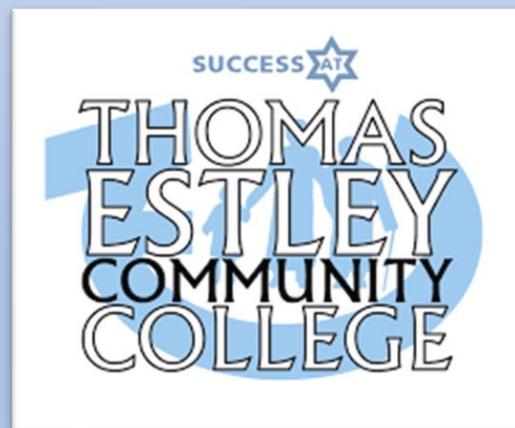


# Thomas Estley Community College

## Year 8 Autumn Term

### Knowledge Organiser



## What are Knowledge Organisers?

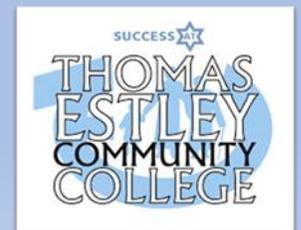
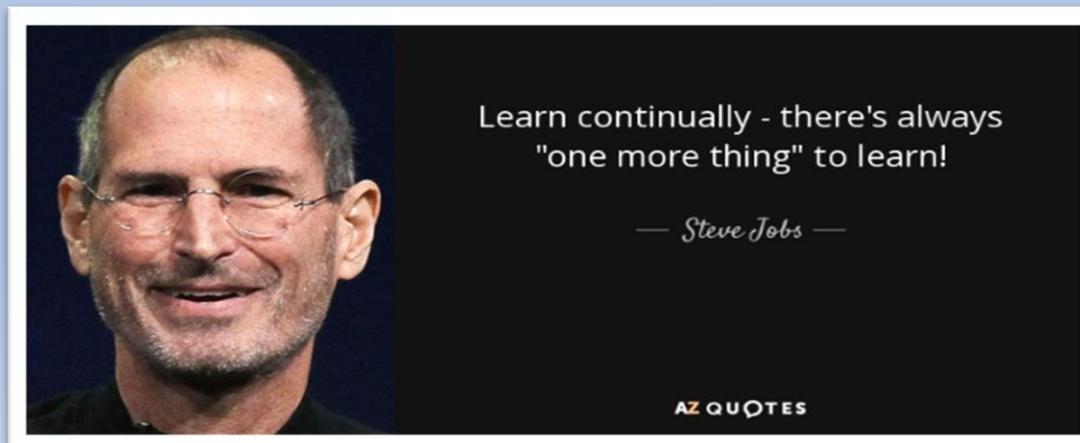
A knowledge organiser is an easy way that each subject can summarise the most important information. Each subject section will include key terms, short explanations, glossary words, diagrams etc making it clear to the student as to what is essential to learn. Each grid has an overall theme and these vary according to the subject being taught.

It will be the students responsibility to keep the knowledge organisers safe and refer to them over the whole academic year.

## How will these be used at Thomas Estley?

At Key stage 3, you will be given a knowledge organiser each term. You need to keep these safe in your learning packs that you were provided with at the start of the academic year.

Your subject teachers will use these in a variety of ways, for both class work, remote learning opportunities and homework. They will be used to help with revision for class quizzes and retrieval practice activities. They will also be used for flip learning activities, where subject teachers will ask you to learn some information and then go in to it in more detail in class.



# Revision Tips and Tricks!



## Record It

Record yourself on your phone or tablet reading out the information. These can be listened to as many times as you want!



## Teach it!

Teach someone your key facts and then get them to test you, or even test them!



## Flash Cards

Write the key word or date on one side and the explanation on the other. Test your memory by asking someone to quiz you on either side.

## Hide and Seek

Read through your knowledge organiser, put it down and try and write out as much as you can remember. Then keep adding to it until its full!



## Back to front

Write down the answers and then write out what the questions the teacher may ask to get those answers.



## Post its

Using a pack of post-it notes, write out as many of the keywords or dates as you can remember in only 1 minute!



## Practice!

Some find they remember by simply writing the facts over and over again.

## Read Aloud

Simply speak the facts and dates out loud as you're reading the Knowledge Organiser. Even try to act out some of the facts – it really helps you remember!



## Sketch it

Draw pictures to represent each of the facts or dates. It could be a simple drawing or something that reminds you of the answer.

# Year 8 Computer Systems

Modern computer systems receive an input, process that data and then produce an output. The data can be stored in memory. They are designed to automate any process by a program. To execute programs that operate on data.

Computing systems need a **processor, memory, and storage**. Modern systems also rely heavily on **communication** between them.

Modern computer systems receive an input, process that data and then produce an output. The data can be stored in memory. They are designed to automate any process by a program. To execute programs that operate on data.

**Communication** Computing systems exchange information and form networks

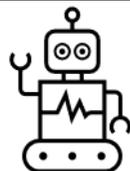
**Programs and data** are transferred between computing systems

## Artificial Intelligence (AI)

## Machine Learning

"AI has by now succeeded in doing essentially everything that requires 'thinking' but has failed to do most of what people and animals do 'without thinking' – that, somehow, is much harder!"

Donald Knuth, author of *The Art of Computer Programming*, in **1981**



## Hardware Components

The processor (CPU) is the component that **executes** program instructions.

An instruction may:

- Perform arithmetic or logic operations on data
- Perform input/output of data



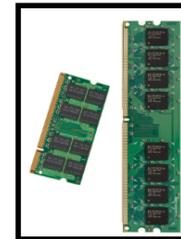
The **storage** (secondary memory) is the set of components that **stores** programs and data.

Storage is **persistent**: it retains its contents



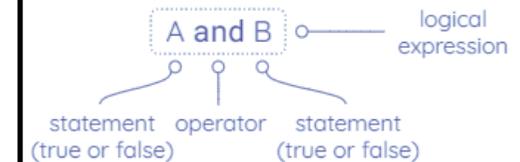
The main memory is the component that **stores** the programs and data **currently in use**. Main memory is referred to as RAM.

Memory is **volatile**: its contents are lost



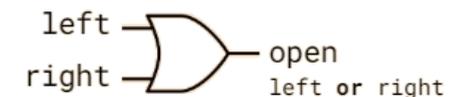
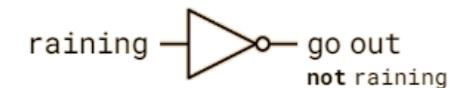
## Logical Operators

**Logical operations** operate on statements that are **true** or **false**. There are three basic logical operations: AND OR NOT

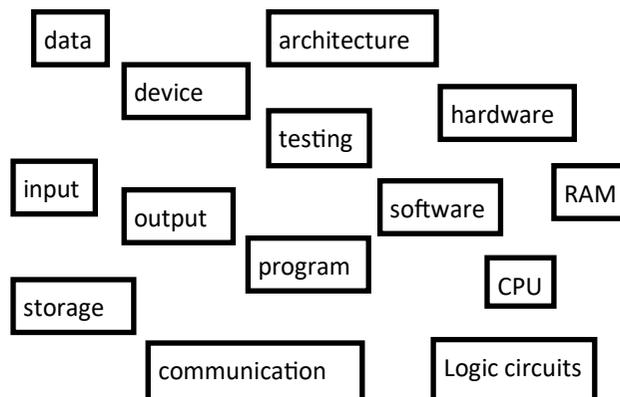


**Logical expressions** — logic circuits can be represented using diagrams

**Logical operations** — logic gates can be represented using symbols



## More key words



**FREE or OPEN software** is where creators of a program can choose to provide access to its **source code**. This means that anyone can 'see inside' the program to understand how it works, check for errors, suggest improvements, and 'remix' it. Whilst still acknowledging the source.

# Developing for the Web

Hyper Text Markup Language (HTML) is a basic programming language for building web pages. It uses a set of predefined tags that the web browser then interprets and displays.

The World Wide Web is responsible for standardising HTML and releasing updated specifications that revise existing tags and introduce new tags. Web pages contain different types of information including images, text and multimedia.

## Key Vocabulary

**Web Browser:** An application used to view webpages eg Google Chrome, Firefox, Microsoft Edge, Safari, Internet Explorer.

**HTML:** (Hyper Text Markup Language) Used to write and create web.

**Hyperlink:** A link in a document or webpage that connects to another location.

**Internet:** A global network connecting millions of computers together.

**Website:** A webpage or group of webpages hosted on a web server and viewed in a web browser,

## Using HTML to create websites

HTML can be written in a simple text editor like Notepad. As long as it is saved with file extension.html eg: myfirstwebpage.html it can be opened and viewed as a webpage from a browser.

```
<html>
  <body>
    <h1> My First Web page </h1>
    <p> This is my very first web page
      that I have created using Notepad </p>
  </body>
</html>
```

## Key Facts

- Web pages contain different types of information including images, text and multimedia.
- There is no central storage for websites.
- The World Wide Web (WWW) is a huge collection of websites that we can access using the internet.
- Each website contains web pages which are navigated via hyperlinks.

## HTML Tags:

<b>&lt;html&gt;</b>	States that the document is a HTML document .
<b>&lt;body&gt;</b>	Information appears in the body of the page.
<b>&lt;h1&gt;</b>	The main heading for the web page.
<b>&lt;p&gt;</b>	The beginning of a new paragraph.
<b>&lt;img&gt;</b>	Image for web page and file type of image example: Jpg, Png, gif
<b>&lt;br&gt;</b>	Add a blank line
<b>&lt;a href&gt;</b>	A link to other web sites

## Ranking algorithm

Used to rank the importance of web pages and considers:

- when the page was last updated
- webpages that link to a found page
- other webpages that a found page links to

## Gathering information

- Search engines use programs known as **crawlers** or **spiders** to find content on the World Wide Web.
- These crawlers visit links from one web page to another, recording common keywords that they find.
- By travelling along these links, the crawlers can eventually find newly created content.

## Indexing

When crawlers finish their journey, they are stored in a data structure called an index.

