSE EXAMINATIONS

1x GCSE Examination Paper

Revision of Key Topics



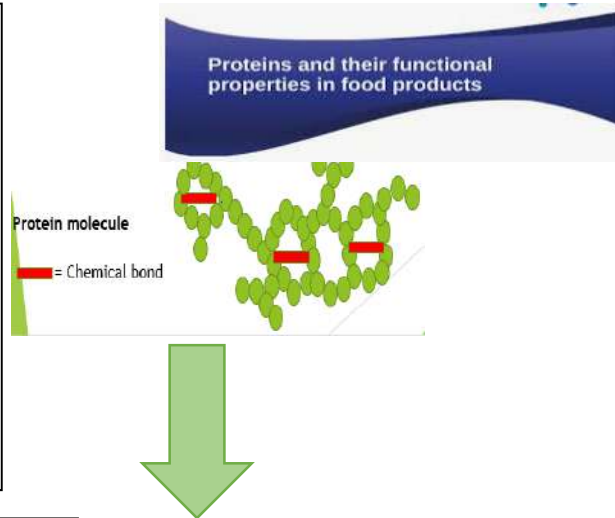
FOOD TECHNOLOGY

Proteins are large molecules, made up of amino acids

As they are so big, protein molecules are often folded into compact bundles as they take up less space.

Proteins are complex molecules which contain the elements: oxygen, carbon, hydrogen, nitrogen and sometimes sulphur and phosphorus.

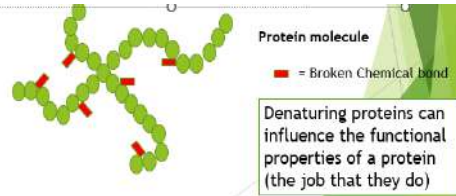
Chemical bonds in the protein molecule bundles hold it together and stop it unfolding.



Denaturation

Protein molecules can easily be denatured.

This means that the chemical bonds that hold the protein molecule bundle together can be broken, which makes the protein molecule bundle unfold and change shape.



Acids e.g. marinating

Marinating is the process of soaking meat, fish or vegetables in liquid before cooking.

Marinating will tenderise tougher cuts of meat because the acids (used in the marinade) cause the meat fibres to break down and allows more moisture to be absorbed into the meat, making the meat juicy and tender.



Denaturation of protein molecules can be caused by:-

Heat e.g. boiling or frying an egg

Acids e.g. when adding lemon juice to cream or meat as a marinade

Air bubbles e.g. in a whisked sponge such as Swiss roll

Mechanical agitation e.g. whisking egg whites for meringue

Denatured protein molecules are larger and take up more space.

Due to this, they knock into other denatured protein molecules and then start to join together in large groups. This is called **coagulation**

As they coagulate, the protein molecules trap and hold water from the food in pockets.

As coagulation continues, the appearance and texture of the food changes.



If a food containing a protein is overcooked, the coagulated protein molecules tighten up and squeeze out the water they were holding. This is why overcooked meat or fish is dry and chewy and an overcooked scrambled egg is rubbery and watery. (**Syneresis**)

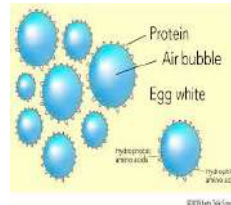
Mechanical agitation e.g. whisking to form a foam

Whisking makes the protein in the egg white unravel and denature. This allows tiny bubbles of air to be incorporated into the egg white producing an egg white foam.

This form of denaturation is reversible because if the foam is left to stand it will collapse back into liquid egg white.

However, if you heat the foam it will **coagulate** resulting in a firm texture.

If you add an acid to the egg whites before whisking it will make the mixture slightly acidic and therefore less likely to suffer the effects of over whisking e.g. lumpiness, loss of water and collapse.



Protein is needed for:

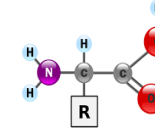
growth of body cells and tissue
repair and **maintenance** of all body tissue
 providing a **secondary** source of energy



Proteins are made from **amino acids**.

There are about 20 amino acids.

These amino acids combine in different ways to make all the proteins in your body.



Some amino acids can only be obtained from food. These are called **essential amino acids**. There are eight essential amino acids needed by adults and children. Some extra ones are needed by children because they are growing

Different people need different amounts of protein:

Men need more protein than women as they are normally taller than women and have more muscle tissue.

Babies and children need a lot of protein (relative to their size) as they are growing.

Teenagers need more protein for their rapid growth spurts.

High biological value sources of protein	Low biological value sources of protein
Meat	Pulses (peas, beans and lentils)
Fish	Cereals (e.g. wheat, rice, oats and barley)
Eggs	Nuts
Cheese	Seeds
Yoghurt	
Soya beans	
Mycoprotein (e.g. Quorn™)	
Quinoa	

Foods that contain all of the essential amino acids are called **high biological value (HBV)**.

HBV proteins come mainly from animal proteins, for example meat, fish, dairy produce and eggs.

There are some exceptions to this rule – soya beans and quinoa. These contain all of the essential amino acids. Soya beans have many uses. They may be used in their natural bean form, for example in a soya bean casserole. Alternatively, soya is used to make many products such as textured vegetable protein (TVP), tofu, soya milk and soya desserts.

Quinoa may be used in the same way as rice in cooking.

Age	Males	Females
1–3 years		14.5g
4–6 years		19.7g
7–10 years		28.3g
11–14 years	42.1g	41.2g
15–18 years	55.2g	45g
19–49 years	55.5g	45g
50 years+	53.3g	46.5g

Foods that lack one or more of the essential amino acids are called low biological value (LBV).

LBV proteins are supplied by plant foods: beans (except soya beans), pulses, nuts, seeds and cereals.

Eating **too much protein** may be **harmful to the kidneys and liver** because they have to break down the protein. If you don't use the extra protein consumed for energy, it will be stored as fat, which can lead to weight gain.



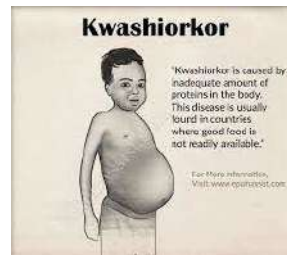
When LBV proteins are eaten together, the biological value will increase. This is because the essential amino acids missing in one LBV food can be supplied by another LBV food.

For example, beans are lacking one essential amino acid and bread is lacking one essential amino acid, but together these foods supply all of the essential amino acids. Combining LBV foods in this way is called **protein complementation**.

Protein **deficiency is very rare** in the developed world as most people eat a wide range of foods.

Kwashiorkor is a deficiency disease caused by a lack of protein. Kwashiorkor can occur in children in developing countries where there is famine or an unstable food supply.

Symptoms of kwashiorkor include poor growth rates, water retention, hair loss and infections.



Protein complementation examples

- Beans on toast
- Lentil dhal and chapattis
- Rice and peas
- Hummus and pitta bread



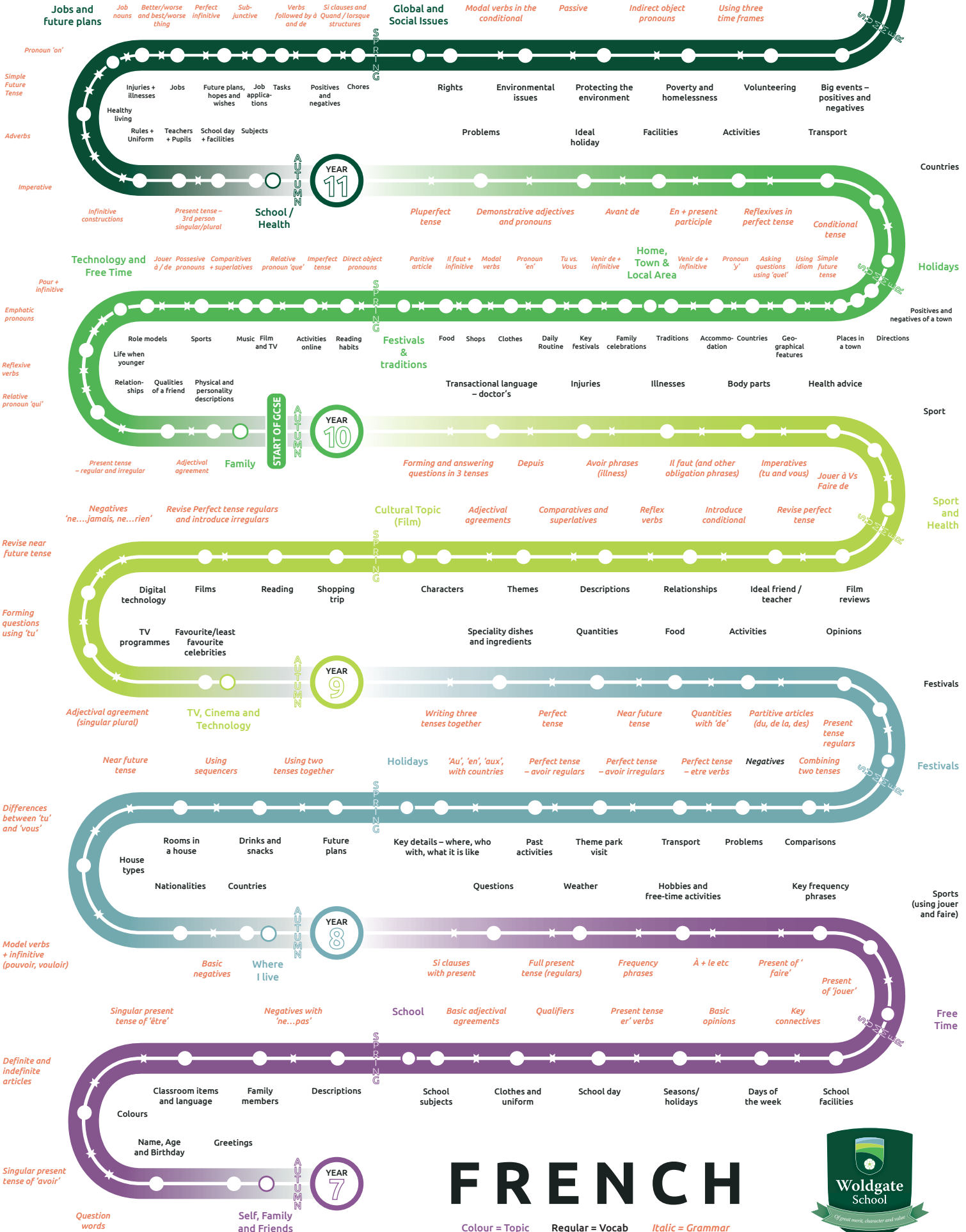


French



GCSE EXAMINATIONS

Reading (25%)
Listening (25%)
Writing (25%)
Speaking (25%)



FRENCH

Colour = Topic Regular = Vocab *Italic = Grammar*





Ma célébrité préférée – My favourite celebrity

Ma célébrité préférée s'appelle...	
Je l'aime parce qu'il/elle est	très assez trop vraiment un peu extrêmement
Pourtant il/elle n'est jamais	

masculine singular	feminine singular	English
arrogant	arrogante	arrogant
intelligent	intelligente	intelligent
laid	laide	ugly
méchant	méchante	nasty
bête	bête	stupid
drôle	drôle	funny
égoïste	égoïste	selfish
travailleur	travailleuse	hard-working
généreux	généreuse	generous
sérieux	sérieuse	serious
parresseux	parresseuse	lazy
gentil	gentille	kind
beau	belle	good-looking

Les émissions de télé – TV programmes

Verb	Programme type	Connect.	verb	adjective
J'aime (I like) Je n'aime pas (I don't like) J'adore (I love) Je déteste (I hate)	les comédies (comedies) les séries (series) les émissions de télé-réalité (reality tv) les émissions de sport (sport shows) les émissions de musiques (music shows) les émissions de cuisine (cooking shows) les émissions de science-fiction	car because	je les trouve (I find them) ce sont (they are)	amusantes (fun) intéressantes (interesting) divertissantes (entertaining) enfantines (childish) ennuyeuses (boring) éducatives (educational) nulles (rubbish) barbantes (boring)
	les dessins animés (cartoons) les jeux télévisés (game shows) les documentaires (documentaries) les feuilletons (soaps)		car because	je les trouve (I find them) ce sont (they are)

Ma vie numérique – My digital life

You can ask questions about a range of subjects by using:

a **question word** + **est-ce que** + the **tu** form of the verb.

Avec qui *est-ce que tu ...?* **With whom** do you ...?

Comment *est-ce que tu ...?* **How** do you ...?

Où *est-ce que tu ...?* **Where** do you ...?

Quand *est-ce que tu ...?* **When** do you ...?

Qu'est-ce que *tu ...?* **What** do you ...?

Pourquoi *est-ce que tu ...?* **Why** do you ...?

You can ask questions in other tenses in the same way:

Qu'est-ce que tu as regardé hier?

What did you watch yesterday?



Use time phrases, to give more detailed answers:



<i>d'habitude</i>	usually
<i>en ce moment</i>	at the moment
<i>souvent</i>	often
<i>parfois</i>	sometimes
<i>de temps en temps</i>	from time to time
<i>tout le temps</i>	all the time
<i>le weekend</i>	at weekends / at the weekend
<i>tous les soirs / après-midi / matins</i>	every evening / afternoon / morning

D'habitude (Usually)	j'envoie des e-mails (I send emails)	je joue à des jeux en ligne (I play games online)	c'est (it is)	je trouve ça (I find it)	à mon avis c'est (in my opinion it is)	je pense que c'est (I think that it is)	chouette (excellent)
Souvent (Often)	je fais des achats en ligne (I make purchases online)	je mets à jour ma page perso (I update my homepage)					génial (great)
Quelquefois (Sometimes)	je fais des recherches pour mes devoirs (I do research for my homework)	je vais sur mes sites préférés (I go onto my favourite sites)					intéressant (interesting)
De temps en temps (From time to time)	je fais des quiz (I do quizzes)	je vais sur des blogs (I go onto blogs)					passionnant (exciting)
Une fois par semaine (Once a week)	je fais beaucoup de choses sur Internet (I do lots of things on the internet)	je vais sur des forums (I go onto forums)					pratique (practical)
Tous les soirs (Every evening)							éducatif (educational)
							relaxant (relaxing)
			car (as)				
			parce que (because)				
	je n'envoie jamais d'e-mails (I never send emails)	je ne joue jamais à des jeux en ligne (I never play games online)					barbant (boring (b...))
Cependant (However (C...))	je ne fais jamais d'achats en ligne (I make purchases online)	je ne mets jamais à jour ma page perso (I never update my homepage)					ennuyeux (boring (e...))
Pourtant (However (P...))	je ne fais jamais de recherches pour mes devoirs (I never do research for my homework)	je ne vais jamais sur des blogs (I never go onto blogs)					stupide (stupid)
Mais (But)	je ne fais jamais de quiz (I never do quizzes)	je ne vais jamais sur des forums (I never go onto forums)					une perte de temps (a waste of time)

Aller au cinéma – Going to the cinema

Je vais voir (I'm going to see)	un film d'action (an action film)
Je veux voir (I want to see)	un film d'animation (an animated film)
Je voudrais voir (I'd like to see)	un film d'horreur (a horror film)
	un film romantique (a romance film)
	un film de science-fiction (a science-fiction film)
	un film de super-héros (a superhero film)
	une comédie (a comedy)

ce matin	this morning
cet après-midi	this afternoon
ce soir	this evening
demain matin / après-midi / soir	tomorrow morning / afternoon / evening

Mes passetemps – My hobbies

Negative expressions go around the verb.
Remember, **ne** shortens to **n'** in front of a vowel.

ne ... pas (not) Je **ne** joue **pas** au foot.
ne ... jamais (never) Je **ne** vais **jamais** en ville.
ne ... rien (nothing) Je **ne** fais **rien**.

After a negative, *du, de la, de l'* and *des* change to *de*:

Je **ne** fais **jamais** de sport.

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The verb **lire** (to read) is irregular.

je **lis** I read
tu **lis** you (singular) read
il/elle **lit** he/she reads
on **lit** we read
nous **lisons** we read
vous **lisez** you (plural or polite) read
ils/elles **lisent** they read

The **-ent** in *ils/elles lisent* is silent.