The index records the following about each web page:

- Frequently used keywords
- Type of content found, (images, text, etc.)
- Date of last update

## CSS Cascading style sheets:

- HTML defines the structure and content of your web page.
- CSS defines the style and layout of web pages.
- CSS can be used to change the style of a whole website, one web page or a single occurrence of an element, e.g.

`<h1 style="text-align:center">`

## Threats to networks

**Trojan Horse:** Programs designed to lock you out of your computer and not let you access the data unless you pay a ransom

**Virus:** A malicious program that hides inside other files that users might believe are harmless

**Spyware:** Installed without you knowing and used to track all your activity when you browse the World Wide Web

**Ransomware:** Executable code that when run damages the files and stops the computer from operating normally

**Worm:** Exploits the vulnerabilities of a system by finding holes in its security

## Extra Notes:

## What happens when I view a web page?

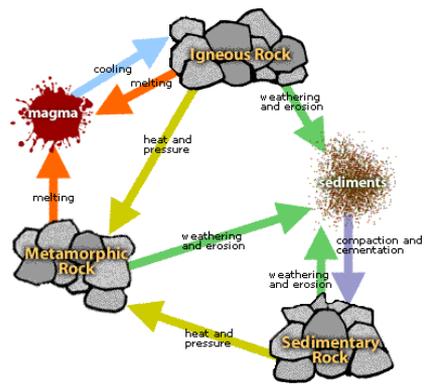
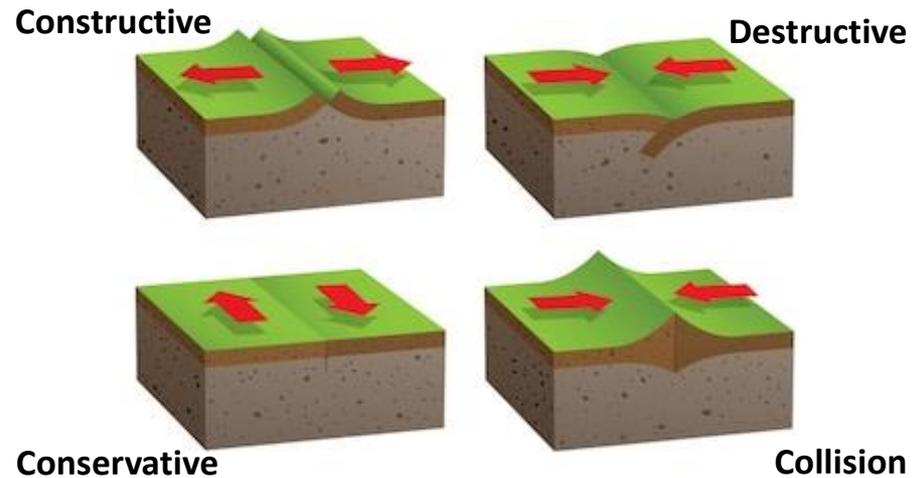
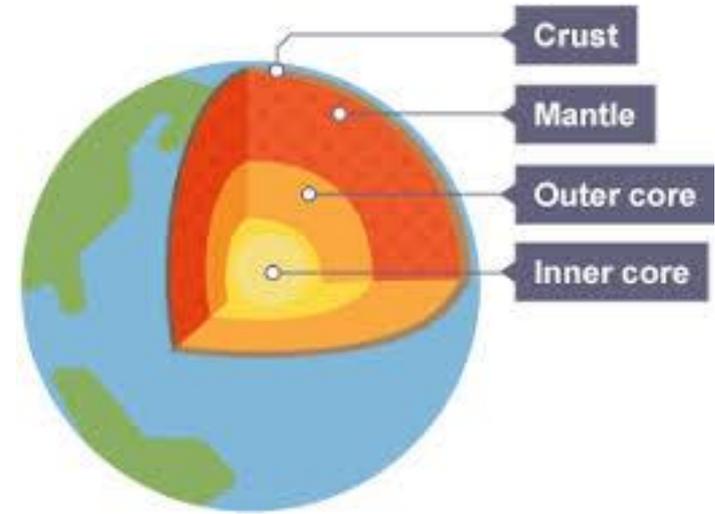


# Geography Knowledge Organiser

## Year 8: Shaping the Earth

Key Word	Definition
Crust	The solid outer layer of the Earth.
Mantle	The semi-molten layer of the Earth that the crust 'floats' on.
Outer Core	The liquid layer of the Earth below the mantle.
Inner Core	The solid layer of the Earth at its very centre.
Tectonic Plates	The Earth's crust (and upper part of the mantle) are broken into large pieces called tectonic plates.
Plate Boundary	Where two tectonic plates meet. There are four types: constructive, destructive, collision and conservative.
The Rock Cycle	The processes that turn one type of rock into another over time.
Igneous	Rock that has been melted.
Sedimentary	Rock that has been eroded and compressed.
Metamorphic	Rock that has been heated and pressured.
Glacier	A large mass of ice often shaped like a river that flows very slowly, under the force of gravity.

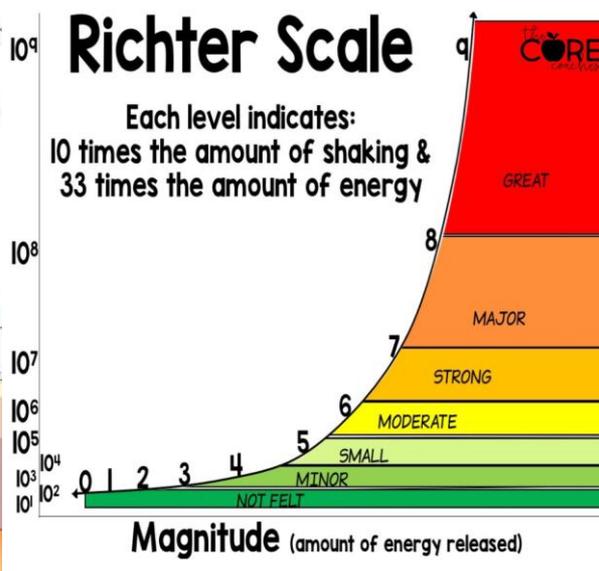
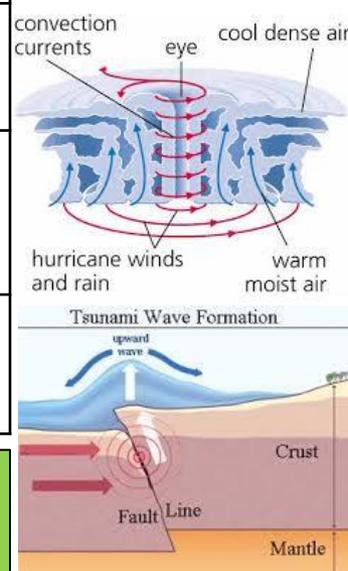
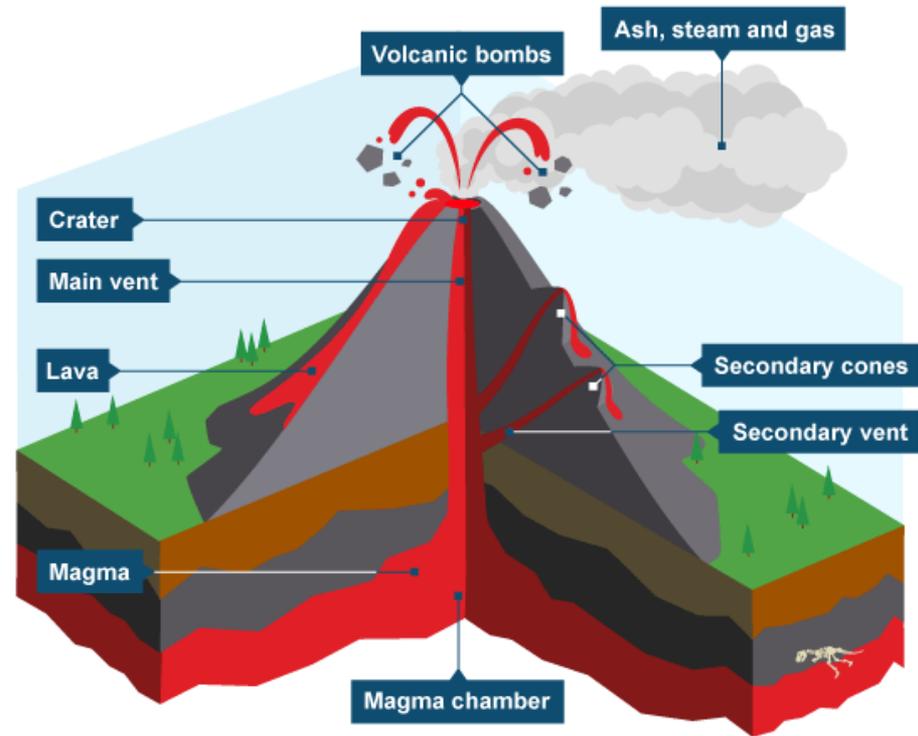
**Useful websites...**  
<http://www.bbc.co.uk/education/guides/z3sg87h/revision>  
<http://www.bbc.co.uk/education/guides/zvnbkqt/revision>



# Geography Knowledge Organiser

## Year 8: Natural Hazards

Key Word	Definition
Cause	The reason something happens.
Effect / Impact	The result or consequence of something happening.
Volcano	An opening in the Earth's crust through which molten lava, ash and gases are ejected.
Earthquake	An earthquake is the shaking and vibration of the Earth's crust due to movement of the Earth's plates.
Richter Scale	A way of measuring earthquakes based on the amount of energy they give out.
Mercalli Scale	A way of measuring earthquakes based on the damage they cause.
Tsunami	A tsunami is a series of waves caused by earthquakes or undersea volcanic eruptions
Hurricane / Tropical Storm	An extreme form of weather that brings heavy rainfall, strong winds, storm surges and other related hazards e.g. mudslides and floods.
Tornado	A violent destructive whirling wind accompanied by a funnel-shaped cloud that occurs over land.

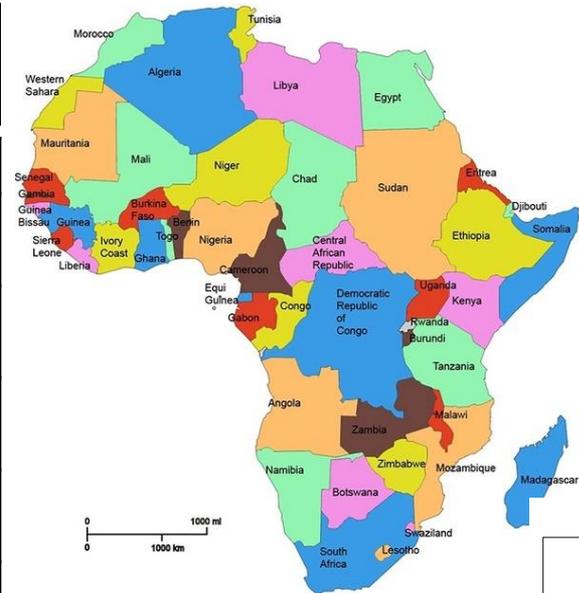


**Useful websites...**  
<http://www.bbc.co.uk/education/guides/z3sg87h/revision>  
<http://www.bbc.co.uk/education/guides/zvnbkqt/revision>

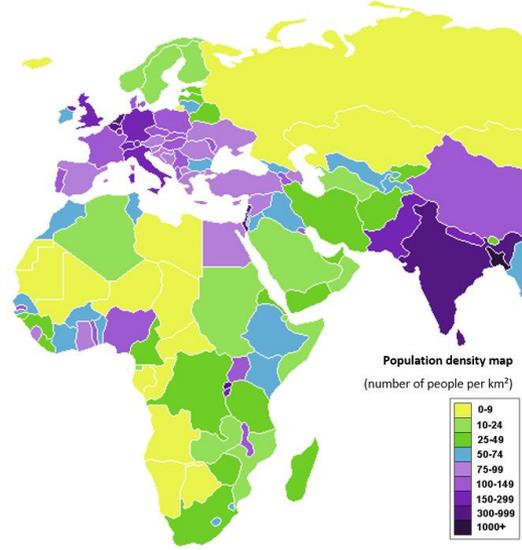
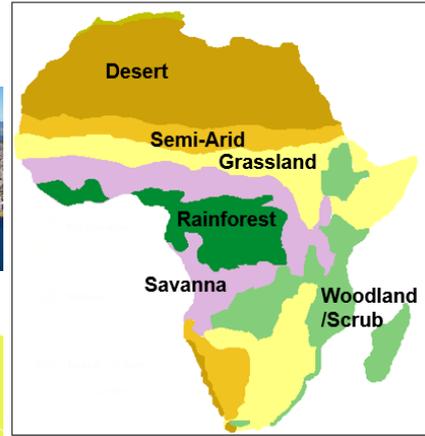
# Geography Knowledge Organiser

## Year 8: Africa

Key Word	Definition
Africa	One of the seven continents of the world, made up of fifty-four countries.
Political Map	A map that shows countries and cities. Often they use false colours to show this clearly.
Climate Graph	A graph which shows the climate of a place including temperature and precipitation.
Biome	A very large ecosystem which occupies a major climatic region.
Colonisation	The action of settling among and establishing control over the indigenous people of an area.
Population Density	The number of people per square kilometre.
Culture	Ideas, customs and social behaviour of particular people or society.
Ethnic Group	A community or population made up of people who share a common cultural background or descent.
Civil War	A war between citizens of the same country.
Natural Resources	Materials or substances occurring in nature which can be exploited for economic gain.
Trade	The buying and selling of goods and services between countries.
Fairtrade	Trade where a fair prices are paid to the producers.



Biomes of Africa

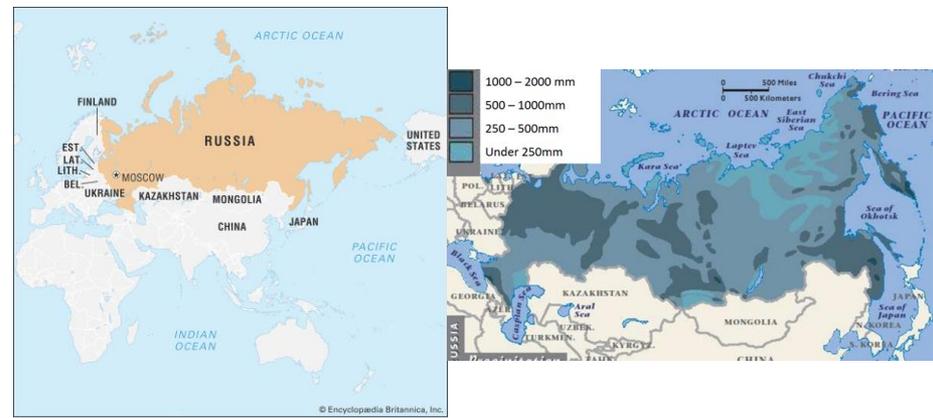


**Useful website...**  
<https://www.britannica.com/place/Africa>

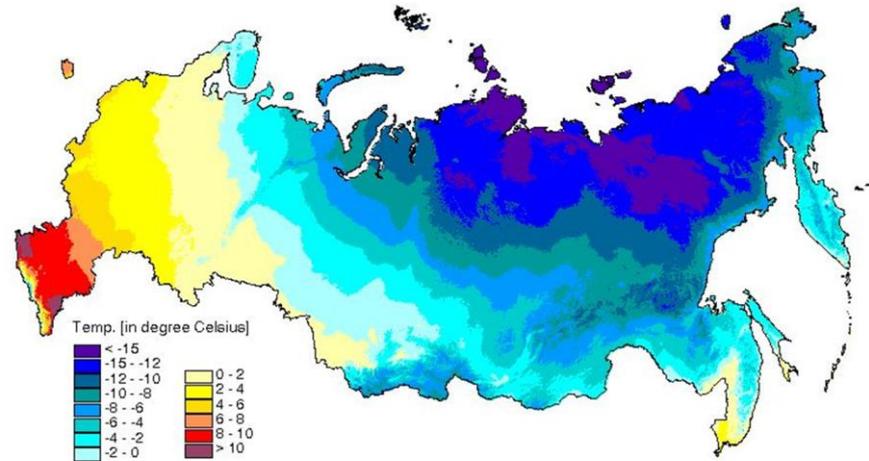
# Geography Knowledge Organiser

## Year 8: Russia

Key Word	Definition
Annual	Another way of saying 'every year'.
Choropleth Map	A map that uses colour to show changes over space.
Population Density	The average number of people that live in an area, given as a number per km <sup>2</sup> .
Tundra	The name of a biome in northern Russia. It has a thin layer of permafrost.
Permafrost	A layer of permanently frozen ground with a thin active layer that melts in the short summer and allows for the growth of vegetation.
Coniferous Forest	Trees keep their needles all year to maximise opportunities for photosynthesis.
Steppe (or Prairie)	Temperate grassland across the Eurasian Plain. Important area of food production.
Fossil Fuels	A term which refers to coal, oil and natural gas. These are non-renewable sources of energy.
Renewables	A term which refers to energy from 'green' sources e.g. wind, solar and wave. These will not run out!
Chernobyl	The name of a city in modern-day Ukraine which had a nuclear disaster in 1986.



Mean Annual Temperature in Russia



### Useful websites...

<https://www.britannica.com/place/Russia>

## Nutrients

- A **balanced diet** involves eating the right amount of nutrients for your body to function
- Not eating enough of a nutrient means you have an unbalanced diet, and this can lead to a **deficiency**

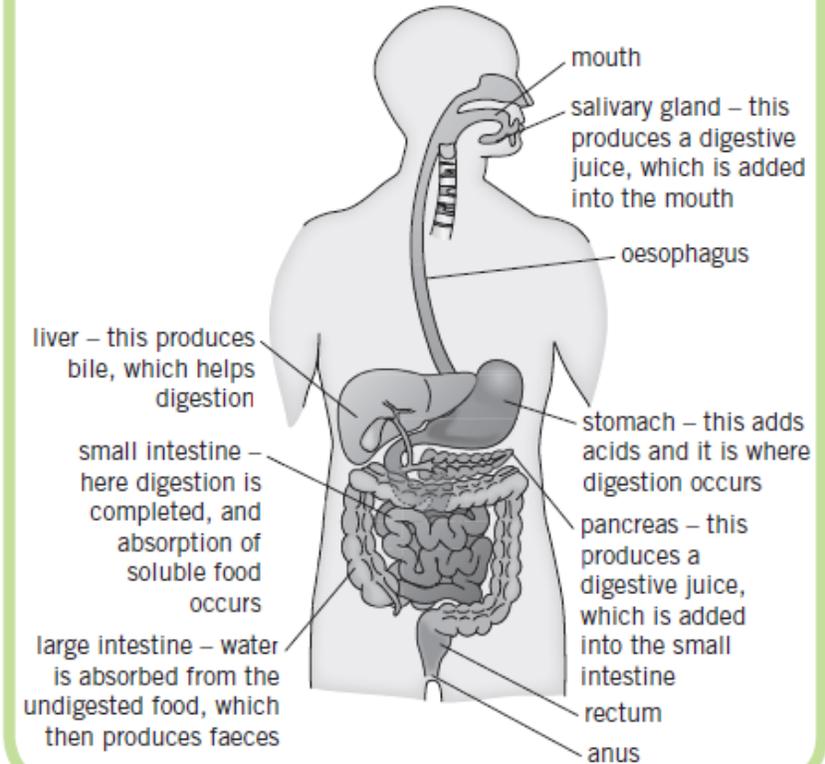
Nutrient	Role in your body
carbohydrates	main source of energy
lipids	fats and oils provide energy
proteins	growth and repair of cells and tissues
vitamins and minerals	essential in small amounts to keep you healthy
water	needed in all cells and body fluids
fibre	provides bulk to food to keep it moving through the gut

## Enzymes

- Enzymes** are biological **catalysts**, they speed up the digestion of **nutrients**
  - Each enzyme is specific to each nutrient
  - The way the enzyme and nutrient bind with each other is called a **lock and key model**
- 
- Carbohydrases** break **carbohydrates** down into simple sugars
  - Proteases** break **proteins** down into amino acids
  - Lipase** breaks **lipids** (fats) down into fatty acids and glycerol



## The digestive system



### Key terms

Make sure you can write definitions for these key terms.