Après les cours, <i>After lessons,</i>	j'écoute ... <i>I listen</i>	mais pourtant cependant <i>but however however</i>	Je n'écoute pas ... <i>I don't listen</i>
Le samedi, <i>On Saturdays</i>	je joue ... <i>I play</i>		ne joue jamais ... <i>I never play</i>
Parfois, <i>Sometimes</i>	je fais ... <i>I do</i>		lis
Souvent, <i>Often</i>	je lis ... <i>I read</i>		vais
De temps en temps, <i>From time to time</i>	je regarde ... <i>I watch</i>		Je ne fais rien. <i>I do nothing</i>
En été, <i>In summer</i>	je vais ... <i>I go</i>		regarde <i>I watch nothing</i> lis <i>I read nothing</i>

4. Describing what you did at the shopping centre.

When	who step 1 & 2	Past participle Step 3	(activity)	Extra
le <u>soir</u> (in the evening)	j'ai	<u>joué</u> (played)	au foot	who with Where opinion: c'était = it was ce n'était pas = it wasn't
le <u>matin</u> (in the morning)	il a / <u>elle a</u>	<u>regardé</u> (watched)	un film	
le weekend	nous avons	<u>acheté</u> (bought)	des bonbons	
<u>dernier</u> (last weekend)	<u>ils ont/elles ont</u>	<u>mangé</u> (ate)	des <u>vêtements</u>	
<u>samedi dernier</u> (last Saturday)		<u>découvert</u> (discovered)	un sandwich	
la <u>semaine</u>		<u>fait</u> (did/made)	<u>une balade</u>	
<u>dernière</u> (last week)			<u>une promenade</u>	
<u>hier</u> (yesterday)			des <u>achats</u>	
			les <u>magasins</u>	
	je suis	<u>allé(e)s</u> (went)	au café	
	il est / elle est	<u>resté(e)s</u> (stayed)	au parc	
	nous sommes		au <u>cinéma</u>	

5. Talking about activities using 3 tenses

Present tense	Past tense	Future tense
Normalement (normally)	Hier (yesterday)	Demain (tomorrow)

present tense	perfect tense	near future tense
<i>je joue</i> I play	<i>j'ai joué</i> I played	<i>je vais jouer</i> I'm going to play
<i>je bois</i>	<i>j'ai bu</i>	<i>je vais boire</i>
<i>je fais</i> I do	<i>j'ai fait</i> I did	<i>je vais faire</i> I'm going to do
<i>je prends</i> I take	<i>j'ai pris</i> I took	<i>je vais prendre</i> I'm going to take
<i>je vais</i>	<i>je suis allé(e)*</i> <i>on est allé(e)s*</i>	<i>je vais aller</i>



Geography



GCSE EXAMINATIONS

Revision

UK in the 21st century

Physical Geography of the UK
London's booming population
The UK's global role and our influence in conflicts, media and food

Resources & shortages
Food, Water and Energy security
Food security

Development case study

Human Geography of the UK
The UK's ageing population
The UK's changing economy and post-industrial UK

Resource reliance
Farming & fishing for food
Theories on the future
Fieldwork

Barriers to development

Dynamic development

Cities case study
Urban population explosion and growth of slums
Super-sized cities in an urban world
Human impacts on the TRF
Polar environments
Characteristics and value of a tropical rainforest
Distributions of biomes & their climate, flora and fauna

Uneven development

YEAR 11

The global development divide and measuring development
Defining development
Urban trends in the UK
How cities began and grew
Urban futures
Characteristics of polar regions
Human Impacts on a tropical rainforest

Ecosystems and interdependence

Contrasting case studies of natural weather
Plate boundaries and tectonic cases studies

Distinctive Landscapes
The physical and human landscape of the UK
Coastal erosional and depositional landforms
Rivers
Fieldwork

Sustaining ecosystems

Tropical storms, drought & El Nino

Structure of the Earth
Mitigation of tectonic hazards

What makes a distinctive landscape
Geomorphic processes
River landforms
Coasts case study

Extreme weather conditions

Global hazards

UK impacts of climate change
Greenhouse effect
Natural causes of climate change
Patterns of climate change

Changing Climates

Global circulation system and climate zones

START OF GCSE
YEAR 10

Global impacts of climate change
Human causes of climate change
Evidence of climate change

UK's place in the wider world

Globalisation
Clone Towns

Russia – What are the opportunities and challenges facing Russia?

Biomes
Human Issues
Middle East – Why is the Middle East an important region?
Biomes
Human Issues

Transition to GCSE

Going global

BREXIT
Loss of Culture

Location
Skills
Physical Issues
Location
Skills
Physical Issues

Evidence of glaciation in the Lake district

Physical Issues
Skills
Location
Flood hazards and management
Fluvial process including weathering

Changing glaciers

Movement
Glacier formation

YEAR 9

Human Issues
Biomes
Asia – What are the opportunities and challenges facing Asia?
River features and landforms

Hydrology – Why are rivers important?

Tectonic Hazards – Why do people remain at risk?
Plate margins & movement
Earthquake processes

Rocks
Biosphere
Natural resources for energy
Changing Economies – How have shifting economies impacted cities across the globe?
Sectors of industry
Industrialisation of NEEs

Addressing inequality

Sustainable development

Earth structure
Volcano processes
Tsunami

Resource risk – Are we running out of natural resources?
Soils
Hydrosphere
Sustainability
Urban problems
Deindustrialisation

Poverty

Development – Why are some places more developed than others?

Human Issues
Biomes
Africa – What are the opportunities and challenges facing Africa?
Migration
Population distribution and settlement factors

Change over time

Measuring development
Distribution of Wealth

YEAR 8

Physical Issues
Skills
Location
Urbanisation

Population change

Difference between weather and climate

Extreme weather
Beast from the East

Coasts – Should we defend our coastlines?
Landforms
Coastal case study
Rainforests
Tourism

Population – Can we solve the problem of overpopulation?

Weird Weather – Is Weather becoming more extreme?

Coastal processes
Coastal management
Economy Vs Environment – Are we risking our natural world in order to make money?
Antarctica
Hydrocarbons

Map skills

How do Geographers think?

YEAR 7

Locational knowledge

What is a geographer?

GEOGRAPHY



GOING GLOBAL

KEY WORDS

Globalisation	The process by which the world becomes more interconnected
MNC	Multinational company
TNC	Transnational company, a MNC or TNC is a company which operates in more than one country
The Commonwealth	53 countries, including the UK, that have a historical and some economic and social ties
The United Nations	An international organisation formed in 1945 to promote international peace, security and co-operation among member nations
NATO	North Atlantic Treaty Organization is an alliance of 30 countries that border the North Atlantic Ocean
The EU	A group of 27 countries whose governments work together. There are set laws and rules which they have to follow
Brexit	Britain's exit from the European Union (EU)
Homogenisation	The process by which the world becomes the same
Clone Town	A town where the high street or other major shopping areas are significantly dominated by chain stores

NIKE: CASE STUDY OF A TNC

- * Head office – Oregon, USA. 25% of footwear made in Indonesia and other LIDCs/EDCs.
- * Workers are paid \$1.25 per day. Nike made \$19.962 billion profit in 2021.
- * Clothes for consumers in Acs are cheaper because workers are paid so little.
- * Nike burns the excess show rubber in villages which releases CO₂ and other pollutants.



REASONS FOR GLOBALISATION

Containerisation: From 1970, there was a rapid adoption of the steel transport container. This reduced the costs of inter-modal transport making trade cheaper and more efficient
Improvements of communications: Since the mid-1990s we have seen the rise of the internet and of the use of mobile communication devices such as mobile phones and tablets. In 2012, more than 2.4 billion (over ½ of the world's human population) have used the services of the internet
Improved transportation: Transport has greatly improved. For example, air travel is cheaper, more accessible, and more efficient than ever before. You can travel from the UK to the USA in 8 hours or from the UK to France in 1 hour
The introduction of Global Trading Blocs: These are agreements made between countries that they will reduce barriers to trade such as taxes or quotas. For example, the UK is part of the European Union along with countries such as Spain and France. If you go on holiday to these countries, you can travel freely (without the need for a visa) and can bring products back into the UK
Spatial division of labour: Labour costs in some areas of the world are cheaper than in others – for example some countries do not have a national minimum wage or strict health and safety procedures

IMPACTS OF BREXIT

Some estimates suggest the total economic cost of EU membership was around £200 billion	The EU is one of the world's largest markets, accounting for 25% of global profits
The UK had no control over immigration from other EU member states. Therefore, we could not stop people from EU countries entering and working in the UK	EU laws dictates regulated working hours and break times, so people cannot be forced to work more than 48 hours a week
Our membership of the EU made us a more attractive destination for foreign investment. In 2012, we received £937 billion of foreign investment	EU laws over-ruled British laws. This meant that Britain could not pass laws that the EU did not agree with. We also had to obey EU laws, even if we disagreed with them
It was estimated that around 3 million jobs in the UK were reliant on the EU – although it was not known exactly how many would be in jeopardy when we left	The EU was also our biggest trading partner. Over 50% of the UK's imports were to the EU, while 50% of imports were from the EU. Our exports to the EU in 2021 were 15% of what they were before

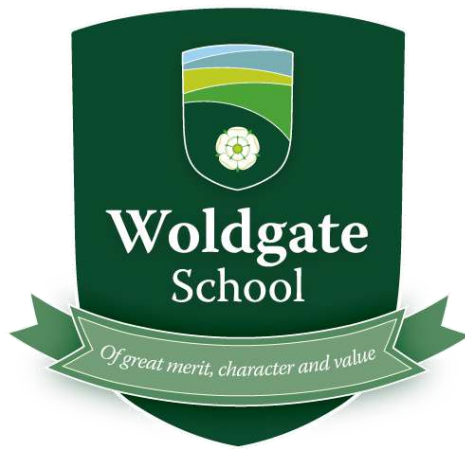
KNOWLEDGE ORGANISER

INTERNATIONAL ORGANISATIONS

- * The Commonwealth: The King is the ceremonial head of the Commonwealth, which currently has 53 member states. Membership is voluntary. The Commonwealth has no power over its members, although it can suspend membership. The Commonwealth is based on the core values of democracy, good government, and the rule of law.
- * The European Union (EU): a group of 27 countries who trade together and share the same laws. Britain voted to leave the EU as part of Brexit.
- * The North Atlantic Treaty Organisation (NATO): The UK is also a member of NATO. NATO is a group of European and North American countries that have agreed to help each other if they come under attack. It also aims to maintain peace between all its members.
- * United Nations (UN): The UK is part of the UN, a peaceful organisation with more than 190 countries as members. The UN was set up after the Second World War and aims to prevent war and promote international peace and security. There are 15 members on the UN Security Council, which recommends action when there are international crises and threats to peace. The UK is one of 5 permanent members of the UN Security Council

WHY IS THE UK GLOBALLY SIGNIFICANT?

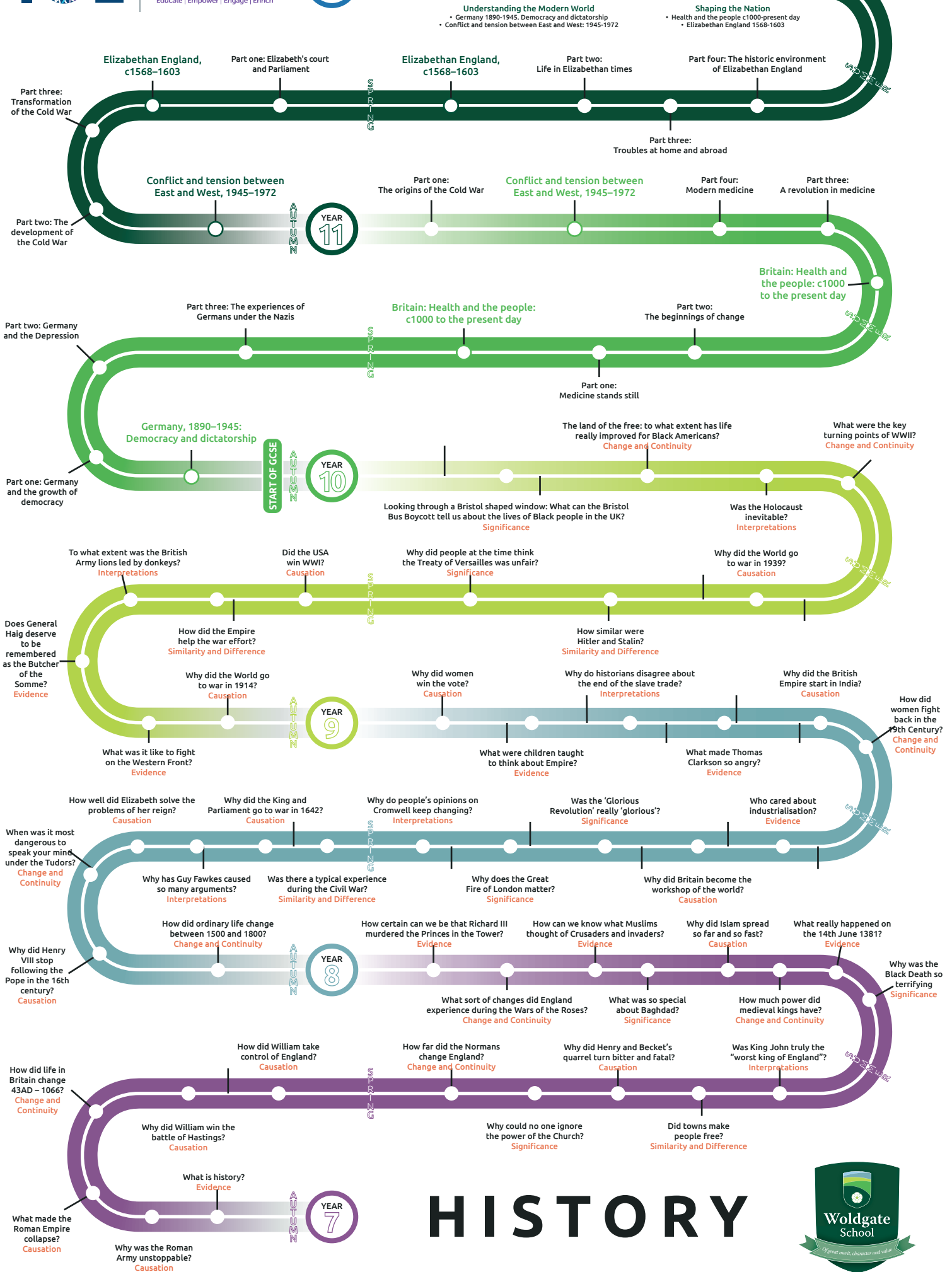
Trade	<ul style="list-style-type: none"> • Trade is the movement of goods and services across the world. • It usually involves transport by air, sea, road and rail. • The internet is becoming more important for trade – in finance, communications and the creative industries. • The UK's main trading links have been with the EU. Other main trading partners include the USA and China. • Trading links with other countries are set to become more important following Brexit. • Britain's biggest export products by value in 2021 were gold, cars, turbo-jets, medication and crude oil • The UK shipped US\$459.4 billion worth of goods around the globe in 2021.
Culture	<ul style="list-style-type: none"> • 'Culture' means the values and beliefs of a society or group of people. • Culture can include writing, painting, fashion, architecture and music. • Television – one of the UK's most successful exports: <ul style="list-style-type: none"> • Accounted for over £1.28 billion in 2013-14. • Biggest programmes include <i>Atlantis</i>, <i>Downton Abbey</i>, <i>Dr Who</i> and <i>Sherlock</i>. • English speaking countries are the main markets – USA, Australia & New Zealand. • The Chinese market is expanding rapidly. • Language – gives the UK strong links worldwide through music, books and films. 67 countries worldwide have English as their official language • Multi-culturalism – migrants have brought their own culture to the UK: <ul style="list-style-type: none"> • Food (e.g. China, India, Italy) • Fashion (e.g. France, Italy) • Music (e.g. America, Africa) • Films (e.g. India's Bollywood) • Festivals (e.g. Notting Hill Carnival)
Transport	<ul style="list-style-type: none"> • London Heathrow is one of the busiest airports in the world. <ul style="list-style-type: none"> • It is an important hub where people transfer between flights within Europe and worldwide. • The UK and mainland Europe are linked by the Channel Tunnel and sea ferries. • Southampton is a major port for cruise liners that take tourists around the world. <p>There were an estimated 145.1 million passenger arrivals in the year ending September 2019 (including returning UK residents), a 3% increase compared to the previous year and the highest number on record.</p>
FDI and TNCs	<ul style="list-style-type: none"> • Investment in the UK by individuals and firms from abroad (known as foreign direct investment or FDI) is significant • The UK has the second largest amount of FDI in the world after the US, the vast majority of which comes from Europe and the Americas. • Many British companies are transnational corporations (TNCs) with branches all over the world, e.g. Shell, Vodafone, and Barclays Bank. • Many TNCs from other countries have set up branches in the UK, like Sony, Coca-Cola, Nike, and McDonalds. • There are over 500 transnational companies in the UK, 271 have their headquarters in London. The TNCs will pay tax to the UK government for being here.