Amylase Balanced diet Benedict reagent  
 Carbohydrase Carbohydrate Catalyst Deficiency  
 Enzyme Fibre Glucose Iodine Lipid Lipase Mineral  
 Nutrient Protease Protein Vitamin

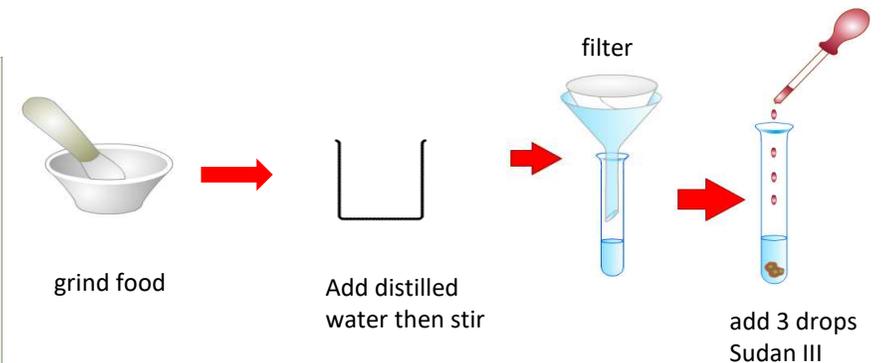
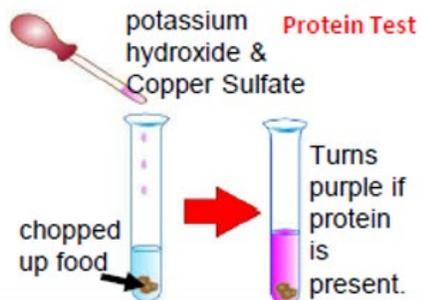
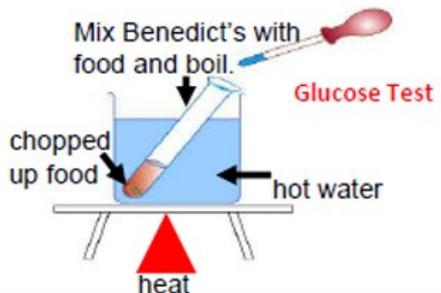
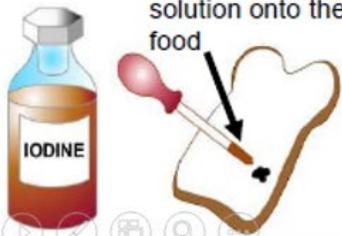
**Activate**  
 Question • Progress • Succeed

**B3** Animal Nutrition  
 Knowledge organiser

## Food tests

### Starch Test

Drop iodine solution onto the food



### Elements and the periodic table

- An **element** is a substance that only contains one type of atom, it is found on the **Periodic Table**
- Each element has its own unique chemical symbol which is the same in every language, these are also found on the Periodic Table
- An **atom** is the smallest part of which an element can be broken down into
- As there are around 100 types of elements that can occur naturally, there are around 100 different atoms

### Groups and periods

- Groups** are the columns in the Periodic Table, they go downwards
- Periods** are the rows in the Periodic Table, they go sideways
- Elements in the same group normally follow the same trends in properties such as melting point, boiling point and reactivity
- By placing these elements into these groups, scientists can make predictions about their properties

### Compounds

- Compounds** are formed when two or more different elements chemically bond together
- The compound will have different **physical properties** to the elements which make up the compound, for example water is a liquid, but it is made from oxygen and hydrogen which are both gases
- Compounds are hard to separate and need a chemical reaction to do this

- When naming a compound, we always mention the metal first and the non metal second
- The name of the metal will not change but the name of the non metal will, for example oxygen can change to oxide
- Chemical formulae tell us how many atoms of each element are in the compound in relation to each other

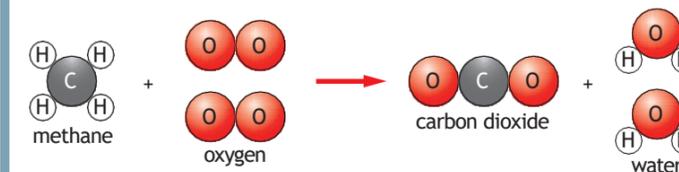


- The small number tells us the number of each element which is in front of the number

		group number																0															
1	2																	He															
Li	Be	B	C	N	O	F	Ne																										
Na	Mg	Al	Si	P	S	Cl	Ar																										
K	Ca	Sc	Ti	V	Cr	Mn	Fe	Co	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr																
Rb	Sr	Y	Zr	Nb	Mo	Tc	Ru	Rh	Pd	Ag	Cd	In	Sn	Sb	Te	I	Xe																
Cs	Ba	La	Hf	Ta	W	Re	Os	Ir	Pt	Au	Hg	Tl	Pb	Bi	Po	At	Rn																
Fr	Ra																																

### Chemical reactions

- Word equations can represent a **chemical reaction**:

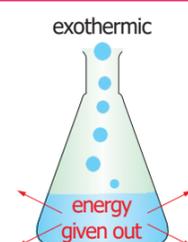


- The **reactants** are on the left side of the arrow and the **products** are on the right side of the arrow
- We use an arrow instead of an equals sign as it represents that the reactants are changing into a new substance
- In a reaction, the amount of each type of atom stays the same, however they are rearranged to form a new product

### Exothermic and endothermic reactions

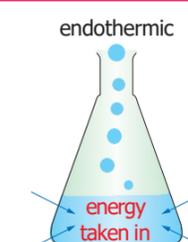
**Exothermic** reactions involve a transfer of energy from the reactants to the surroundings

- As energy is transferred to the surroundings this will show an increase in temperature
- Examples of exothermic reactions include combustion, freezing, and condensing



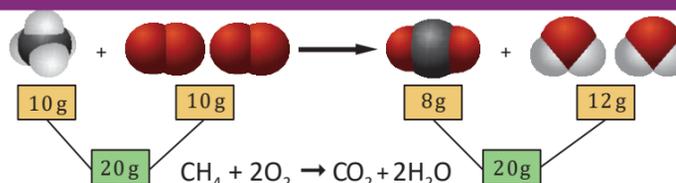
**Endothermic** reactions involve a transfer of energy from the surroundings to the reactants

- As energy is taken into the reactants a decrease in temperature will be shown
- Examples of endothermic reactions include thermal decomposition, melting, and boiling



### Conservation of mass

- In a reaction the mass will be **conserved**, this means that the total mass of the reactants will be equal to the total mass of the products.
- If it appears that some of the mass has been lost, this means that a gas has been produced and escaped, accounting for the lost mass.



**Balanced symbol equations** show the amounts of all of the individual atoms in a reaction. The symbols used are from the Periodic Table. They show:

- Formulae of reactants and products.
- How the atoms are rearranged.
- Relative amounts of reactants and products

### Key terms

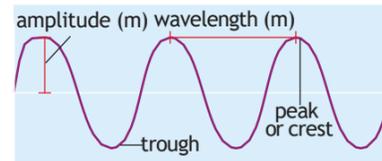
Make sure you can write definitions for these key terms.

atom    compound    conserved    displacement reaction    element    group    Group 1    Group 7    Group 0    halogen    balanced symbol equation    chemical bond  
 Conservation of mass    Period    Periodic Table    physical properties    endothermic    polymer    trend    chemical reaction    fuel    products    reactants



## Properties of waves

- A **wave** is an **oscillation** or **vibration** which transfers energy from one place to another
- Amplitude** – the distance from the middle to the top or bottom of the wave
- Wavelength** – the distance between a point on the wave to the same point on the next wave
- Trough** – The bottom of the wave
- Peak** – The top of the wave
- Frequency** – How many waves pass a fixed point per second, measured in Hertz (Hz)



There are two main types of waves:

**Transverse waves**, e.g. light

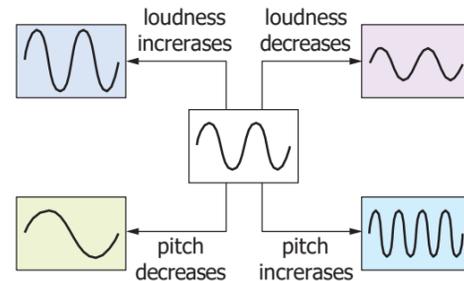
- Travel at 90° direction of energy transfer
- Do not need a medium to travel through

**Longitudinal waves**, e.g. sound

- Travel in the direction of energy transfer
- Need a medium to travel through

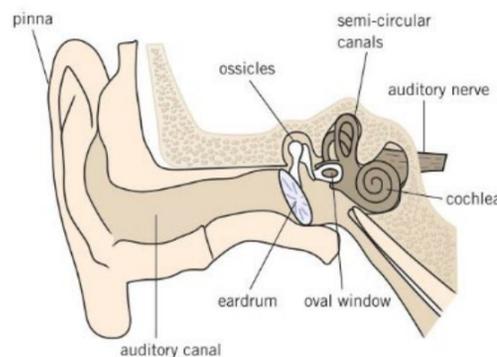
## Sound waves

- Sound waves are caused by the vibration of particles, sound travels quicker in a solid than a gas as the particles are closer together
- Oscilloscopes** display sound waves on a screen
- Humans can hear between 20–20 000 **hertz** (Hz), but other animals have different ranges of hearing
- Sound waves above 20 000 Hz are known as **ultrasound**, these sound waves are too high pitched for humans to hear