History



GCSE EXAMINATIONS



HISTORY



PART ONE WORLD WAR ONE

KNOWLEDGE ORGANISER



KEY WORDS

Democracy	A system of government through elected representatives
Dictatorship	A system of government ruled by one person with no elections
Ideology	A set of beliefs about how the world is or should be run
Assassination	Murdering someone considered important
Kaiser	German King
Allies	France, Britain and Russia (and Italy from 1915, USA from 1917)
Central Powers	Germany, Austria-Hungary and the Ottoman Empire
Armistice	An agreement by both sides to stop fighting
Treaty	Agreement which formally ends a state of war
Enlist	To join the military
Artillery	Heavy weapons used for launching long distances
Trench	Cut out of land used during WW1

CAUSES OF WORLD WAR ONE

LONG TERM CAUSES (M.A.I.N.):

1. Militarism – relating to the army and navy
2. Alliances – friendships between countries, often confirmed in a document
3. Imperialism – building an empire to extend a country's power
4. Nationalism – having pride in your country and looking after your own interests

SHORT TERM CAUSES:

1. Archduke Franz Ferdinand is shot in Sarajevo
2. Russia prepares to help Serbia, an ally
3. Austria declares war on Serbia
4. Austria declares war on Russia
5. Germany, Austria's ally, declares war on Russia
6. Germany invades France, then occupies Belgium
7. Britain enters the war to help its allies France and Russia

WHY DID MEN JOIN?

Self-Motivation

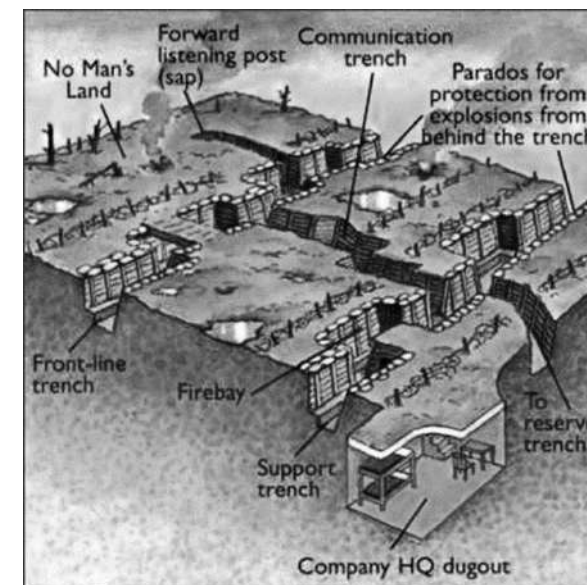
- * Wanted to defend British ideas of justice and freedom
- * Men had been taught to worship the British Empire
- * Sense of adventure

Persuasion

- * Propaganda such as posters and speeches
- * Pals Battalions
- * Peer pressure
- * Use of white feathers

LIFE IN THE TRENCHES

1. Trenches were often full of water. This would cause a disease known as trench foot
2. Trenches were often infested with rats
3. Firing squads were used for misbehaviour such as cowardice or desertion
4. Poison gas became a commonly used weapon
5. Soldiers suffered from shell shock – a type of PTSD
6. Many soldiers lost limbs through amputation or bomb blasts



TRENCH WARFARE

New Weapons:

1. Poison Gas – Usually chlorine or mustard gas, this would attack the respiratory system. Gas was first used extensively in 1915.
2. Tanks – The first tanks arrived on battlefields in September 1916
3. Aviation – Aeroplanes were first used for surveillance, but later took part in 'dogfights'

TIMELINE OF WORLD WAR ONE (1914-1916)

28th June 1914
Archduke Franz Ferdinand assassinated

28th July 1914
Austria-Hungary declares war on Serbia

4th August 1914
Britain declares war on Germany

18th Feb 1915
Germany begins naval blockade of Britain

7th May 1915
Germany sinks the Lusitania

23rd May 1915
Italy declares war on Austria-Hungary

1st July 1916
Battle of the Somme begins

PART TWO WORLD WAR ONE

KNOWLEDGE ORGANISER



KEY WORDS

Ideology	A set of beliefs about how the world is or should be run
Assassination	Murdering someone considered important
Kaiser	German King
Allies	France, Britain and Russia (and Italy from 1915, USA from 1917)
Central Powers	Germany, Austria-Hungary and the Ottoman Empire
Armistice	An agreement by both sides to stop fighting
Treaty	Agreement which formally ends a state of war
Imperialism	Policy of expanding territory and having full political and economic control of a country
Colonialism	Taking political control of a country, occupying it with settlers and exploiting it economically – e.g. taking resources
Reparations	Money paid in compensation

WHY DID GERMANY LOSE?

Germany's Weaknesses:

1. German soldiers began to mutiny
2. By November 1918, all of Germany's allies had surrendered
3. Food riots and strikes in Germany forced the Kaiser to flee

Allies' Strengths:

1. The Allies had more advanced technology and developed faster
2. France and Britain had resource-rich empires
3. Britain had a very powerful Navy

TREATY OF VERSAILLES

- * People at the time thought that the Treaty of Versailles was unfair
- * **Key Terms:**
 - * Germany accepts all war guilt
 - * Germany had to return all colonies and land won
 - * Limits placed on German army and navy
 - * Germany had to pay reparations of £6.6 billion
- * People thought the reparations were too high, and the loss of land unfair
- * Some also didn't think it was fair to force Germany to accept all war guilt

THE HOME FRONT

- * Germans living in Britain were often suspected of being spies due to suspicion
- * The Defence of the Realm Act (1914) limited press freedom and regulated behaviour
- * Rationing was introduced to preserve supplies, rather than limit consumption
- * The Women's Land Army was created in 1916 to help with a shortage of labour

THE BRITISH EMPIRE

- * Troops from countries in the British Empire were used in World War One
- * Men were drafted from India, Canada, Australia, New Zealand and Britain's colonies in Africa and the Caribbean
- * Following WW1, many countries began to demand freedom from the British Empire, and the Statute of Westminster prevented any law passed by the British Parliament from automatically applying to the Dominions

BATTLE OF THE SOMME

- * Began on 1st July 1916 as a British and French offensive against the Germans
- * Led by General Haig – often given the nickname 'The Butcher'
- * 19,240 British soldiers were killed on the first day of the battle
- * At the end of the battle, after 140 days, the British had advanced 6 miles into German territory – their largest gain since 1914

THE UNITED STATES

Causes of the US Joining WWI:

1. May 1915 – German U-Boats sink the Lusitania, a passenger ship carrying US civilians
2. January 1917 – Germany begins unrestricted submarine warfare, attacking US ships carrying supplies for Britain
3. February 1917 – The British intercept a telegram sent to Mexico from Germany offering an alliance. This is passed on to the US
4. April 1917 – 7 US cargo ships are sunk by U-Boats. Germany's offer to Mexico is made public. War was declared on 6th April 1917

Consequences of the US Joining WWI:

- * The US supplied France and Britain with food, materials and billions of dollars
- * The arrival of new troops boosted the Allies' morale
- * The increase in manpower was a relief for exhausted troops

TIMELINE OF WORLD WAR ONE (1916-1919)



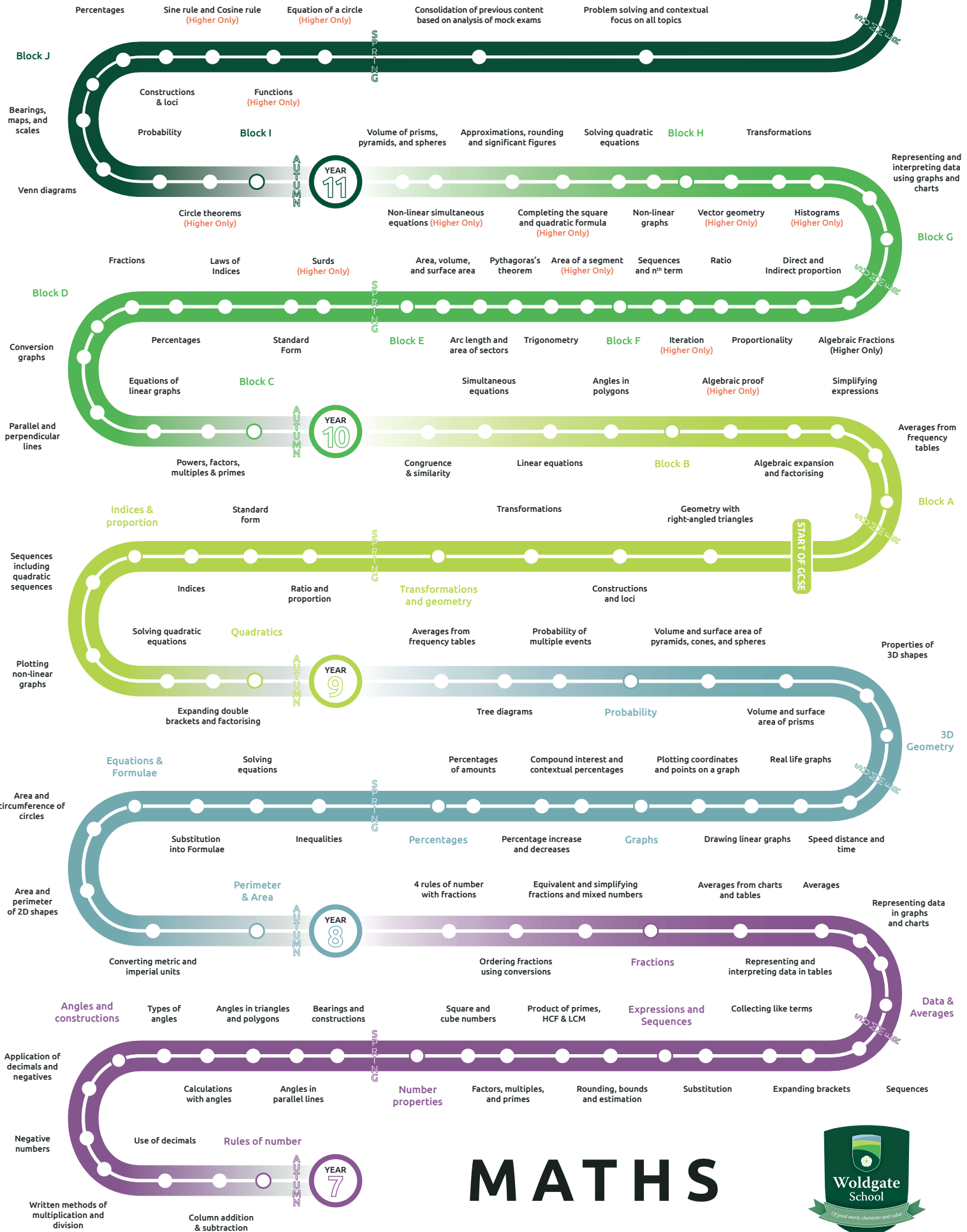


Maths



GCSE EXAMINATIONS

3 papers – 1 non-calculator and 2 calculator papers


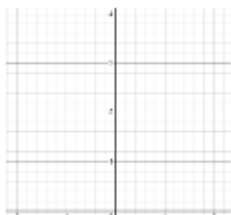
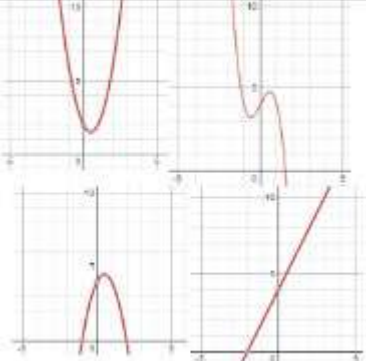
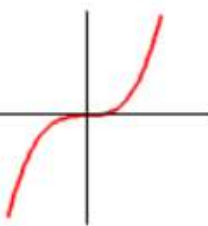
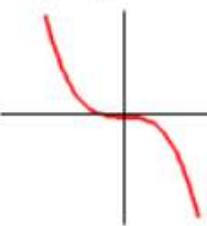


MATHS



Year 9 – Autumn 1, Quadratics & Sequences Knowledge Organiser



Topic/Skill	Definition/Tips	Example												
Expanding double brackets	<p>Multiply every term in the first bracket by every term in the second bracket.</p> <p>Be careful with negatives!</p>	<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;"> <p>GRID e.g. $(x+2)(x+7)$</p> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td></td><td>x</td><td>$+2$</td></tr> <tr><td>x</td><td>x^2</td><td>$+2x$</td></tr> <tr><td>$+7$</td><td>$+7x$</td><td>$+14$</td></tr> </table> <p>$x^2 + 2x + 7x + 14$ $= x^2 + 9x + 14$</p> </div> <div style="text-align: center;"> <p>SMILEY FACE e.g. $(x+3)(x+5)$</p>  <p>$x^2 + 3x + 5x + 15$ $= x^2 + 8x + 15$</p> </div> </div>		x	$+2$	x	x^2	$+2x$	$+7$	$+7x$	$+14$			
	x	$+2$												
x	x^2	$+2x$												
$+7$	$+7x$	$+14$												
Factorising quadratics	<p>A quadratic expression is in the form $ax^2 + bx + c$.</p> <p>Find the two numbers that add to give b and multiply to give c.</p> <p>Be careful with negatives!</p>	<p>Factorise $x^2 + 7x + 10$</p> <p style="text-align: center;">$(x + 5)(x + 2)$</p> <p>Because 5 and 2 add to give 7 and also multiply to give 10.</p>												
Solving quadratic equations by factorising	<p>Factorise the quadratic in the usual way.</p> <p>Solve = 0.</p>	<p style="text-align: center;">$x + 5 = 0$ $\therefore x = -5$</p> <p style="text-align: center;">$x + 2 = 0$ $\therefore x = -2$</p>												
Plotting non-linear graphs	<p>Sketching a non-linear graph is the same as plotting a linear graph. Choose some values for x, work out the y values, and plot the graph.</p>	<table border="1" style="margin-bottom: 10px; text-align: center;"> <tr><td>x</td><td>-2</td><td>-1</td><td>0</td><td>1</td><td>2</td></tr> <tr><td>y</td><td>4</td><td></td><td></td><td></td><td></td></tr> </table> 	x	-2	-1	0	1	2	y	4				
x	-2	-1	0	1	2									
y	4													
Recognising non-linear graphs	<p>A 'U-shaped' quadratic curve is called a parabola. A parabola can also be upside down.</p> <p>Cubic graphs are in the form $ax^3 + bx^2 + cx + d$.</p>	 <div style="display: flex; justify-content: space-around; margin-top: 20px;"> <div style="text-align: center;"> <p>$a > 0$</p>  </div> <div style="text-align: center;"> <p>$a < 0$</p>  </div> </div>												

Year 9 – Autumn 1, Quadratics & Sequences Knowledge Organiser



	<p>Reciprocal graphs have asymptotes on the x and y-axis.</p> <p>An asymptote is a straight line that a graph approaches but never touches.</p>	
<p>Solve quadratics graphically</p>	<p>The roots of quadratic graphs are solutions.</p> <p>The roots of a quadratic are the x-intercepts of the quadratic graph.</p>	
<p>Trial and improvement</p>	<p>Substituting the unknown with different values, until we find the one that works.</p>	<p>Find the answer to the equation $x^3 - 2x = 25$ to 1 decimal place. Start by guessing what x could be, then refine your answer based on your result.</p>
<p>Generating sequences from nth term</p>	<p>A rule which allows you to calculate the term that is in the nth position of the sequence.</p> <p>n refers to the position of a term in a sequence.</p> <p>Substitute n for the term you want in the sequence.</p>	<p>nth term is: $2n$</p> <p>100th term is therefore: $2(100) = 200$</p>
<p>Nth term of linear sequences</p>	<ol style="list-style-type: none"> 1. Find the first difference. 2. Substitute to find out what number you need to add or subtract to get to the first number in the sequence. 	<p>Find the nth term of: 3, 7, 11, 15, ...</p> <ol style="list-style-type: none"> 1. Difference between the terms is 4. 2. The nth term therefore starts $4n$. $4(1) = 4$. But our first term is not 4, it is 3. Therefore, we need to subtract 1, and the nth term is: $4n - 1$.