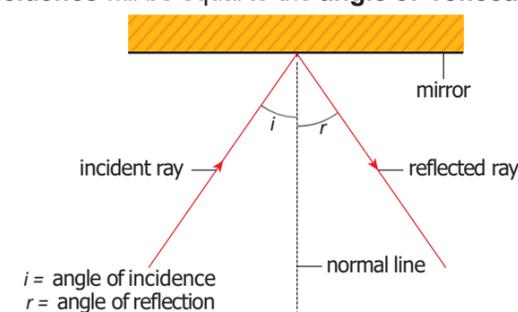
## Hearing

- The **pinna** directs sound along the **auditory canal** to the **eardrum** which will vibrate
- The vibration from the ear drum moves onto the **ossicles** which amplifies the sound
- This passes the sound to the cochlea where tiny hairs detect the vibrations and passes this along to the **auditory nerve** as electrical signals for our brain

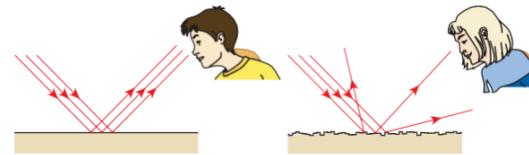


## Reflection

- The **law of reflection** states that the **angle of incidence** will be equal to the **angle of reflection**

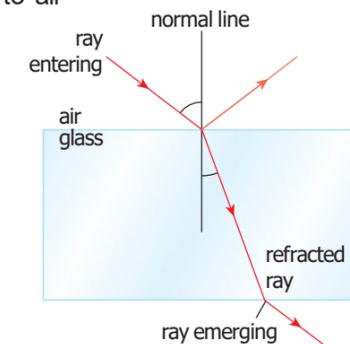


- For light reflecting off a smooth surface will form an image is called **specular reflection**
- Reflection off of a rough surface will not form an image and is known as **diffuse scattering**



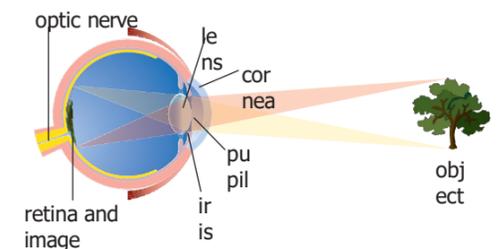
## Refraction

- Refraction** occurs when a wave passes between two different substances
- This happens as the wave will travel at different speeds in the different materials
- When the wave passes into a more dense material from a less dense material it will bend towards the **normal**, e.g. air into glass
- When the wave passes into a less dense material from a more dense material it bends away from the normal e.g. glass to air



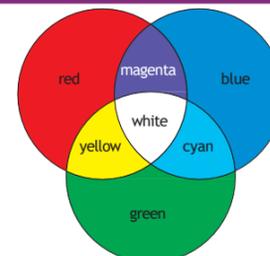
## Light and the eye

- Light entering your eye is refracted by the **lens**, focusing it on the retina and creating an inverted image
- Photoreceptors** detect the light hitting your retina and send an electrical impulse to your brain
- If the light is not focussed on the retina or the eye, people cannot see properly
- Long sighted people have the light focus behind the eye, short sighted people have the light focus in front of the retina.
- Lenses can be used to refract the light in a way in which it will focus on the retina.



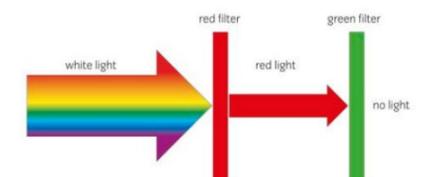
## Colour

- Light can be split using a prism and is made up from different colours of light
- Primary colours** can be mixed in order to form **secondary colours**



## Filters

- A filter subtracts colours from white light.
- A red filter transmits red light but absorbs all of the others.
- It does not change the colour of the light.
- If you put a red filter and a green filter together, then no light would get through.



### Key terms

Make sure you can write definitions for these key terms.

Amplitude, angle of incidence, angle of reflection, auditory canal, auditory nerve, diffuse scattering, eardrum, frequency, hertz, law of reflection, lens, longitudinal, normal, oscillation, oscilloscope, peak, photoreceptors, primary colour, refraction, secondary colour, specular reflection, transverse, trough, ultrasound, wave, wavelength

# KNOWLEDGE ORGANISER



## PANTOMIME



KS3  
Spring 1

### Origins of Pantomime

The origins of British Pantomime or Panto as it is affectionately known in the UK, probably date back to the middle ages, and blend the traditions of the Italian "Commedia dell'Arte, and the British Music hall to produce the art form that is Pantomime. "Commedia dell'Arte was a type of travelling street entertainment which came from Italy in the 16th century.

Commedia was a very physical type of theatre that used dance, music, tumbling, acrobatics and buffoonery. Commedia dell'Arte troupes had a repertoire of stories that they performed in fairgrounds and market places. Often the touring troupes were made up of family members who would inherit their characters, costumes, masks and stories from their parents or grandparents.



### Audience Participation

Audience participation is an important part of pantomime. This can involve audience members shouting out and joining in songs. They can even be invited on stage to take part



### Main Characters

Another element of "Traditional" pantomime is the "Principal boy" role [played by a female] although the role is that of a boy hero. The female playing the principal boy usually dresses in short, tight fitting skirts [the shorter and tighter the better] accompanied by knee-high leather boots and fishnet stockings.

### FAIRY TALE CHARACTERS

The Dame is played by a male member of the cast, dressed in drag; this character is usually portrayed as old, unattractive and fairly common, all qualities which she believes she is the exact opposite of! She befriends the two principals early in the story and is usually instrumental in all the good acts they perform in the course of the story; and quite often ends up "living happily ever after" either with the Principal Girl's kindly old widowed Father/Uncle/Guardian or with the ultimately-reformed Principal Baddie.

M  
A  
G  
I  
C



The fairy Queen and the Demon King appear in all pantomimes, although their exact guise and title may differ. From Old King Rat to modern Fairy Liquid, Peter Pan and Hook, names vary according to the location and topicality of shows, but certain stage directions nearly always hold strong. Good enters from stage right and Evil from stage left. This tradition of Evil entering from the sinister side goes back to the mystery plays and the few working star traps [through which the demon used to be projected in a puff of smoke] can always be found in the down stage left position. This tradition seems to echo medieval times, when the entrances to heaven and hell were placed on these sides. The story nearly always revolves around the tried and tested formula of good conquering evil. And requires the principal baddie to make all the innocent character's lives a misery, from the beginning. But by the end of the show, all the baddies and their henchmen will have either been destroyed, or be made to see they error of their ways and turn into reformed characters.

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# KNOWLEDGE ORGANISER



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KS3  
Spring 1

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# KNOWLEDGE ORGANISER



## Soap Opera (Naturalism)

Year 8  
Autumn 1

### Context

Naturalism	Naturalism is a movement in European drama and theatre that developed in the late 19th and early 20th centuries. It refers to theatre that attempts to create an illusion of reality through a range of dramatic and theatrical strategies.
Setting	Naturalism and <b>Stanislavski</b> . Russian practitioner, <b>Konstantin Stanislavski's</b> ideas are very influential. He believed in naturalistic performances that were as realistic as possible, and invented techniques that you can use.

### Using naturalism to create scenes from soaps



You will create 2 scenes from a soap opera so what will you need to consider?

### Some background to Stanislavski's technique

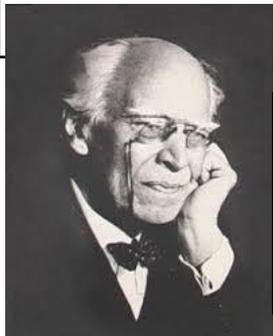
Stanislavski's Technique or 'Method'	<b>Stanislavski Technique</b> stems from his theatre practice and is still used by actors all around the world today. The <b>method</b> is an actor training <b>system</b> made up of various different <b>techniques</b> designed to allow actors to create believable characters and help them to really put themselves in the place of a character.
Emotion Memory	This technique is all about recalling the past event to the point, that it moves you. Or sometimes it is even creating a new one just to bring out the emotion that you might have never experienced. The purpose of this technique is not to lose yourself in the scene (which an actor must never do). The moment you lose yourself, you move away from your part which is not asked of you as an actor.

### Characters are often stereotyped. For example:

The delinquent teenager	The community leader
The frustrated housewife/husband	Gangster/criminal
Nagging parent	Elderly resident
Promiscuous male/female	Entrepreneur
The gossip	The never-do-well
The prodigal son/daughter	The spinster
The cheery shopkeeper/landlord	The bore

### Other important things to consider

Settings	Pub, shops, doctors surgery, the street, houses, school, church, police station
Storyline	<ul style="list-style-type: none"> <li>Affairs</li> <li>Young people getting in trouble</li> <li>Secrets</li> <li>Illnesses</li> <li>Betrayals</li> <li>Thefts</li> <li>Blackmail</li> <li>Coming out</li> </ul>



An actor must ask 7 questions



- Who am I? Start with the basics and then fill in the gaps with your imagination. ...
- Where am I? ...
- What time is it? ...
- What do I want? ...
- Why do I want it? ...
- How will I get what I want? ...
- What must I overcome to get what I want? (you ask these questions about your character not yourself)

Konstantin Stanislavski  
1863-1938

END ON A CLIFFHANGER

# KNOWLEDGE ORGANISER



# Homelessness

Year 8  
Autumn 2

## Why Issue-Based Drama?

'Theatre, as the most public of art forms, has a particular part to play in the collective exploration of ideas, values and feelings – as a space and place in which society might be reshaped through the imagination.' (Nicholson 2005: 19)

- Greek Theatre
- Developing insight/understanding/empathy
- Transformation/Change
- Creates discussion
- Sensitive way to approach difficult topic

Individuals often become homeless as a result of extreme personal difficulties, which may take the form of:

- A troubled childhood
- Mental or physical illness
- Involvement in crime, which may have commenced at an early age
- Substance misuse
- Relationship breakdown
- Victimisation by violent crime
- Bankruptcy
- Ejection from the home of a relative or friend
- Eviction from a rented property



**crisis**

We are the national charity for homeless people. We help people directly out of homelessness and campaign for the changes needed to solve it altogether.

## You will be introduced to Epic Theatre

Bertolt Brecht  
1898-1956

German playwright, Bertolt Brecht's ideas are very influential. He wanted to make the audience think, and used a range of devices to remind them that they were watching theatre and not real life. This is a good type of theatre to use if you want to provoke your audience. It is a theatre of social change.

- The narration needs to be told in a montage style.
- Techniques to break down the fourth wall, making the audience directly conscious of the fact that they are watching a play.
- Use of a narrator. ...
- Use of songs or music. ...
- Use of technology. ...
- Use of signs. ...
- Use of freeze frames / tableaux .

## Other Key Forms of Theatre that you will Explore

<b>Documentary Theatre</b>	<b>Documentary theatre</b> is theatre that uses pre-existing <b>documentary</b> material (such as newspapers, government reports, interviews, journals, and correspondences) as source material for stories about real events and people, frequently without altering the text in performance.
<b>Promenade Theatre</b>	As a genre, promenade theatre is extremely versatile. With no formal stage, and the audience and actors occupying the same space, it allows for experimentations with both new and old plays, and explores what the theatrical experience can entail for an audience. In moving the audience around throughout the performance, promenade theatre also pushes boundaries of setting in a way that can't be achieved in regular theatre.
<b>Monologue</b>	Characters express their thoughts through monologues, and use them to deliver important speeches to the audience and other characters. They can be used to share feelings, plans, anxieties—anything that a character needs to communicate that can only be accomplished through speech.



# Biology Topic B5 + B6

## Communicable Diseases

KNOWLEDGE

ORGANISER

### Section 4: Preventing Infections

Hygiene	Hand washing, disinfectants on work surfaces, keeping raw meat away from food
Isolation of infected individuals	Infected individuals kept separate from healthy individuals
Destroying and controlling vectors	By killing or controlling vectors e.g. mosquitos, aphids, rodents etc the spread of disease is reduced
Vaccination	Body is injected with a small amount of inactive pathogen. If you are infected your body has developed immunity to the pathogen.

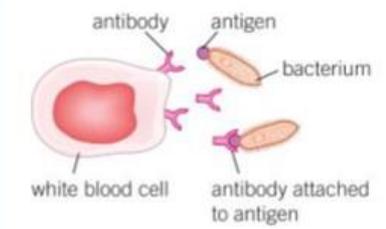
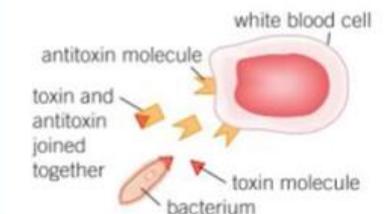
### Section 6: Clinical Trials

Trial Stage	Purpose
Preclinical – cells, animals	Test for <b>toxicity</b> and <b>efficacy</b> before testing humans
Healthy volunteers	<b>Very low doses</b> to test for <b>toxicity</b> .
Patients	Larger groups. Test for <b>toxicity, efficacy</b> and <b>dose</b> . <b>Placebos</b> may be used in a <b>double-blind trial</b> .

### Clinical Trial Key Terms

Placebo	A drug with <b>no active ingredients</b> , designed to <b>mimic a real drug</b> . Used to test if the effects of a drug on a patient are just <b>psychological</b> .
Double-blind trial	The volunteers do not know which group they are in, and neither do the researchers, until the end of the trial
Toxicity	How <b>harmful</b> the drug is. May have dangerous <b>side effects</b> .
Efficacy	How <b>effective</b> the drug is.
Dose	The <b>amount</b> of the drug given to the patient.

### Section 5: Ways in which white blood cells destroy pathogens

Role of white blood cell	How it protects you against disease
<b>Ingesting microorganisms</b> 	Some white blood cells ingest (take in) pathogens, digesting and destroying them so they cannot make you ill.
<b>Producing antibodies</b> 	Some white blood cells produce special chemicals called antibodies. These target particular bacteria or viruses and destroy them. You need a unique antibody for each type of pathogen. When your white blood cells have produced antibodies once against a particular pathogen, they can be made very quickly if that pathogen gets into the body again. This stops you getting the disease twice.
<b>Producing antitoxins</b> 	Some white blood cells produce antitoxins. These counteract (cancel out) the toxins released by pathogens.

### Section 7:

Drugs from plants	Traditionally drugs were extracted from plants
Penicillin	Discovered from penicillium mould

**Section 1: Monoclonal antibodies**

Monoclonal Antibodies

**Monoclonal antibodies** are identical copies of **one** type of **antibody** produced in a laboratory.

**How to produce monoclonal antibodies:**

1. A mouse is **injected** with a pathogen
2. White blood cells called **lymphocytes** produce **antibodies**
3. Lymphocytes are removed from the mouse and **fused** with rapidly dividing mouse **tumour cells**
4. The new cells are called **hybridomas**.
5. The hybridomas divide rapidly and release lots of **antibodies** which are then collected

**Uses of Monoclonal Antibodies**

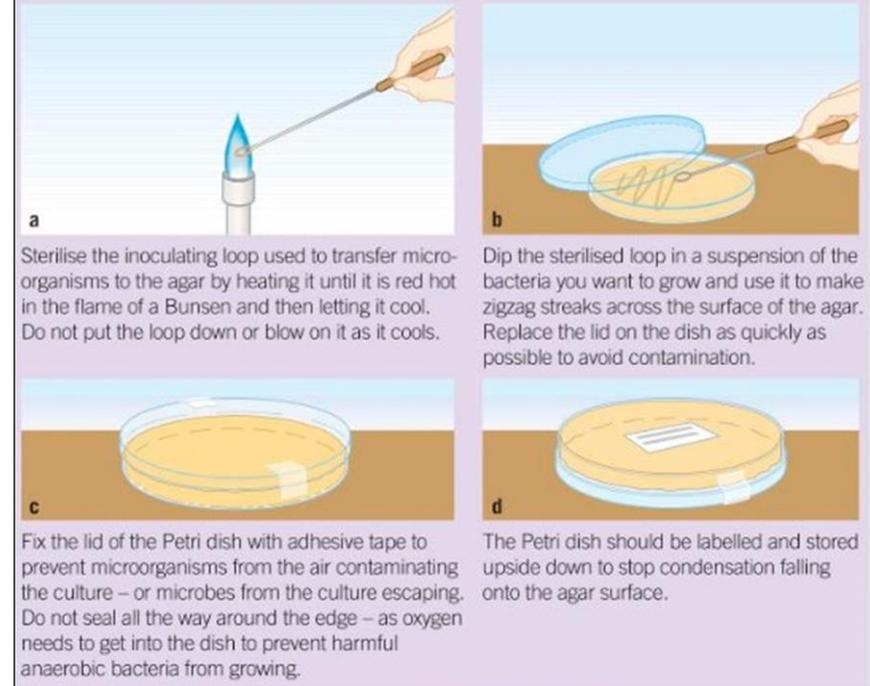
Used in treatment of diseases and monoclonal antibodies have been developed against the antigens on cancer cells.

Monoclonal antibodies are bound to radioactive substances (or toxic drugs and chemicals) that stop cells growing and dividing.

Monoclonal antibodies have side effects and are not as widely used in cancer treatment.

Monoclonal antibodies are used for diagnosis in pregnancy tests, in labs to measure levels of hormones and other chemicals in the blood to detect pathogens and to identify molecules in cells or tissues.

**Section 2: Culturing microorganisms in the laboratory**



**a**  
Sterilise the inoculating loop used to transfer microorganisms to the agar by heating it until it is red hot in the flame of a Bunsen and then letting it cool. Do not put the loop down or blow on it as it cools.

**b**  
Dip the sterilised loop in a suspension of the bacteria you want to grow and use it to make zigzag streaks across the surface of the agar. Replace the lid on the dish as quickly as possible to avoid contamination.

**c**  
Fix the lid of the Petri dish with adhesive tape to prevent microorganisms from the air contaminating the culture – or microbes from the culture escaping. Do not seal all the way around the edge – as oxygen needs to get into the dish to prevent harmful anaerobic bacteria from growing.

**d**  
The Petri dish should be labelled and stored upside down to stop condensation falling onto the agar surface.

**Section 3: Preventing Bacterial Growth**

Bacteria multiply by simple cell division if they have enough nutrients and a suitable temperature

You can investigate the effects of disinfectants and antibiotics on bacterial growth using agar plates and calculating the cross-sectional area of colonies grown or of clear areas of agar

**Section 4: More about Plant Diseases**

Plants can be infected by a range of viral, bacterial and fungal pathogens as well as insect pests.

We cant detect a plant is diseased by looking for unusual growths, spots or discoloured leaves and malformed leaves and stems.

- If a plant disease is suspected then it can be identified by:
- Gardening manuals
  - Gardening websites
  - Test kits containing monoclonal antibodies
  - Taking infected plants to a laboratory to identify the pathogen

Monoclonal antibodies are used for diagnosis in pregnancy tests, in labs to measure levels of hormones and other chemicals in the blood to detect pathogens and to identify molecules in cells or tissues.

**Section 6: Deficiency of Mineral Ions**

Nitrate ions	Needed by plants for protein synthesis and growth. Lack of nitrate ions results in stunted growth of plants.
Magnesium ions	Needed by plants to produce chlorophyll. Lack of magnesium ions results in chlorosis (yellowing of leaves due to lack of chlorophyll)

**Section 7: Plant defence responses**

Type of plant defence used (mechanical, physical or chemical)	What is the plant being defended against?	Describe the defence being used
<b>Mechanical</b>	Herbivores eating it	Thorns or hairs
<b>Chemical</b>	Pathogens/bacteria Herbivores/animals	The chemical released is antibacterial or poisonous
<b>Physical</b>	Herbivores and pathogen entry	Dead bark coating which falls off
<b>Physical</b>	Insects such as aphids	Waxy cuticle/cellulose cell walls are hard to penetrate



**The presence of pests**



**Stunted growth**



**Chlorosis**



**Thorns**

# KS3 Dance Skills KO – Autumn Term

## Performance Skills

### PHYSICAL:

- B**alance – Holding a steady position
- A**lignment – correct placement of body parts
- F**lexibility – range of movement in the muscles
- E**xtension – lengthening of the muscles
- M**obility – range of movements in the joints
- C**ontrol – ability to stop, start and change direction
- C**o-ordination – combining the body parts
- I**solation – independent movement of body parts
- P**osture – the way the body is held
- S**trength - muscle power

### EXPRESSIVE:

- F**ocus – use of the eyes
- F**acial Expressions – use of the face
- S**patial awareness – using the space
- P**rojection – energy used to connect with audience
- P**hrasing – distribution of the energy
- S**ensitivity to others – connecting with other dancers
- M**usicality – bringing out the music
- C**ommunication – portraying intentions and themes.