Year 9 – Autumn 1, Quadratics & Sequences Knowledge Organiser



Nth term of quadratic sequences	<ol style="list-style-type: none">1. Find the first and second differences.2. Halve the second difference and multiply this by n^2.3. Substitute into your expression so far.4. Subtract this set of numbers from the corresponding terms in the sequence from the question.5. Find the nth term of this set of numbers.6. Combine the nth terms to find the overall nth term of the quadratic sequence. <p>Substitute values in to check your nth term works for the sequence!</p>	<p>Find the nth term of: 4, 7, 14, 25, 40, ...</p> <p>Second difference = +4 nth term \therefore starts $2n^2$ Sequence: 4, 7, 14, 25, 40 2, 8, 18, 32, 50 Difference: 2, -1, -4, -7, -10</p> <p>nth term of this set of numbers is: $-3n + 5$</p> <p>So, overall nth term is: $2n^2 - 3n + 5$.</p>
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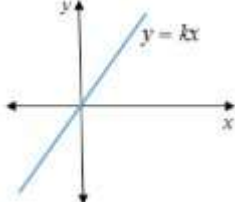
Year 9 – Autumn 2, Number & Proportion Knowledge Organiser



Topic/Skill	Definition/Tips	Example										
Squares, cubes and higher powers and roots	<p>Square numbers are the product of a repeated number.</p> <p>Cube numbers are the product of the same number repeated three times.</p> <p>Square roots - the number that was originally multiplied by itself to make the square number. The square root of a number can be both positive and negative.</p> <p>Cube roots - The number that was originally multiplied by itself three times to make the cube number.</p>	<p>49 is a square number; it is the product of 7 repeated.</p> <p>512 is a cube number; it is the product of 8 repeated three times.</p> <p>10 is the square root of 100 because $10 \times 10 = 100$. -10 is also the square root of 100 because $-10 \times -10 = 100$.</p> <p>6 is the cube root of 216 because $6 \times 6 \times 6 = 216$.</p>										
Basic laws of indices	<p>When multiplying with the same base, add the powers.</p> <p>When dividing with the same base, subtract the powers.</p> <p>When raising a power to another power, multiply the powers together.</p>	$x^2 \times x^3 = x^5$ $x^2 \div x^3 = x^{-1}$ $(x^2)^3 = x^6$										
Writing large and small numbers in standard form	<p>Standard form is a convenient way to write very large or small numbers.</p> <p>Standard form is in the format: $a \times 10^n$</p> <p>Where a is a number bigger than or equal to 1 but less than 10.</p>	<table border="1"> <thead> <tr> <th>Ordinary Number</th> <th>Standard Form</th> </tr> </thead> <tbody> <tr> <td>8400</td> <td>8.4×10^3</td> </tr> <tr> <td>35000</td> <td></td> </tr> <tr> <td>0.00036</td> <td>3.6×10^{-4}</td> </tr> <tr> <td>0.0015</td> <td></td> </tr> </tbody> </table>	Ordinary Number	Standard Form	8400	8.4×10^3	35000		0.00036	3.6×10^{-4}	0.0015	
Ordinary Number	Standard Form											
8400	8.4×10^3											
35000												
0.00036	3.6×10^{-4}											
0.0015												
Add and subtract numbers in standard form	<p>Convert into ordinary numbers, calculate and then convert back into standard form.</p> <p>If the power is too difficult to convert into an ordinary number, see if you can change one number into the same form as another.</p>	<p>Calculate $(4.5 \times 10^4) + (6.45 \times 10^6)$.</p> $= 45,000 + 6,450,000$ $= 6,495,000$ $= 6.495 \times 10^6$										

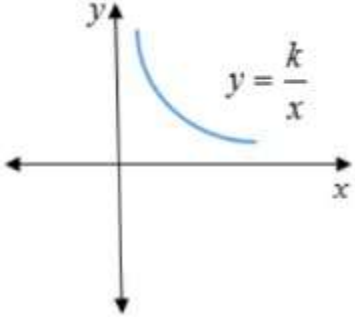
Year 9 – Autumn 2, Number & Proportion Knowledge Organiser

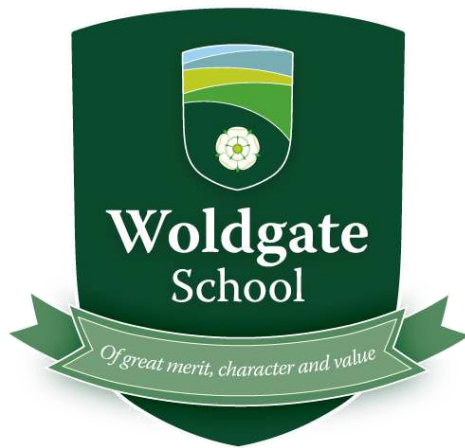


<p>Multiply and divide numbers in standard form</p>	<p>Multiply: Multiply the numbers and add the powers.</p> <p>Divide: Divide the numbers and subtract the powers.</p>	<p>Calculate $(3 \times 10^3) \times (3 \times 10^9)$.</p> <p>Multiply the first numbers - which in this case is $3 \times 3 = 9$.</p> <p>Apply the index law on the powers of 10:</p> <ul style="list-style-type: none"> ■ $10^3 \times 10^9 = 10^{3+9} = 10^{12}$ ■ $(3 \times 10^3) \times (3 \times 10^9) = 9 \times 10^{12}$
<p>Equivalent ratios</p>	<p>Equivalent ratios are the same ratios when we compare them.</p>	<p>1:2 2:4</p>
<p>Simplifying ratios</p>	<p>Divide all parts of the ratio by a common factor.</p>	<p>5 : 10 = 1 : 2 (divide both by 5) 14 : 21 = 2 : 3 (divide both by 7)</p>
<p>Writing ratios in the form 1:n and n:1</p>	<p>Divide both parts of the ratio by one of the numbers to make one part equal 1.</p>	<p>5 : 7 = 1 : 1.4 in the form 1 : n</p>
<p>Sharing a quantity into a ratio, given the total</p> <p>...And when the ratio is already shared</p>	<p>1. Add the total parts of the ratio. 2. Divide the amount to be shared by this value to find the value of one part. 3. Multiply this value by each part of the ratio. Use this method only if you know the total.</p> <p>Find what one part of the ratio is worth using the unitary method.</p>	<p>Share £60 in the ratio 3 : 2 : 1. $3 + 2 + 1 = 6$ $60 \div 6 = 10$ $3 \times 10 = 30, 2 \times 10 = 20, 1 \times 10 = 10$ £30 : £20 : £10</p> <p>Money was shared in the ratio 3:2:5 between Ann, Bob and Cat. Given that Bob had £16, found out the total amount of money shared. £16 = 2 parts So £8 = 1 part $3 + 2 + 5 = 10$ parts, so $8 \times 10 = £80$</p>
<p>Best buys</p>	<p>Find the unit cost by dividing the price by the quantity. The lowest number is the best value.</p>	<p>8 cakes for £1.28 16p each (\div by 8) 13 cakes for £2.05 15.8p each (\div by 13) Pack of 13 cakes is best value.</p>
<p>Direct proportion (higher)</p>	<p>If two quantities are in direct proportion, as one increases, the other increases by the same percentage.</p>	

Year 9 – Autumn 2, Number & Proportion Knowledge Organiser



Inverse proportion (higher)	If two quantities are inversely proportional, as one increases, the other decreases by the same percentage.	 <p>A Cartesian coordinate system with a vertical y-axis and a horizontal x-axis. A blue curve representing the function $y = \frac{k}{x}$ is plotted in the first quadrant. The curve is a hyperbola that approaches the x-axis and y-axis as asymptotes. The equation $y = \frac{k}{x}$ is written next to the curve.</p>
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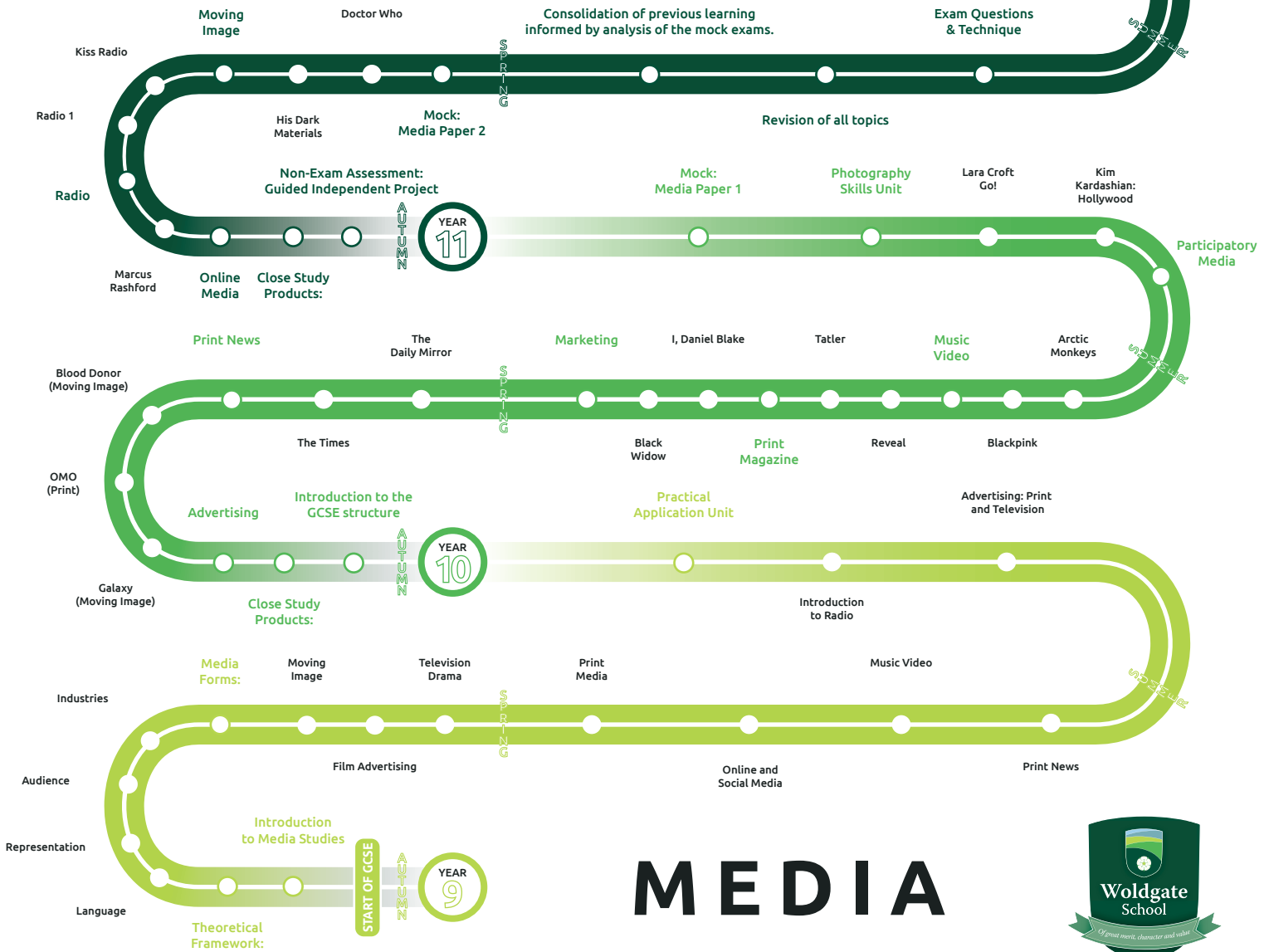
Media Studies



GCSE EXAMINATIONS

Paper 1 – Section A: Representation and Language
Section B: Audience and Industries

Paper 2 – Section A: Television
Section B: Online Social and Participatory Media



MEDIA STUDIES



KEY TERMINOLOGY:

Denotation: actual/literal meaning e.g. a candle.

Connotation: deeper meanings e.g. a candle might connote hope or light, or have religious connotations.

Codes and conventions: the elements of media

language that usually occur in particular forms

(e.g. magazines or adverts) or genres (e.g. sitcom).

Narrative: how stories are structured and communicated.

Genre: the type or category of product (e.g. crime, sitcom).

Intertextuality: where a media product refers to another text to communicate meaning to the audience.

KEY CONTENT:

The various forms of media language used to create and communicate meanings in media products, for example:

Visual codes: elements that relate to the look of a product, e.g. mise-en-scène, colour palette, layout and design.

Technical codes: e.g. camera shots/ angles, editing.

Audio codes: e.g. non-diegetic music, effects, dialogue.

Language codes: written or spoken words.

Apply it... analyse how these elements of media language are used in the set products e.g. *the red, white and black colour palette on the set GQ cover connotes masculine strength and power to appeal to the target audience.*

KEY CONTENT:

How choice (selection, combination and exclusion) of elements of media language influences meaning in media products, for example:

- How the selection and combination of camera shots **creates narrative** in the *set television episodes* or *music videos*.
- How the written text anchors meanings in the images on the *set newspaper front pages* to **portray aspects of reality**
- What has been excluded from the *set print advertisements*— and how the **point of view** might be different if alternative elements had been included.
- How the combination of design elements, images and cover lines **conveys messages and values** on the *set magazine front covers*.

Apply it... analyse how the choices producers make about media language communicates meanings in the set products.

E.g. the combination of images and headline on the front page of The Sun (for assessment from 2021) conveys patriotic values and communicates a point of view that MPs should vote for the Brexit Bill.

Give examples to support this point.

WHERE WILL I NEED TO STUDY/ APPLY MEDIA LANGUAGE?

COMPONENT 1: Section A

Question 1 will require analysis of one of the set products detailed on Page 11 of the Specification: magazine front covers, newspaper front pages, film posters and print adverts.

COMPONENT 2: Section A

Question 1 will require analysis of media language or representation in an extract from the set television crime drama or sitcom.

COMPONENT 2: Section B

Question 3 will require analysis of media language or representation in the set music products detailed on page 19 of the Specification: music videos and online media.

COMPONENT 3

Learners will be assessed on their ability to use media language to communicate meanings in the production work (Non-Exam Assessment).

KEY CONTENT:

Codes and conventions of media language: how they develop and become established as 'styles' or genres, for example:

How the conventions of a genre (e.g. crime drama or sitcom) have developed and solidified.

How they may vary over time, for example:

How the conventions of a form (e.g. print advertising) have changed, due to new technologies and changing social/ cultural contexts.

Apply it... analyse how the contemporary set print advert, film poster, television programme and music videos show developments from the older/ historical set products you have studied.

E.g. The Spectre poster uses digital technology to construct an enigmatic layered main image in contrast to the montage of drawn images depicting narrative scenes in the historical poster.

KEY CONTENT:

Intertextuality, including how inter-relationships between media products can influence meaning:

Several set products use intertextuality, for example the set music videos by Katy Perry and Taylor Swift are constructed as 'mini-films' and show the influence of other texts.

Apply it... identify references to other texts in the set products you have studied and think about how these communicate meanings.

E.g. Roar includes intertextual references to the well known 1969 film, The Jungle Book, in the use of visual codes and elements of narrative. These familiar references can communicate meanings (e.g. about a human 'taming' the jungle) and create humour.

THEORETICAL PERSPECTIVES AND CONTEXTS:

GENRE, including:

Principles of repetition and variation: products usually include typical genre conventions that audiences recognise, and also different elements to engage the audience/ keep the genre 'fresh'.

The dynamic nature of genre: genres are not 'set in stone', they change and develop over time.

Hybridity (combining elements of two or more genres in a product) and **intertextuality** provide further variation and offer something 'new' to engage audiences.

Apply it... consider how these ideas apply to the set products you have studied for Component 2.

NARRATIVE theories:

Propp's theory must be studied: the key character types (hero, villain, 'princess', father, donor, helper, dispatcher, false hero) and their role in the stages of the narrative.

Apply it... consider how Propp's character types could apply to the set products you have studied.