### SAFE PRACTICE:

- Safe execution, Appropriate dancewear- footwear, hairstyle, and no jewellery. Warm-up/cool down.
- Nutrition. Hydration

## Actions

### What the body is doing

- G**esture – non-weight bearing action
- U**se of different body parts – head, shoulders, hips
- E**levation – whole body in the air
- S**tillness – stationary/not moving
- T**ravel – journey from A-B
- F**loorwork – movement at a low level
- T**urn – whole body rotation
- T**ransfer – changing the weight-supporting body parts

**SPIN      TWIST      KICK**

**STAND      SLIDE      CHOP**

**SCOOCH      CARTWHEEL**

**COLLAPSE      SHAKE      GALLOP**

**PUNCH      LEAP      FLICK**

**RUN      PIROUETTE      STAMP**

**HIP ROLL      PIVOT      ROLL**

**RISE      BALANCE      STRETCH**

## Dynamics

### How the body is moving.

- F**ast/**S**low
- S**udden/**S**ustained
- F**lowing/**A**brupt
- D**irect/**I**ndirect
- A**ccelerate/**D**ecelerate
- S**trong/**L**ight

**SMOOTH      SHARP**

**EXPLODE      JERKY**

**ROBOTIC      MELTING**

**QUICKLY      BOUNCY**

**AGGRESSIVE      ERRATIC**

**GRACEFULLY      SILKY**

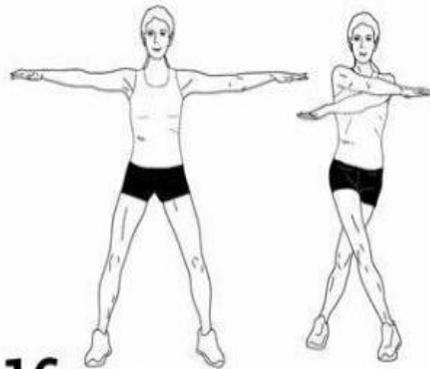
**SOFT      SPORADIC**

**FORCED      FLUID**

**LETHARGIC      HEAVY**

## Improve Core Strength

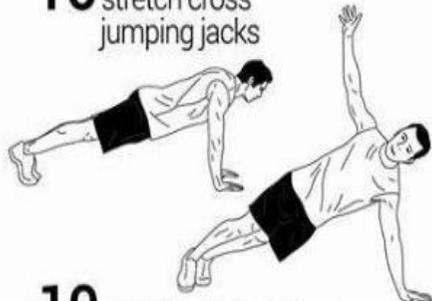
BEGINNER: 3 SETS INTERMEDIATE: 5 SETS ADVANCED: 8 SETS REST BETWEEN SETS: 45 SECONDS



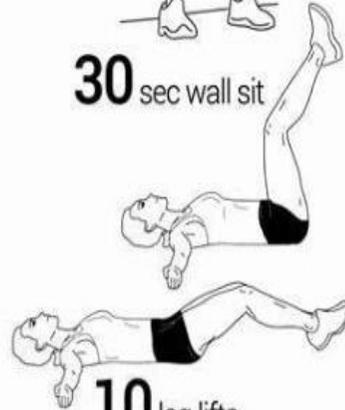
**16** stretch cross jumping jacks



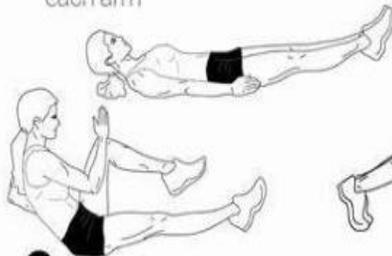
**30** sec wall sit



**10** planks with rotation each arm



**10** leg lifts feet not touching the floor



**8** sprinters each leg



**10** plank jump ins

## Improve Flexibility

**1**



Butterfly  
20 seconds



Pike Against Wall  
20 seconds

**2**



Frog  
25 seconds



Lunges  
25 seconds each side

**3**



Straddle  
30 seconds



Leg Holds  
30 seconds each leg

**4**



Butterfly  
35 seconds



Pike Against Wall  
35 seconds

**5**



Frog  
40 seconds



Lunges  
40 seconds each side

**6**



Straddle  
45 seconds



Leg Holds  
45 seconds each leg

**7**



Butterfly  
50 seconds



Pike  
50 seconds



Forced Arch  
30 seconds

**8**



Frog  
55 seconds



Lunges  
55 seconds ea.



Second  
35 seconds

**9**



Straddle  
60 seconds



Leg Holds  
60 seconds ea.



Calves  
40 seconds

**10**



Butterfly  
65 seconds



Pike  
65 seconds



Forced Arch  
45 seconds

# Year 8 Spanish Knowledge Organiser

## Mi tiempo libre (Free time activities)

<b>¿Qué te gusta hacer?</b>	<b>What do you like to do?</b>
Me gusta...	<i>I like...</i>
Me gusta mucho...	<i>I really like...</i>
No me gusta...	<i>I don't like...</i>
No me gusta nada...	<i>I don't like at all...</i>
chatear	<i>to chat online</i>
escribir correos	<i>to write emails</i>
escuchar música	<i>to listen to music</i>
jugar a los videojuegos	<i>to play videogames</i>
leer	<i>to read</i>
mandar SMS	<i>to send text messages</i>
navegar por Internet	<i>to surf the net</i>
salir con mis amigos	<i>to go out with friends</i>
ver la television	<i>to watch TV</i>
porque es...	<i>because it is...</i>
porque no es...	<i>because it is not...</i>
aburrido/a	<i>boring</i>
divertido/a	<i>amusing, funny</i>
estúpido/a	<i>stupid</i>
guay	<i>cool</i>
interesante	<i>interesting</i>

<b>¿Qué tiempo hace?</b>	<b>What's the weather like?</b>
hace calor	<i>it's hot</i>
hace frío	<i>it's cold</i>
hace sol	<i>it's sunny</i>
hace buen tiempo	<i>it's nice weather</i>
llueve	<i>it's raining</i>
nieva	<i>it's snowing</i>
¿Qué haces cuando...?	What do you do when it...?
la primavera	<i>spring</i>
el verano	<i>summer</i>
el otoño	<i>autumn</i>
el invierno	<i>winter</i>

<b>¿Qué deportes haces?</b>	<b>What sports do you do?</b>
Hago artes marciales.	<i>I do martial arts.</i>
Hago atletismo.	<i>I do athletics.</i>
Hago equitación.	<i>I do/go horseriding.</i>
Hago gimnasia.	<i>I do gymnastics.</i>
Hago natación.	<i>I do/go swimming</i>
Hago patinaje	<i>I do/go skating</i>
Hago patinaje sobre hielo	<i>I do/go ice skating.</i>
Juego al baloncesto.	<i>I play basketball.</i>
Juego al fútbol.	<i>I play football.</i>
Juego al tenis.	<i>I play tennis.</i>
Juego al voleibol.	<i>I play volleyball.</i>
Juego al hockey	<i>I play hockey</i>
Juego al ajedrez	<i>I play chess</i>
Juego al badminton	<i>I play badminton</i>
Juego al balón prisionero	<i>I play dodgeball.</i>

<b>¿Qué hiciste ayer?</b>	<b>What did you do yesterday?</b>
Bailé en mi cuarto.	<i>I danced in my room.</i>
Fui al cine.	<i>I went to the cinema.</i>
Hablé por Skype.	<i>I talked on Skype.</i>
Hice gimnasia.	<i>I did gymnastics.</i>
Hice kárate.	<i>I did karate.</i>
Jugué en línea con mis amigos.	<i>I played online with my friends.</i>
Jugué tres horas.	<i>I played for three hours.</i>
Monté en bici.	<i>I rode my bike.</i>
Vi una película.	<i>I watched a film.</i>
Salí.	<i>I went out.</i>
No hice los deberes.	<i>I didn't do my homework.</i>
ayer	<i>yesterday</i>
luego	<i>later, then</i>
por la mañana	<i>in the morning</i>
por la tarde	<i>in the afternoon</i>
un poco más tarde	<i>a bit later</i>

<b>¿Qué haces en tu tiempo libre?</b>	<b>What do you do in your spare time?</b>
bailo	<i>I dance</i>
canto karaoke	<i>I sing karaoke</i>
hablo con mis amigos	<i>I talk with my friends</i>
monto en bici	<i>I ride my bike</i>
saco fotos	<i>I take photos</i>
toco la guitarra	<i>I play the guitar</i>



<b>Frecuencia</b>	<b>frequency</b>
siempre	<i>always</i>
a veces	<i>sometimes</i>
a menudo	<i>often</i>
nunca	<i>never</i>
todos los días	<i>every day</i>

<b>Algunas preguntas</b>	<b>Some questions</b>
¿Qué...?	<i>What/Which...?</i>
¿Cuándo...?	<i>When...?</i>
¿Dónde...?	<i>Where...?</i>
¿Cómo...?	<i>How/What...?</i>
¿Cuántos...?	<i>How many...?</i>

To revise this topic



<b>Palabras frecuentes</b>	<b>High frequency words</b>
con	<i>with</i>
cuando	<i>when</i>
generalmente	<i>generally</i>
mucho	<i>a lot</i>
no	<i>no</i>
o	<i>or</i>
pero	<i>but</i>
porque	<i>because</i>
sí	<i>yes</i>
también	<i>also, too</i>
y	<i>and</i>
¿Y tú?	<i>And you?</i>

**¿Qué haces con tu móvil?**

Chateo con mis amigos.  
 Comparto mis vídeos favoritos.  
 Descargo melodías o aplicaciones.  
 Hablo por Skype.  
 Juego.  
 Leo mis SMS.  
 Mando SMS.  
 Saco fotos.  
 Veo vídeos o películas.