Other theories, such as Todorov's theory (equilibrium, disruption, resolution), Levi-Strauss' Binary Oppositions or Barthes' Action and Enigma codes may also be studied.

CONTEXTS: Historical, Social, Cultural, Political:

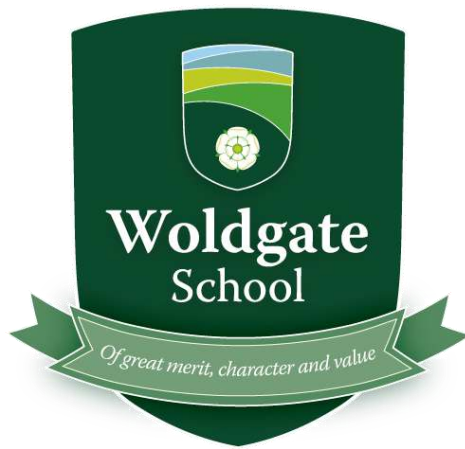
How the media language in the set products reflects the contexts of production in terms of:

- themes, values, messages, viewpoints
- genres, styles, technologies, media producers.

APPLYING MEDIA LANGUAGE: PRACTICAL TASKS

Art skills not important!

1. Choose a different song by Katy Perry or Taylor Swift: **storyboard 20 shots for a new music video.** Include some performance and narrative to reflect conventions. Think about the range of camera shots and the mise-en-scène to communicate the meanings in the lyrics to your audience.
2. **Design a front cover for a new magazine** in a genre of your choice. Sketch the layout and design, paying close attention to the colour palette, the font style and the main image. Write 5 cover lines, aiming to communicate messages and use language codes.

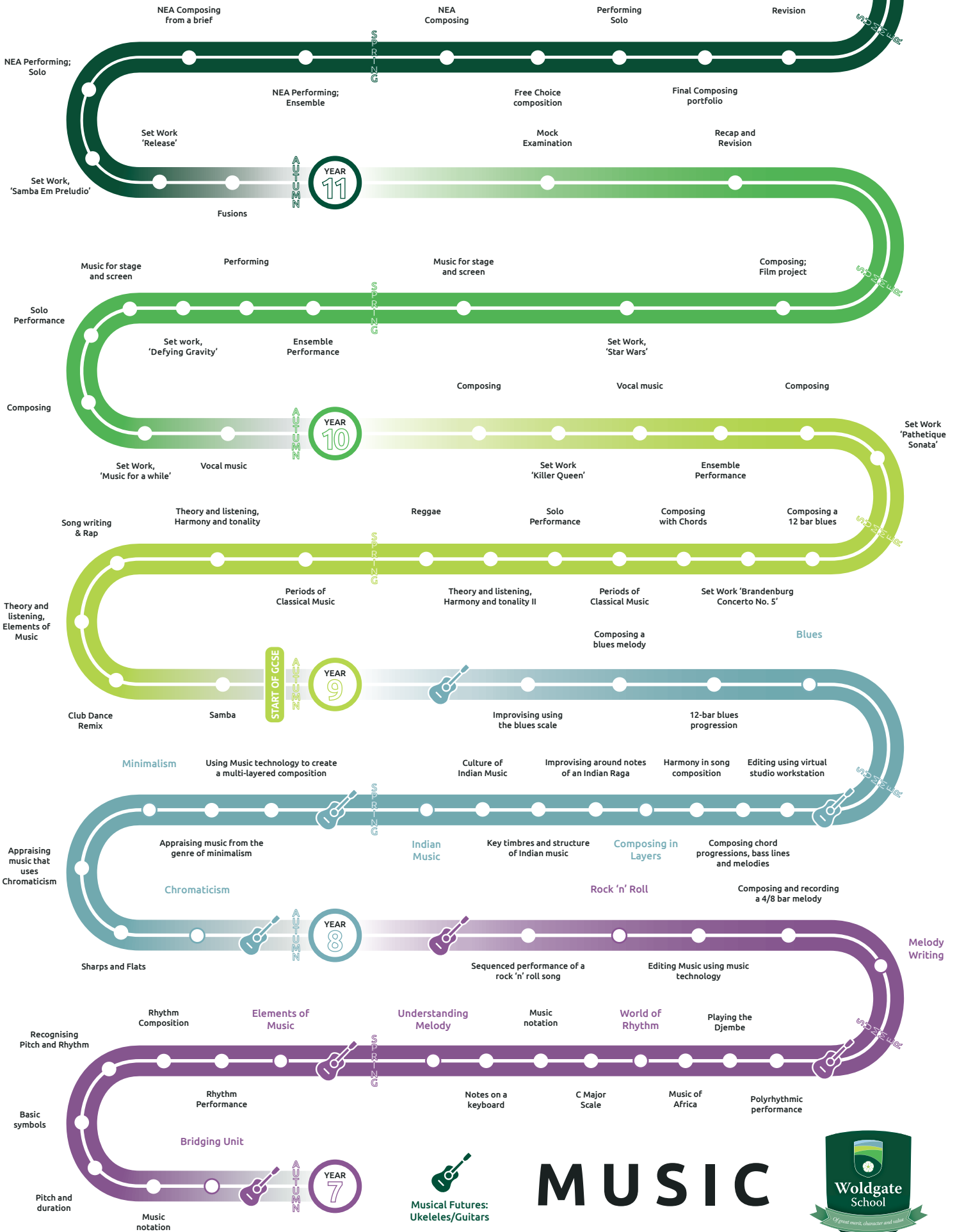


Music



GCSE EXAMINATIONS

1 Paper



MUSIC

Musical Futures:
Ukeleles/Guitars



MUSIC KNOWLEDGE ORGANISER

M	A	D	T	S	H	I	R	T
Melody	Articulation	Dynamics	Texture	Structure	Harmony	Instruments	Rhythm	Tempo
<p>The tune</p> <p>Treble Clef notes Bass Clef notes Octave – The distance between a note and the next one that has the same letter name E.g. C3-C4. Remember 'Oct'=8 (Octagon-8 sides; Octave-8notes) Staff The five lines and 4 spaces used for pitch Stepwise/conjunct Leaps/disjunct</p>	<p>How notes are played</p> <p>Staccato; detached Legato; smoothly Accented > ^ SFz-Sfortzando Forced accent</p>	<p>The volume of music</p> <p>Forte (f) Loud ;Piano (p) soft; Mezzo Forte (mf) Moderately loud ;Mezzo Piano (mp) moderately soft; Fortissimo (ff) Very loud; Pianissimo (pp) Very soft Cresecendo-getting louder Diminuendo getting quieter</p>	<p>Layers of sound</p> <p>Ostinato/loop a repeated pattern used in the accompaniment Solo one performer or the performer that is the main focus Ensemble any group of musicians Leader call and Response a passage of music where a leader performs a phrase that is answered by others</p>	<p>How music is organised</p> <p>Ternary Form ABA Variation Form A, A1, A2 etc. Rondo Form; ABACAD etc. Arch Form ABCBA Song Form; Intro Verse Chorus Outro</p>	<p>Chords used</p> <p>Tonality refers to Major, Minor, Chromatic etc.</p>	<p>Types of instruments/ sounds used</p> <p>Orchestra; Strings, Woodwind, Brass, Percussion.</p> <p>Acoustic/Electric</p> <p>Samba Instruments Surdo; Tambourin; Agogo Bells; Guiro; Ganza</p>	<p>The use of different durations of notes</p> <p>different duration notes one after the other to creates a rhythm pattern. Dotted notes-a dot after a note increases its duration by half as much again Syncopation; music that has the emphasis on off beats and often had lots of tied notes</p>	<p>The speed of music</p> <p>Pulse-The underlying beat of the music. You don't do this out loud but you have to be able to hear it in your head! We use Italian in music to describe the tempo so :- Presto-very fast Allegro-fast Moderato-moderately Andante-at a walking pace Largo-Slow Lento-very slow Grave-really slowly Accelerando-getting faster Rallentando-getting gradually slower</p>

REST NAME	REST SYMBOL	REST LENGTH	NOTE SYMBOL	time signature	beat unit	division of the beat
Whole Note (Semibreve)		4 beats		Simple Duplo 2/4		
Half Note (Minim)		2 beats		Compound Duplo 6/8		
Quarter Note (Crotchet)		1 beat		Simple Triple 3/4		
Eighth Note (Quaver)		1/2 beat		Compound Triple 9/8		
16th Note (Semiquaver)		1/4 beat		Simple Quadruple 4/4		
32nd Note (Demisemiquaver)		1/8 beat		Compound Quadruple 12/8		

Metre refers to the basic count-how many beats in each bar and is describes as either **Simple** or **Compound**

In **simple time** each beat can be divided into two quavers

In **compound time** each beat can be divided into three quavers

The rule is if you can divide the top figure by 3 and get an answer of 2 or more then the music has to be in compound time!

Diagram illustrating note positions on a staff:

- Spaces: A, C, E, G
- Lines: G, B, D, F, A

Treble Clef Notes
E F G A B C D E F

Space Notes
F A C E

Line Notes
E G B D F

MUSIC KNOWLEDGE ORGANISER

KS4- Year 9

Term 1 (2)

M	A	D	T	S	H	I	R	T
Melody	Articulation	Dynamics	Texture	Structure	Harmony	Instruments	Rhythm	Tempo
<p>The tune</p> <p>Octave – The distance between a note and the next one that has the same letter name E.g. C3-C4.</p> <p>Stepwise/conjunct</p> <p>Leaps/disjunct</p> <p>Semitone-smallest steps possible on a keyboard</p> <p>Tone-distance of two semitones</p> <p>Major Scale-TTSTTTS</p> <p>Minor Scale-TSTTS(Sx3)S</p> <p>#-sharp-semitone higher</p> <p>b-flat-semitone lower</p>	<p>How notes are played</p> <p>Staccato; detached</p> <p>Legato; smoothly</p> <p>Accented > ^</p> <p>SFz-Sforzando</p> <p>Forced accent</p>	<p>The volume of music</p> <p>Forte (f) Loud</p> <p>Piano (p) soft;</p> <p>Mezzo Forte (mf) Moderately loud</p> <p>Mezzo Piano (mp) moderately soft;</p> <p>Fortissimo (ff) Very loud;</p> <p>Pianissimo (pp) Very soft</p> <p>Cresecendo-getting louder</p> <p>Diminuendo getting quieter</p>	<p>Layers of sound</p> <p>Homophonic-typically music based on chords with a melody on top</p> <p>Polyphonic-where two or more melodies are interwoven to create complex-sounding passages</p> <p>Alberti Bass-an accompaniment technique where the root is played then the 5th then the 3rd and then the 5th again</p>	<p>How music is organised</p> <p>Ternary Form ABA</p> <p>Variation Form A, A1, A2 etc.</p> <p>Rondo Form; ABACAD etc.</p> <p>Arch Form ABCBA</p> <p>Song Form; Intro Verse Chorus Outro</p> <p>Binary Form AB</p>	<p>Chords used</p> <p>Cadences:- Perfect-V-I Plagal-IV-I Imperfect-I-V Interrupted-V-VI</p> <p>Diatonic-a piece of music using notes from a major or minor scale</p> <p>Pedal (pedal note)-a note held or repeated in the bass whilst chords change</p>	<p>Types of instruments/ sounds used</p> <p>Orchestra; Strings, Woodwind, Brass, Percussion.</p> <p>Acoustic/Electric</p>	<p>The use of different durations of notes</p> <p>different duration notes one after the other to creates a rhythm pattern.</p> <p>Dotted notes-a dot after a note increases its duration by half as much again</p> <p>Syncopation; music that has the emphasis on off beats and often had lots of tied notes</p>	<p>The speed of music</p> <p>Presto-very fast</p> <p>Allegro-fast</p> <p>Moderato-moderately</p> <p>Andante-at a walking pace</p> <p>Largo-Slow</p> <p>Lento-very slow</p> <p>Grave-really slowly</p> <p>Accelerando-getting faster</p> <p>Rallentando-getting gradually slower</p>

Baroque Period- 1600-1785 Music typified by diatonic harmony in either a homophonic or polyphonic style, often highly technical and can be complex sounding with lots of ornaments (decoration) in the melody. Composers include **J.S. Bach, Handel, Purcell**

Classical Period -1750-1820 A simpler style of music than polyphonic Baroque Music. Music is more often homophonic with a clear melody over the top. The emphasis is on balance and a grace and beauty of melodic lines. The invention of the Piano at this time greatly influenced the style. Harmony is still diatonic but may contain some chromaticism. Composers include **Mozart, Haydn and Beethoven.**

Romantic Period-1820-1900 Very expressive music dealing with contrasts of human emotions or influenced by nature, paintings and literature. Music is often programme music-music that tells a story. Huge increase in the size of orchestras and piano music became much more dramatic and contrasting. Composers included Tchaikovsky, Brahms and Chopin. Beethoven spanned the Classical and Romantic Periods.

20th Century-1900-2000 An age of much experimentation starting with composers challenging the whole tonal system or serialism where all 12 notes are given equal importance so music is often **atonal**. Composers such as **Schoenberg** and **Berg** used this. **Stravinsky** also tried this before inventing Neo- Classicism that used classical ideals in a new and very different way. Later **experimental** and **electronic music** (e.g. **Stockhausen**) came to be as well as **Minimalism** (E.g. **Steve Reich**)

REST NAME	REST SYMBOL	REST LENGTH	NOTE SYMBOL	time signature	beat unit	division of the beat
Whole Note (Semi-breve)		4 beats		2/4		
Half Note (Minima)		2 beats		6/8		
Quarter Note (Crotchet)		1 beat		3/4		
Eighth Note (Quaver)		1/2 beat		9/8		
16th Note (Semiquaver)		1/4 beat		4/4		
32nd Note (Demisemiquaver)		1/8 beat		12/8		

Spaces:

Lines:

Treble Clef Notes

Space Notes

Line Notes

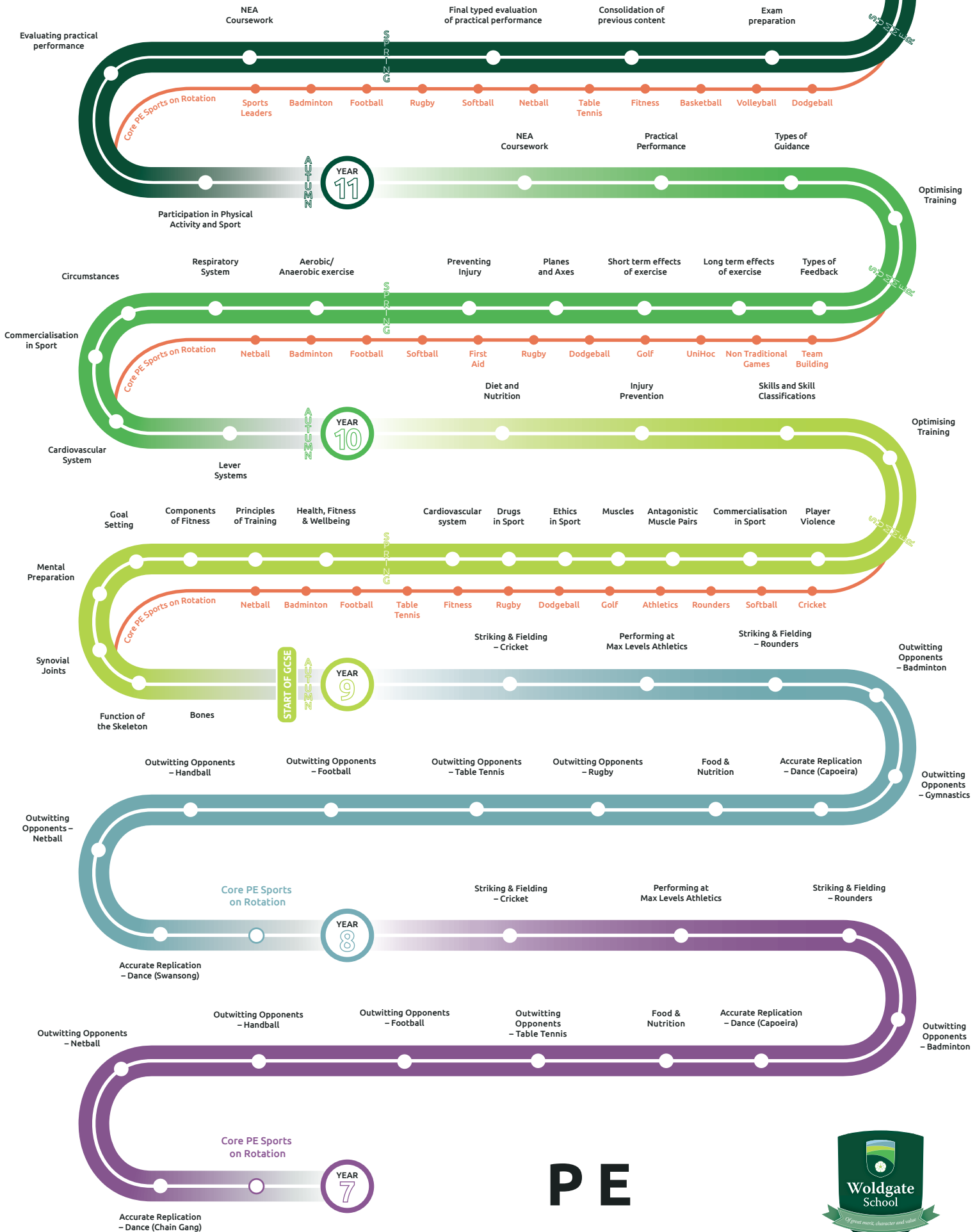


PE



GCSE EXAMINATIONS

2 Written Papers



PE



Components of Fitness & Fitness Tests

Component of Fitness	<u>Definition</u>	<u>Sporting Examples</u>	<u>Fitness Tests</u>
CV	The ability to work the whole body for a prolonged time without tiring	Marathon runners, Triathlon, Tour De France cyclists	Multi-stage fitness test (Bleep test) or 12 Minute Cooper run
Flexibility	The range of movement at a joint	Stretching to form a shape eg a Pike in Gymnastics	Sit and Reach test
Muscular Strength	Amount of force a muscle can generate when it contracts to overcome resistance	Weight Lifter	1 rep Max or Hand Grip Dynamometer
Muscular Endurance	The ability to repeat a movement with the same muscle without tiring	Swimming, rowing	Press ups in 1 min, Sit ups in 1 min
Power	The ability to perform strength exercises quickly	Throwing a Javelin	Vertical jump or Standing Long Jump
Balance	The ability to keep your centre of mass over your base of support	Holding a shape in Gymnastics or Dance	Standing Stork Test
Reaction Time	The time taken to respond to a stimulus	The start of a sprint race	Ruler drop test
Coordination	Ability to move two or more body parts together	Jumping and hitting a Smash shot in Badminton	Alternate wall throw test
Speed	The rate at which your body, or part of your body is able to perform a movement	100m	30m Sprint
Agility	The ability to change direction quickly and in control	Side step in Football or Rugby	Illinois Agility Run

AO1	Knowledge
AO2	Application
AO3	Evaluation/Analysis

GCSE PE KNOWLEDGE ORGANISER



Goal Setting

BEGINNERS <small>BEGINNER</small>	<i>#beElite</i> ELITE
Best to avoid outcome goals as they rely on factors that cannot be controlled (other performers)	Outcome goals can increase motivation to succeed and win, for example win a gold medal, the best performers will persevere even after losing
Performance goals are suited to this performer as they can concentrate on trying to better themselves rather than others	Performance goals can help these athletes to work and refine their technique in order to assist them with winning

GOAL SETTING

S	Specific	They must be specific to the Sport, skill or muscles used	A netball team looking to improve the goals scored per game from 22 to 30
M	Measurable	It must be possible to measure what has been achieved	Monitoring the percentage of first serves that are in during training.
A	Achievable	It must be an goal which can be reached by the performer	A sprinter aiming to improve their 100m time by 0.6 of a second.
R	Recorded	It must be written down and recorded as evidence of the goal	Recording the number of set and reps at each weight to ensure progression.
T	Timed	It must be set over a fixed period of time	A four week training programme to improve the sprint start technique

HOW SMART ARE YOU?

Goal Setting Principle	Description	Example
Specific	Stating exactly what you want to achieve	wanting to run 13.5 Secs in the 100m
Measurable	Having a way to test if you have achieved your goal	wanting to run 13.5 Secs in the 100m
Achievable	The goal should be within your capabilities and not too hard	wanting to win the hockey league because you came 2nd last year
Recorded	The goal should be written down so you tick it off when achieved	writing in your diary 'I want to be a top goal scorer in our football club'
Timed	You should say when you want to achieve the goal by, and might have short term goals as stepping stones towards a longer term goal	wanting to win today's tennis game

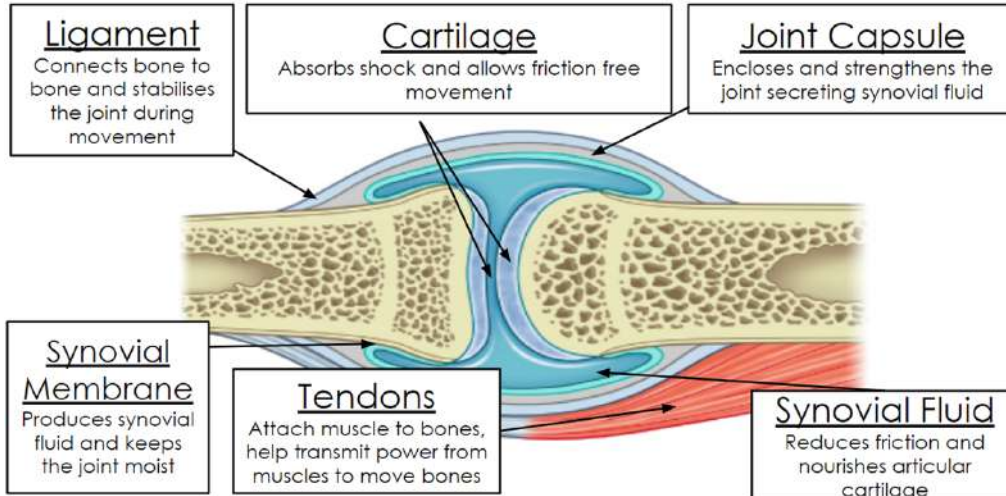
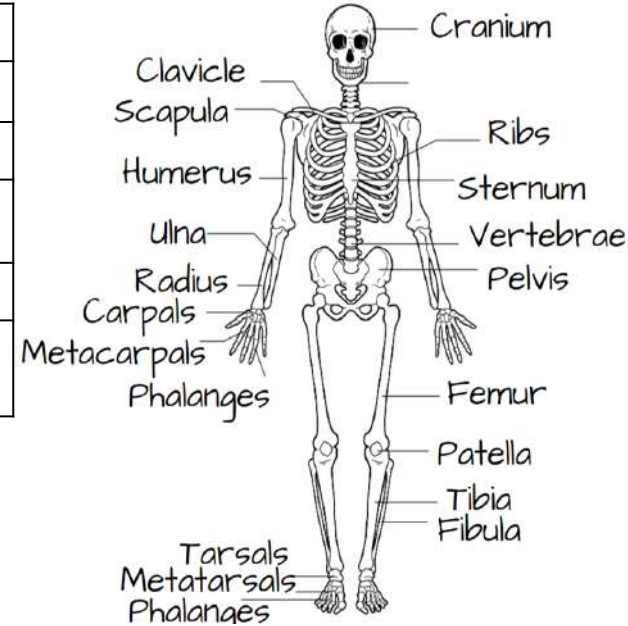
AO1	Knowledge
AO2	Application
AO3	Evaluation/Analysis

GCSE PE



The Structure and Function of the Skeletal System

TYPE OF BONE	TYPE OF BONE	TYPE OF BONE	TYPE OF BONE
Long Bones	Short Bones	Flat	Irregular
EXAMPLE	EXAMPLE	EXAMPLE	EXAMPLE
Femur	Carpals and Tarsals	Cranium and Pelvis	Vertebrae
JOB	JOB	JOB	JOB
Produces large movements	Produces small/ intricate movement	Protection of vital organs	Protection of the spinal cord



AO1	Knowledge
AO2	Application
AO3	Evaluation/Analysis

FUNCTION OF A SYNOVIAL JOINT

Mental Preparation

1 Mental Rehearsal

Mental Rehearsal is a tool used to relax the performer and comes in two forms:

- Internal Rehearsal - where you imagine yourself performing the activity in your head. This can stimulate the feelings of the activity, for example the bobsleigh
- External Rehearsal - where you picture yourself from outside your body, like watching your performance on a video.



Type of Technique
Cognitive

2 Positive Thinking

This technique is sometimes called "self talk". This involves the performer being **positive** about past experiences by talking to themselves of how successful they can be. This in turn boosts their **confidence**. This technique has proven to raise aspirations of sports performers and how successful they are within their sport.



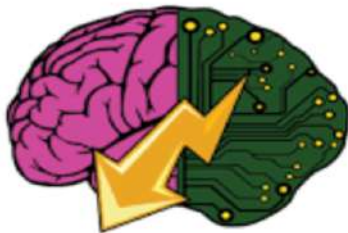
Type of Technique
Somatic

3 Selective Attention

When learning a skill or performing a skill in sport, it is often difficult to distinguish between information that is relevant and information that is unimportant in the execution of the skill.

For example a badminton player may play too much attention to the movement of the opposition rather than the flight of the shuttle. It is therefore important when performing/learning a skill that needs more concentration that the **performer concentrates on what is relevant and ignores irrelevant distractions**.

This is known as **selective attention**.



Type of Technique
Cognitive

4 Imagery

Imagery is where a performer **pictures themselves "somewhere else"** in order to improve their **concentration**. Many performers try to capture the feeling of movement or an emotion like happiness or success.

For example a performer who is feeling nervous or stressed may "go to another place" in their minds to try and calm themselves down.

Many sports performers claim that this technique helps to reduce stress and anxiety when performing, it also **blocks out distractions**.



Type of Technique
Cognitive

AO1 Knowledge

AO2 Application

AO3 Evaluation/Analysis

GCSE PE

Woldgate
School

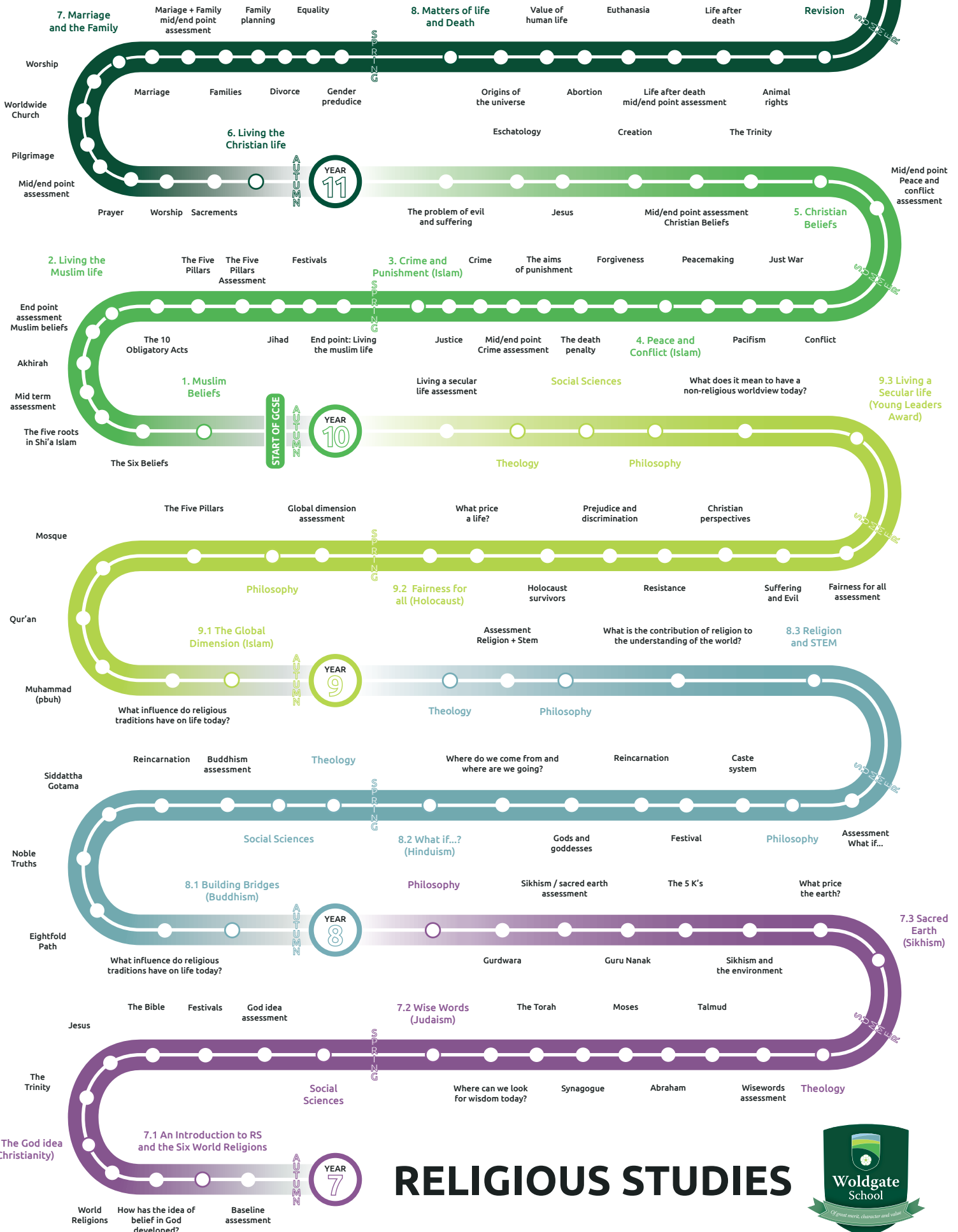
Of good name, character and value



Religious Studies



GCSE EXAMINATIONS



RELIGIOUS STUDIES



Year 9 : Unit 9:1 Building Bridges

What is the future of religion ?

KEY WORDS

Equality	The state of being equal, rights, status, opportunities
Denominations	For example: Protestant, Catholic, Methodist
Interfaith	When different religions work together – e.g on an environmental issue (pollution)
Collaboration	Working as a unit together to produce something
Unity	The state of being united or joined as a whole
Diversity	Different groups of people – gender/race/faith
Worldviews	How people see with world/ their view.
Dialogue	A conversation between two or more people
respect	Treating someone with care and kindness
Controversy	A lot of disagreement or argument about something
Ethics	What is morally good/bad or right or wrong
Ecumenical	Promoting or tending towards worldwide Christian unity
numinous	Feeling there is a sense of God/supernatural/mysterious
Ten Moral Precepts	10 rules to live by in Buddhism. For example, do not steal, do not take life
Ahmadadiya	A Muslim group that believes that peace is important

WHAT IS INTERFAITH ?









Interfaith week increases people’s awareness of different faith communities in the UK and to celebrate the contribution that their members make to their neighbourhood and to wider society.



Humanists believe in equality. People should be treated with dignity and respect.

KNOWLEDGE ORGANISER

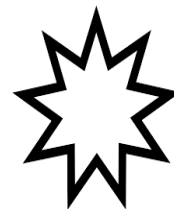
Religious views about equality

 <p>Christians believe equality is very important. “Love your neighbour” and “There is neither Jew nor Greek. Male nor female, slave nor free, for you are all one in Christi Jesus.</p>	 <p>Buddhists believe that everyone has the potential to achieve enlightenment. They will follow the Five Precepts, which tells them to not hurt others and to speak with kindness. Buddhists are encouraged to treat people equally.</p>
 <p>Jews believe in tzedakah. This means charity, but more, it means justice. Through charity there is justice. Genesis says humans were made in his image, so Jews believe they should strive to bring equality to the world.</p>	 <p>Sikhs are bound to fight for justice when they see oppression. Inequality leads to oppression and injustice, so Sikh’s have a duty to fight for this. Everyone is created by God and carry a divine spark.</p>
 <p>Muslims believe that inequalities of the world are a test from Allah. The Qur’an tells Muslims to give to charity. “They ask thee what they should spend in charity, Say, “Whatever ye spend, that is good” Surah 2</p>	 <p>A Hindu believes that everyone has part of Brahman(God) within them. This means that everyone has a right to be treated fairly and deserves respect. Charity, compassion and fairness are Hindu virtues.</p>

WHAT ARE THE 10 COMMANDMENTS?

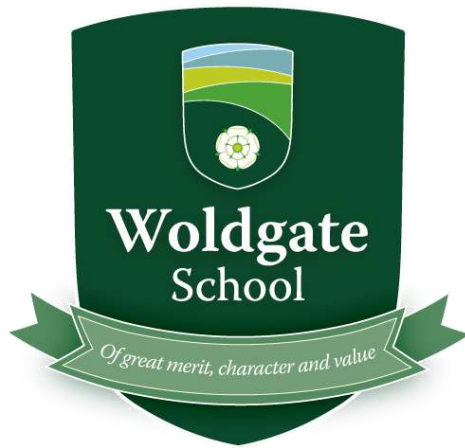
Do not worship any other gods
Do not make any idols
Do not misuse God's name
Keep the sabbath holy

Honour your father & mother
Do not murder
Do not commit adultery
Do not steal
Do not lie
Do not covet



What does the Baha’I faith say about equality ?

- *Everyone should have an education.
- *All people are equal and should have equal rights.
- *No one should be extremely rich or extremely poor.



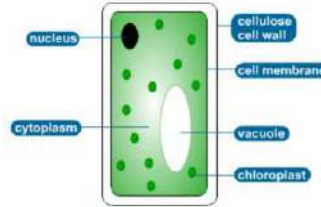
Science

Photosynthesis

Keyword	Definition
Photosynthesis	Process carried out where plants make their own food. Carbon Dioxide + Water → Glucose + Oxygen
Chlorophyll	Green pigment in chloroplasts of plant cells. It enables photosynthesis to take place.
Chloroplasts	Contain the green pigment chlorophyll; the site of photosynthesis.
Waxy Cuticle	Waxy layer, prevents water loss.
Upper Epidermis	Thin and transparent allowing light to pass through.
Palisade Mesophyll	Main region for photosynthesis. Lots of palisade cells containing lots of chloroplasts.
Spongy Mesophyll	Cells are more loosely packed. Contains air spaces between cells allowing gas exchange.
Lower Epidermis	Contains stomata to regulate the loss of water vapour (transpiration)
Stomata	Each stomata surrounded by a pair of guard cells. Guard cells control whether they're open or closed.
Petals	Brightly coloured to attract insects.
Stamen	The male part of the flower (each consist of an anther held up on a filament)
Stigma	The top of the female part of the flower which attracts pollen.
Anthers	Produce make sex cells (pollen grains)
Ovary	Produces the female sex cells (contained in the ovules)
Nectary	Produce a sugary solution called nectar, which attracts insects.

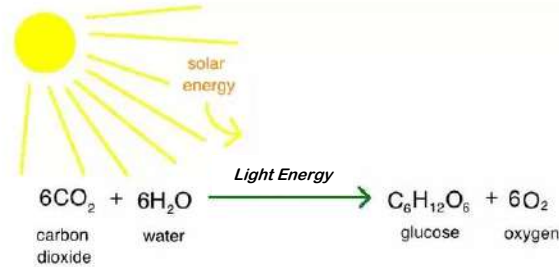
Green plants and algae do not eat food to get their energy, Instead they make their own food by a process called photosynthesis. Photosynthesis takes place inside plant cells within the chloroplasts.

Below shows a diagram of a plant cell.



Chloroplasts contain a green pigment called chlorophyll. This absorbs light energy needed for photosynthesis to occur.

Plants use the raw materials; Carbon Dioxide and Water. With the presence of light energy from the sun, the raw materials are converted into Glucose and Oxygen.



This plant is deficient in nitrate ions. There is poor grown and yellow leaves. Nitrate ions are needed to build proteins and to help the plant grow.



This plant is deficient in phosphate ions. Phosphate ions are needed to ensure good root growth.

The leaves are starting to turn purple.



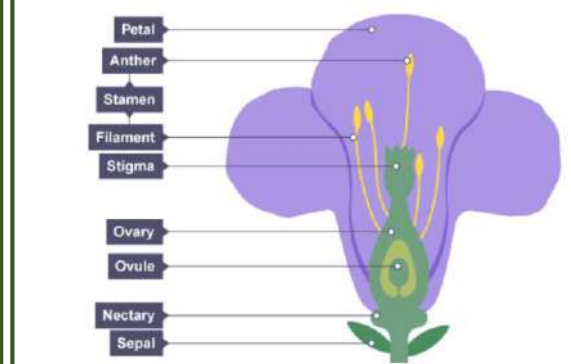
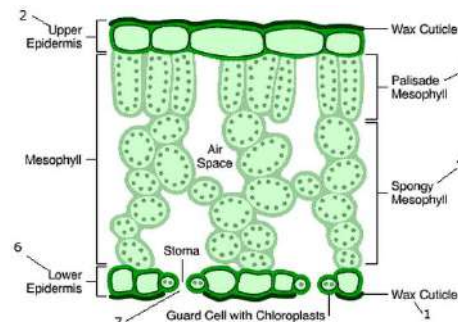
This plant is deficient in Magnesium ions. Yellow leaves start to form, so rate of photosynthesis is reduced. Magnesium ions are needed for photosynthesis.



This plant is deficient in Potassium ions. Potassium ions are needed for making flowers and fruit.

The leaves are turning yellow, with dead spots.

The Leaf Structure



Pollination

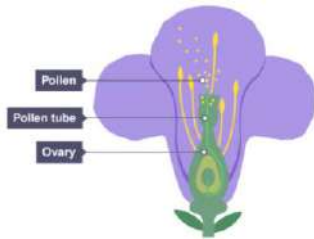
During plant reproduction, pollen grains need to move from the anther of one flower to the stigma of another flower. This is called pollination. Pollination can occur by either insects or the wind.



Feature	Insect-pollinated	Wind-pollinated
Petals	Large and brightly-coloured – to attract insects	Small, often dull green or brown – no need to attract insects
Scent and nectar	Usually scented and with nectar – to attract insects	No scent or nectar – no need to attract insects
Number of pollen grains	Moderate - insects transfer pollen grains efficiently	Large amounts – most pollen grains are not transferred to another flower
Pollen grains	Sticky or spiky - sticks to insects well	Smooth and light – easily carried by the wind without clumping together
Anthers	Inside flower, stiff and firmly attached - to brush against insects	Outside flower, loose on long filaments – to release pollen grains easily
Stigma	Inside flower, sticky - pollen grains stick to it when an insect brushes past	Outside flower, feathery – form a network to catch drifting pollen grains

Fertilisation

After pollination the pollen makes a pollen tube down the style to the ovary. The nucleus of the pollen cell travels down the tube to the ovum – when the cell join, this is fertilisation. The cell made when the pollen and ovum fuse will become the seed, which can become a new plant. Plants then form fruits, often from the ovary walls.



Further Reading:



Seed Dispersal

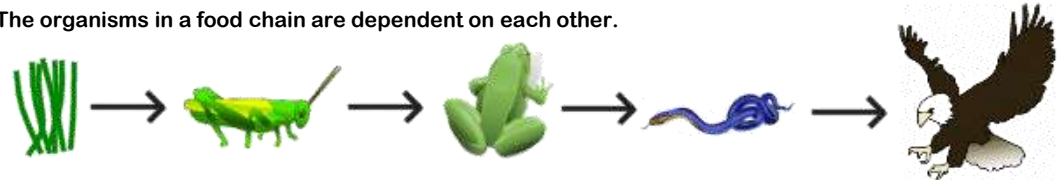
Plants compete with each other for factors including light, water, space, minerals in the soil. Seeds must be dispersed or spread away from each other and from the parent plant. This is to reduce competition between parent plant and new plants.

Method	Detail	Examples
Wind	Seeds have lightweight parts, wings or parachutes	Dandelion, sycamore
Animals (inside)	Brightly coloured and tasty fruits contain seeds with indigestible coats, so that the seeds pass through the animal's digestive system undamaged	Tomato, plum, raspberry, grape
Animals (outside)	Fruits have hooks that attach them to the fur of passing animals	Goose grass, burdock
Self-propelled	Have a pod that bursts open when ripe, throwing the seeds away from the plant	Pea pod



Food Webs & Interdependence

The organisms in a food chain are dependent on each other.

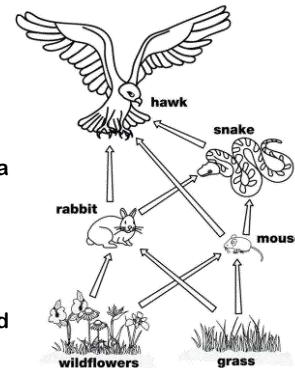


For example, grass is eaten by the caterpillar, which is eaten by the frog, which is eaten by the snake, which in turn is hunted by the bird.

The grass is the producer in this food chain, and producers are at the start of all food chains. The grass captures the energy from the sunlight to photosynthesise and make glucose. The glucose provides energy for the grass to grow. When the caterpillar eats the grass, some of the energy left in the grass is transferred to the caterpillar. This energy is passed down the food chain.

Changes in the number of one organism in an area – its population can affect other organisms in the same food chain.

The number of plants in an area can be affected by the amount of rain, sunlight, minerals and space available to grow. The number of animals can be affected by the availability of food habitats, mates, water and disease.



If the population of mice caught a disease, then there would be more competition between the Hawk and Snake to catch the Rabbit. This could then cause the number of Rabbits to decrease.

The Periodic Table

Keyword	Definition
Periodic Table	A tabular representation of all known elements in order based on atomic number.
Atomic Number	The number of protons in the nucleus of an atom. Also called the proton number.
Periods	A horizontal row in the periodic table.
Groups	A vertical column in the periodic table containing elements with similar chemical properties.
Element	A substance made of only one type of atom.
Compound	A Substance where two or more elements have chemically joined together.
Mixture	Two or more substances that are not joined together. The substances can be elements, compounds or both.
Reactive	The tendency of a substance to undergo a chemical reaction.

Further Reading:

<https://www.bbc.com/bitesize/guides/z3vwxnb/revision/5>
<https://www.bbc.com/bitesize/guides/z84wjxs/revision/1>

The periodic table is arranged in rows called periods and columns called groups. Groups contain elements with similar chemical properties.

Group 1 – Alkali Metals

Group 1 metals are very soft metals which can be cut with a knife. They have very low melting and boiling points and are very reactive compared to other metals. The elements become more reactive as you go down group 1.

When the group 1 metals react in water they produce a metal hydroxide and hydrogen gas.

E.g.
 Lithium + Water → Lithium Hydroxide + Hydrogen

Group 2 – Alkali Earth Metals

Group 2 metals are reactive, but less reactive than group 1 elements.

Group 2 metals react with acids to produce a salt and hydrogen. The name of the salt depends on the acid used.

Hydrochloric Acid – Chloride

Sulfuric Acid – Sulfate

Nitric Acid - Nitrate

E.g.
 Magnesium + Hydrochloric Acid → Magnesium Chloride + Hydrogen

Magnesium + Sulfuric Acid → Magnesium Sulfate + Hydrogen

Magnesium + Nitric Acid → Magnesium Nitrate + Hydrogen

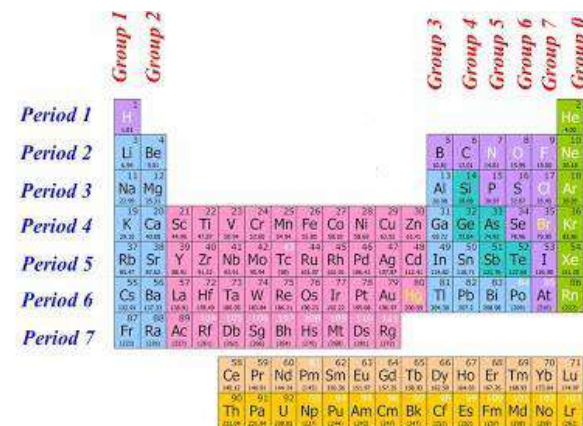
Group 2 metals become more reactive when you go down group 2.

Group 7 – The Halogens

Group 7 elements become less reactive when you move down the group. This can be shown as a displacement reaction.

Group 0 – The Noble Gases

Group 0 elements are not reactive. This is because the atoms have full outer shells.

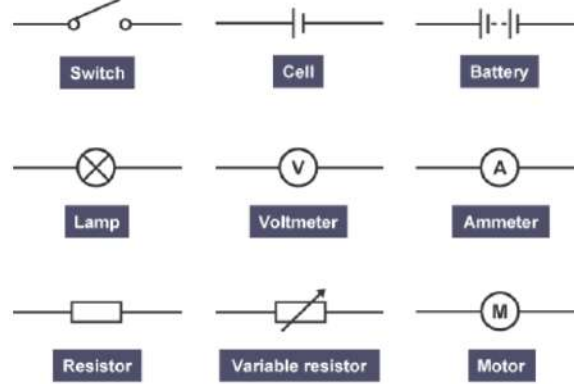


Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group 8
Lithium - Li Sodium - Na Potassium - K	Beryllium – Be Magnesium – Mg Calcium - Ca	Boron – B Aluminium – Al Gallium – Ga	Carbon – C Silicon – Si Germanium – Ge	Nitrogen – N Phosphorus – P Arsenic – As	Oxygen – O Sulfur – S Selenium - S	Fluorine – F Chlorine – Cl Bromine - Br	Helium – He Neon – Ne Argon - Ar

Electricity

Keyword	Definition
Ammeter	A device used to measure electric charge.
Ampere	Unit of current. E.g. The current in the bulb is 4 amps or amperes (A).
Cell	A store of internal energy that can be transferred as an electric current in a circuit.
Conductor	A material which allows charge to move easily through it.
Electron	Sub atomic particle which flows in a circuit carrying a negative charge.
Series Circuit	A circuit connected in a way that the same current flows through each component in turn.
Parallel Circuit	In a parallel circuit, the current divides into two or more paths before recombining to complete the circuit.
Insulator	A material that does not allow charge or heat to pass through it easily.
Ohms	The unit of electrical resistance. Unit is Ω
Resistance	The opposition in an electrical component to the movement of electrical charge through it. Resistance is measured in ohms.
Potential Difference	The potential difference (or voltage) of a supply is a measure of the energy given to the charge carries in a circuit.
Volt	Unit of voltage. E.g. the voltage across the lamp was 6 volts (V).
Voltmeter	A device used to measure potential difference or voltage.

Circuit Symbols



Electric Charge

Some particles carry an electric charge. In electric wires these particles are called electrons. An electric current is a flow of charge, and in a wire this will be a flow of electrons.

For an electric current to flow we need:

- Something to transfer the energy to the electrons, such as a cell, battery or power pack.
- A complete path for the electrons to flow through (a complete circuit).

Current

Current is measured in amperes (A). 20A is a bigger current than 10A. An ammeter is used to measure the current. The ammeter must be connected in series.



Equations To Remember

Current

$$\text{Current} = \frac{\text{Charge}}{\text{time}} \quad I = \frac{Q}{t}$$

Current in Amps (A), Charge in Coulombs (C), Time in Seconds (s).

Potential Difference:

$$\text{Potential Difference} = \text{Current} \times \text{Resistance}$$

$$V = I \times R$$

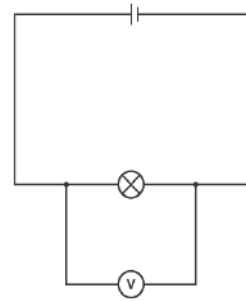
Potential difference in Volts (V), Resistance in Ohms (Ω), Current in Amps (A)

Potential Difference

Potential difference is a measure of the difference in energy between two parts of a circuit. The bigger the difference in energy, the bigger the potential difference.

Potential difference is measured in volts. A 230V is a bigger potential difference than 12V.

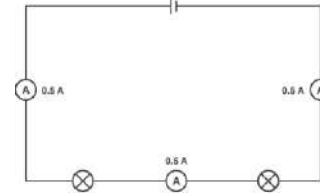
A voltmeter is used to measure the potential difference, and must be in parallel.



Series Circuit

In series circuits:

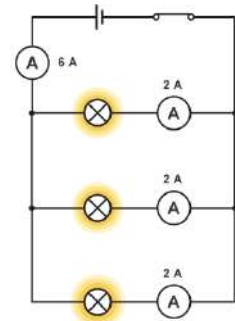
- You get several components one after another.
- If a component breaks, the circuit is broken and all the other components stop working.
- The current is the same everywhere in a series circuit no matter where you put the ammeter – it will give the same reading.



Parallel Circuit

In parallel circuits:

- Different components are connected on different branches.
- If a component breaks, the components on the different branches keep working.
- Unlike series, the lamps stay bright if you add more lamps in parallel.
- Current is shared between the components.



Resistance

The wires and other components in a circuit reduce the flow of charge through them – this is resistance.

The resistance increases when you add more components in series.

The resistance of two lamps is greater than the resistance of one lamp, so less current will flow through them.



Further Reading:

<https://www.bbc.co.uk/bitesize/guides/zsfg82/revision/1>

Use the following link to set up some circuits using the simulation.
<https://phet.colorado.edu/en/simulation/circuit-construction-kit-dc-virtual-lab>

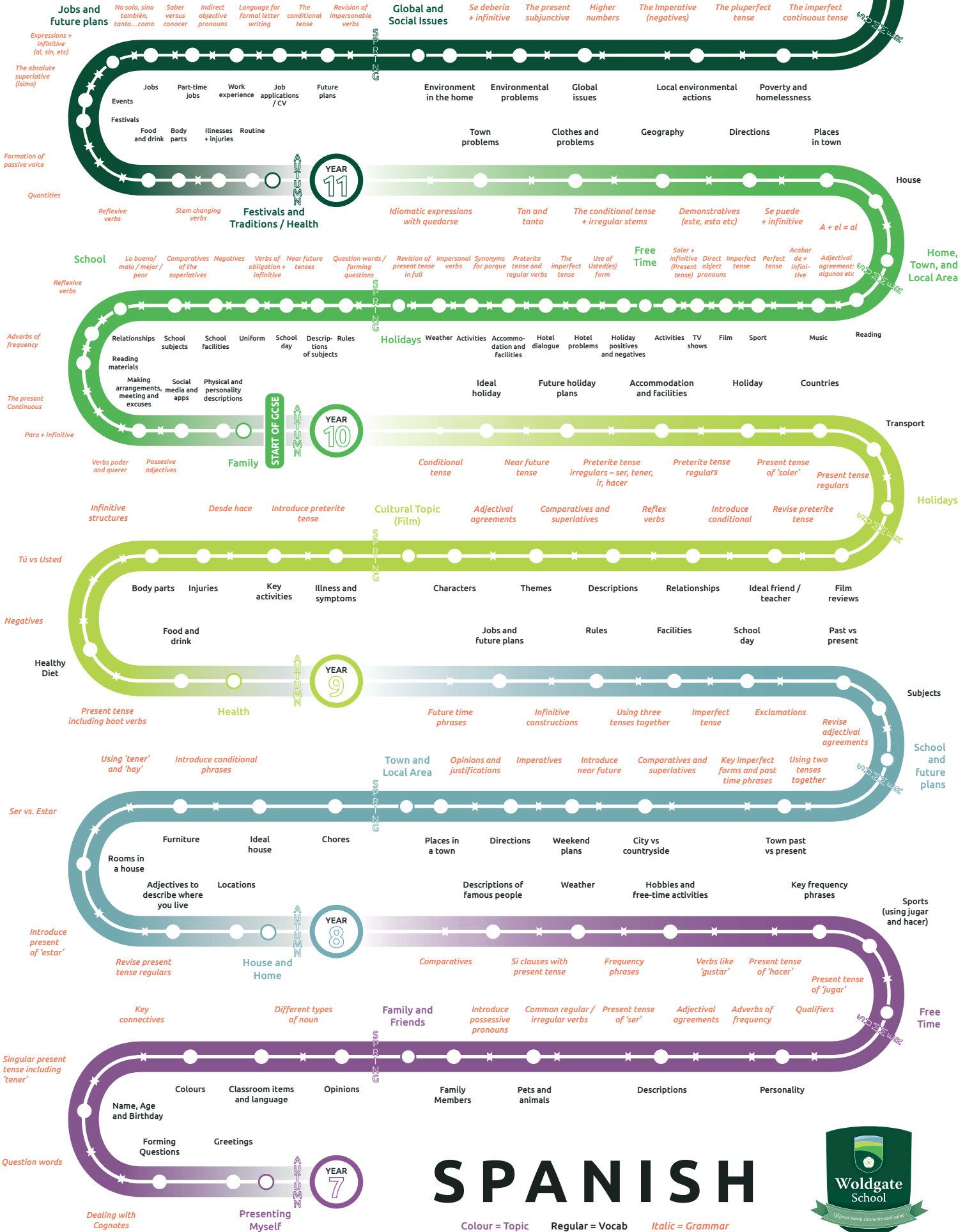


Spanish



GCSE EXAMINATIONS

Reading (25%)
Listening (25%)
Writing (25%)
Speaking (25%)



Jobs and future plans

No solo, sino también, tanto...como
Saber versus conocer
Indirect objective pronouns
Language for formal letter writing
The conditional tense
Revision of impersonable verbs

Expressions + infinitive (al, sin, etc)
The absolute superlative (símo)

Events
Jobs
Part-time jobs
Work experience
Job applications / CV
Future plans

Festivals
Food and drink
Body parts
Illnesses + injuries
Routine

START OF GCSE

YEAR 11

Festivals and Traditions / Health

Reflexive verbs
Stem changing verbs

Global and Social Issues

Se debería + infinitive
The present subjunctive
Higher numbers
The Imperative (negatives)
The pluperfect tense
The imperfect continuous tense

Environment in the home
Environmental problems
Global issues
Local environmental actions
Poverty and homelessness

Town problems
Clothes and problems
Geography
Directions
Places in town

Idiomatic expressions with *quedarse*
Tan and tanto
The conditional tense + irregular stems
Demonstratives (este, esta etc)
Se puede + infinitive
A + et = al

School

Lo bueno/malo / mejor / peor
Comparatives of the superlatives
Negatives
Verbs of obligation + infinitive
Near future tenses
Question words / forming questions
Revision of present tense in full
Impersonal verbs for porque
Synonyms
Preterite tense and regular verbs
The imperfect tense
Use of Usted(es) form
Free Time
Soler + infinitive (Present object tense) pronouns
Direct Imperfect tense
Perfect tense
Acabar de + infinitive
Adjectival agreement: algunos etc

Reflexive verbs
Adverbs of frequency
The present Continuous
Para + infinitive

Relationships
School subjects
School facilities
Uniform
School day
Descriptions of subjects
Rules

Reading materials
Making arrangements, meeting and excuses
Social media and apps
Physical and personality descriptions

START OF GCSE

YEAR 10

Holidays

Home, Town, and Local Area

Conditional tense
Near future tense
Preterite tense irregulars - ser, tener, ir, hacer
Preterite tense regulars
Present tense of 'soler'
Present tense regulars

Weather
Activities
Accommodation and facilities
Hotel dialogue
Hotel problems
Holiday positives and negatives
Activities
TV shows
Film
Sport
Music
Reading

Ideal holiday
Future holiday plans
Accommodation and facilities
Holiday
Countries

Family

Verbs poder and querer
Possessive adjectives

Body parts
Injuries
Key activities
Illness and symptoms

Food and drink

START OF GCSE

YEAR 9

Health

Infinitive structures
Desde hace
Introduce preterite tense

Transport

Tú vs Usted
Negatives
Present tense including boot verbs

Cultural Topic (Film)
Adjectival agreements
Comparatives and superlatives
Reflex verbs
Introduce conditional
Revise preterite tense

Characters
Themes
Descriptions
Relationships
Ideal friend / teacher
Film reviews

Jobs and future plans
Rules
Facilities
School day
Past vs present

Subjects

Using 'tener' and 'hay'
Introduce conditional phrases

Furniture
Ideal house
Chores

Rooms in a house
Adjectives to describe where you live
Locations

START OF GCSE

YEAR 8

Town and Local Area

Future time phrases
Infinitive constructions
Using three tenses together
Imperfect tense
Exclamations
Revise adjectival agreements

Holidays

Ser vs. Estar
Introduce present of 'estar'

Places in a town
Directions
Weekend plans
City vs countryside
Town past vs present

Descriptions of famous people
Weather
Hobbies and free-time activities
Key frequency phrases

Free Time

Key connectives
Different types of noun

Family and Friends
Introduce possessive pronouns
Common regular / irregular verbs
Present tense of 'ser'

Colours
Classroom items and language
Opinions

Name, Age and Birthday
Forming Questions
Greetings

START OF GCSE

YEAR 7

Presenting Myself

Singular present tense including 'tener'
Question words
Dealing with Cognates

School and future plans

Comparatives
Si clauses with present tense
Frequency phrases
Verbs like 'gustar'
Present tense of 'hacer'
Present tense of 'jugar'

Family Members
Pets and animals
Descriptions
Personality

Sports (using *jugar* and *hacer*)



1. Describing where you go on holiday and how you get there

¡Atención!

The verb *ir* (to go) is irregular in the present tense:

<i>voy</i>	I go
<i>vas</i>	you (singular) go
<i>va</i>	he/she/it goes
<i>vamos</i>	we go
<i>vais</i>	you (plural) go
<i>van</i>	they go



Aa Gramática p.44; WB p.20

Ir with prepositions

Ir can be used with various prepositions.

<i>Voy de vacaciones...</i>	I go on holiday...
<i>a Cuba</i>	to Cuba
<i>con mi familia</i>	with my family
<i>en coche</i>	by car
<i>en avión</i>	by plane
<i>voy a pie</i>	I go on foot

Los países - Countries



Patrones y reglas

Many countries are spelt the same or similarly in English and Spanish. However, be careful with your pronunciation – even if a country looks familiar, it is likely to sound very different! Argentina is one example.

Describing what you usually / like to do on holiday

Suelo	<i>I usually</i>	leer un libro (read a book)
Sueles	<i>You (s) usually</i>	ver la tele / una película (watch TV / a film)
Suele	<i>He/She usually</i>	escuchar música (listen to music)
Solemos	<i>We usually</i>	nadar en el mar / nadar en la piscina (swim in the sea / swim in the pool)
Soléis	<i>You (pl) usually</i>	jugar al fútbol / baloncesto / vóley-playa (play football / basketball / beach volleyball)
Suelen	<i>They usually</i>	navegar por Internet (surf the Internet)
Me chifla	<i>I love...</i>	pasear por la playa (walk on the beach)
Me mola	<i>I love...</i>	tomar el sol (sunbathe)
Me interesa	<i>...interests me.</i>	ir al parque / a la playa / al centro de la ciudad (go to the park / beach / city centre)
Me encanta	<i>I love</i>	ir de compras (go shopping)
Me gusta mucho	<i>I really like</i>	sacar fotos (take photos)
Me gusta	<i>I like</i>	visitar los monumentos (visit the monuments)
Prefiero	<i>I prefer</i>	comer en restaurantes (eat in restaurants)
No me gusta	<i>I don't like</i>	
No me gusta nada	<i>I really don't like</i>	
Me aburre	<i>...bores me.</i>	
Odio	<i>I hate</i>	
Detesto	<i>I hate</i>	

Aa Gramática

p.44; WB p.21

Soler

The verb *soler* is used to describe what you or others usually do. Choose the appropriate form in the present tense and follow it with an infinitive (e.g. *comprar*).

<i>suelo</i>	<i>I usually</i>	} + infinitive
<i>sueles</i>	<i>you (sing.) usually</i>	
<i>suele</i>	<i>he/she/it usually</i>	
<i>solemos</i>	<i>we usually</i>	
<i>soléis</i>	<i>you (plural) usually</i>	
<i>suelen</i>	<i>they usually</i>	

- *Suelo ir de vacaciones a Tenerife.*
I usually go to Tenerife on holiday.
- *Solemos nadar en el mar.*
We usually swim in the sea.

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Common expressions and slang

You have already come across the structure *¡qué..!* with adjective or noun:

<i>¡Qué aburrimiento!</i>	How annoying!
<i>¡Qué chulo!</i>	How awesome!

Some of the expressions in activity 1 can also be used in a way similar to verbs like *gustar*:

<i>me mola</i>	I love it
<i>me aburre</i>	it bores me

Add an '-n' to these verbs if followed by a plural noun:

<i>me molan</i>	I love them
<i>me aburren</i>	they bore me

¡Es la pera! – *It's incredible!*

¡Mola mucho! – *It's out of this world!*

¡Es flipante! – *It's amazing!*

¡Es un rollo! – *It's a pain!*

¡Es muy guay! – *It's very cool!*

¡Qué aburrimiento! – *What a bore!*

¡Qué fastidio! – *How annoying!*

¡Qué chulo! – *How awesome!*

Describing plans for a future / ideal holiday

Este verano (This summer)	voy a ir (I'm going to go)	de vacaciones (on holiday)	a Argentina (to Argentina)	en autocar (by coach)
En julio (In July)	vamos a ir (we're going to go)		a Chile (to Chile)	en avión (by plane)
En agosto (In August)			a Cuba (to Cuba)	en barco (by boat)
El mes que viene (Next month)	voy a quedarme (I'm going to stay)	en la casa de mi familia (in my family's house)	a España (to Spain)	en coche (by car)
El año que viene (Next year)	vamos a quedarnos (we're going to stay)	en un camping (on a campsite)	a México (to Mexico)	del país (of the country)
		en un hotel barato (in a cheap hotel)	en la capital (in the capital)	de España (of Spain)
		en un hotel de lujo (in a luxury hotel)	en el norte (in the north)	de Francia (of France)
			en el sur (in the south)	
			en la costa (on the coast)	
			en la montaña (in the mountains)	
Voy a pasar (I'm going to spend)	una semana (a week)	allí (there)	y creo que será (and I think it will be)	aburrido (boring)
Vamos a pasar (We're going to spend)	dos semanas (2 weeks)	con mi familia (with my family)	y será (and it will be)	divertido (fun)
	un mes (a month)	con mis primos (with my cousins)		genial (great)
	quince días (15 days)	con mis amigos (with my friends)		guay (cool)

Durante las vacaciones (During the holidays)		bailar (to dance)	
El primer día (On the first day)		comer y dormir (to eat and sleep)	
El segundo día (On the second day)	voy a (I am going to)	comer comida deliciosa (to eat delicious food)	cada mañana (every morning)
El tercer día (On the third day)	vas a (you are going to)	comprar recuerdos (to buy souvenirs)	cada tarde (every afternoon)
Un día (One day)	va a (s/he is going to)	comprar regalos (to buy presents)	cada noche (every night)
El último día (On the last day)	vamos a (we are going to)	descansar (to rest)	todos los días (every day)
	vais a (you all are going to)	hacer buceo (to go diving)	todos los fines de semana (every weekend)
	van a (they are going to)	hacer deporte (to do sport)	todo el día (all day long)
		hacer natación (to go swimming)	
		hacer turismo (to go sightseeing)	
		ir a la playa (to go to the beach)	
		ir de compras (to go shopping)	
		ir de marcha (to go clubbing)	
		jugar con amigos (to play with friends)	
		montar en bici (to ride a bike)	
		nadar en el mar (to swim in the sea)	
		salir al centro (to go out into town)	
		tocar la guitarra (to play the guitar)	
		tomar el sol (sunbathe)	
	me gustaría (I would like to)		
	nos gustaría (we would like to)		

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The conditional

The conditional is usually translated as 'would'. To form the conditional, add the following endings to the infinitive form of *-ar*, *-er* and *-ir* verbs.

I	-ía
you (singular)	-ías
he/she/it	-ía
we	-íamos
you (plural)	-íais
they	-ían

si ganara la lotería

if I were to win the lottery

si fuera millonario/a

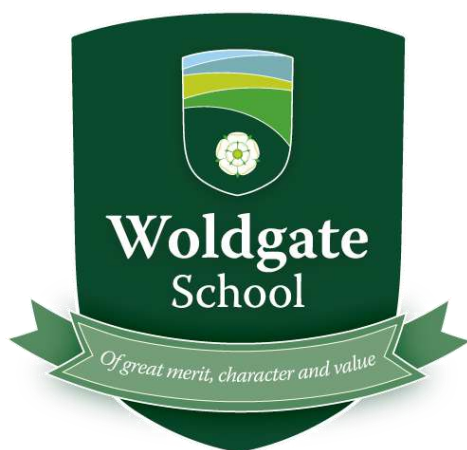
if I were a millionaire

si pudiera

if I could

si fuera posible

if it were possible



Everything we do should be of great merit, character, and value