**What do you do with your mobile?**

*I chat with my friends.  
 I share my favourite videos.  
 I download ringtones or apps.  
 I talk on Skype.  
 I play.  
 I read my texts.  
 I send texts.  
 I take photos.  
 I watch videos or films.*



**¿Con qué frecuencia?**

todos los días  
 dos o tres veces a la semana  
 a veces  
 de vez en cuando  
 nunca

**How often?**

*every day  
 two or three times a week  
 sometimes  
 from time to time  
 never*

**Me gustan las comedias**

un programa de música  
 un programa de deportes  
 un concurso  
 un documental  
 un reality  
 una serie policíaca  
 una telenovela  
 el telediario  
 más... que...  
 informativo, informativa  
 emocionante



**I like comedies**

*a music programme  
 a sports programme  
 a game show  
 a documentary  
 a reality show  
 a police series  
 a soap opera  
 the news  
 more... than...  
 informative  
 exciting*

**¿Qué tipo de música gusta?**

el rap  
 el R'n'B  
 el rock  
 la música clásica  
 la música electronica  
 la música pop  
 ¿Qué tipo de música escuchas?  
 Escucho rap.  
 Escucho la música de Adele.  
 Escucho de todo.

**What type of music do you like?**

*rap  
 R'n'B  
 rock  
 classical music  
 electronic music  
 pop music  
 What type of music do you listen to?  
 I listen to rap.  
 I listen to Adele's music.  
 I listen to everything.*



**¿Qué hiciste ayer?**

Bailé en mi cuarto.  
 Fui al cine.  
 Hablé por Skype.  
 Hice gimnasia.  
 Hice kárate.  
 Jugué en línea con mis amigos.  
 Jugué tres horas.  
 Monté en bici.  
 Vi una película.  
 Salí.  
 No hice los deberes.  
 ayer  
 luego  
 por la mañana  
 por la tarde  
 un poco más tarde

**What did you do yesterday?**

*I danced in my room.  
 I went to the cinema.  
 I talked on Skype.  
 I did gymnastics.  
 I did karate.  
 I played online with my friends.  
 I played for three hours.  
 I rode my bike.  
 I watched a film.  
 I went out.  
 I didn't do my homework.  
 yesterday  
 later, then  
 in the morning  
 in the afternoon  
 a bit later*

**Opiniones**

Me gusta...  
 Me gusta mucho...  
 Me encanta...  
 Me chifla...  
 No me gusta...  
 No me gusta nada...  
 la letra  
 la melodía  
 el ritmo  
 ¿Te gusta la música de One Direction?  
 porque es guay/ triste  
 mi canción favorita  
 mi cantante favorito/a  
 mi grupo favorito  
 En mi opinión...

**Opinions**

*I like...  
 I like... very much  
 I love...  
 I love...  
 I don't like...  
 I don't like... at all  
 the lyrics  
 the tune  
 the rhythm  
 Do you like One Direction's music?  
 because it is cool / sad  
 my favourite song  
 my favourite singer  
 my favourite group  
 In my opinion...*

**Palabras muy Frecuentes**

así que  
 más... que...  
 mi, mis  
 su, sus  
 normalmente  
 no  
 nunca  
 o  
 porque  
 también  
 y

**High-frequency words**

*so (that)  
 more... than...  
 my  
 his/her  
 normally  
 no, not  
 never  
 or  
 because  
 also, too  
 and*



SCAN ME

## Describing a footballer / singer

**Mon footballeur préféré:** my favourite footballer

**Mon chanteur préféré:** my favourite singer (male)

**Ma chanteuse préférée:** my favourite singer (female)

**c'est:** it is / is

**s'appelle:** is called

**il / elle est:** he / she is

**il joue en position attaquant:** he plays as attack

**il joue en position milieu de terrain:** he plays midfield

**il joue en position défenseur:** he plays in defense

**il joue depuis quatre ans / depuis 2012:**

he's been playing for 4 years/since 2012

**il chante depuis .....**:he's been singing since...

**il gagne...par an:** he earns...per year

**il habite:** he lives

**il vient de la / de l' / du:** he comes from

**il a habité:** he has lived



## An account of a concert / music festival

**Je suis allé(e) à un concert / un festival de musique:** I went to a concert/music festival

**avec...ma famille / mes copains / mes copines(fem) / mes amis / mes amies (fem) /**

**ma classe / mon père / ma mère / mon frère / mes frères / ma soeur**

**:** with... my family/my friend/my friends/my class/my dad/my mum/my brother/my

brothers/my sister

**on a vu (nous avons vu):** we saw

**on a regardé (nous avons regardé):** we watched

**on a chanté (nous avons chanté):** we sang

**on a dansé (nous avons dansé):** we danced

**on a acheté (nous avons acheté):** we bought

**on a mangé (nous avons mangé):** we ate

**Le concert/ le festival de musique a fini à + time:**

The concert/music festival finished at +time

**on est rentré à + time (nous sommes rentrés à + time):** we went home at +time



## An account of a football match

**le joueur:** the player

**les joueurs:** the players

**les spectateurs:** the spectators

**l'arbitre:** the referee

**le gardien de but:** the goal keeper

**il/elle joue:** he/she plays

**ils/elles jouent:** they play

**ils/elles ont joué:** they played

**il / elle a joué:** he /she played

**il / elle a sifflé:** he /she blew the whistle

**il / elle a arrêté:** he /she stopped/saved

**il / elle a marqué:** he /she scored

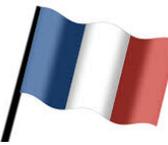
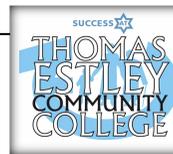
**il / elle n'a pas marqué:** he /she didn't score

**il / elle a tapé:** he /she hit

**il / elle a raté un penalty:** he /she missed a penalty

**les spectateurs ont applaudi:** the spectators cheered

**il a donné un coup de boule à:** he head butted...



**le ballon:** the ball

**un but / deux buts:** one goal/two goals

**Le score final était:** the final score was

**C'était (très / assez / un peu)....:** It was (very/quite/a bit)..

**super / génial / intéressant:** super/great/interesting

**nul / ennuyeux :** rubbish/boring

**....car mon équipe a gagné:** because my team won

**...car mon équipe a perdu:** because my team lost

**au début:** at the start

**à la fin:** at the end

**à la mi-temps:** at half-time

**après cinq minutes:** after 5 minutes



**et – and**

**aussi – also**

**mais - but**

**en plus – in addition**

**cependant - however**



## Saying what you would like to do next

**Je voudrais + infinitive verb:** I would like to + verb

**Je voudrais aller à un concert de..... / un match de foot ..... contre.....**

I would like to go to a concert of.../a football match....against...

**Je voudrais voir :** I would like to see

**Je voudrais rencontrer:** I would like to meet

**Je voudrais acheter:** I would like to buy

**Ce serait super / génial:** it would be super/great

**car il (elle) a beaucoup de talent:** because he (she) is very talented

**car il (elle) est le (la) meilleur(e):** because he (she) is the best

# Year 8 Autumn Term Britain 1750-1900

## Lesson Content

**Introduction + Why did  
Agriculture need to change?**

**How did farming change?**

**Did everyone like the changes  
on the farms?**

**The Domestic System**

**Life in the factories**

**How bad was life in the  
factories?**

**How do businesses grow?**

**Who made businesses grow?**

**Why did coal mining grow?**

**How dangerous was coal  
mining?**

**Changes in transport – Roads**

**Changes in transport - Canals**

**Changes in transport - Railways**

**Changes in transport -  
Impact of the Railways**

## Key dates

c1701	Jethro Tull invents the seed drill
1759	Josiah Wedgewood starts his business
1771	Arkwright opens Cromford Mill
1761	Bridgewater Canal completed
1776	James Watt's first steam engine
1804	First steam locomotive made
1821	First Turnpike Act
1825	First railway line opens (Stockton to Darlington)
1829	Locomotive called The Rocket wins the Rainhill Trials
1830	Liverpool and Manchester line opens, first scheduled passenger line in the world
1837	Euston railway station opens in London
1880	Standard time adopted across UK

## Key people

<b>Jethro Tull</b>	English agricultural pioneer from Berkshire who helped bring about the British Agricultural Revolution. He perfected a horse-drawn seed drill in 1700 that economically sowed the seeds in neat rows, and he later developed a horse-drawn hoe.
<b>Robert Bakewell</b>	British agriculturalist, now recognized as one of the most important figures in the British Agricultural Revolution. In addition to work in agronomy, <b>Bakewell</b> is particularly notable as the first to implement systematic selective breeding of livestock.
<b>Thomas Coke</b>	known as <b>Coke</b> of Norfolk or <b>Coke</b> of Holkham, was a British politician and agricultural pioneer
<b>Richard Arkwright</b>	English inventor and a leading entrepreneur during the early Industrial Revolution. ... <b>Arkwright's</b> achievement was to combine power, machinery, semi-skilled labour and the new raw material of cotton to create mass-produced yarn.
<b>Josiah Wedgewood</b>	English potter and entrepreneur. ... He developed improved pottery bodies by a long process of systematic experimentation, and was the leader in the industrialisation of the manufacture of European pottery (the Chinese having achieved this long before).
<b>Matthew Boulton</b>	English manufacturer and business partner of Scottish engineer James Watt. ... He then successfully lobbied Parliament to extend Watt's patent for an additional 17 years, enabling the firm to market Watt's steam engine.
<b>James Watt</b>	British engineer and inventor who patented a much improved version of the steam engine (1769) and devised the <b>unit</b> of horsepower. The <b>watt unit</b> of power is named for him.
<b>James Brindley</b>	English engineer. He was born in Tunstead, Derbyshire, and lived much of his life in Leek, Staffordshire, becoming one of the most notable engineers of the 18th century.
<b>Thomas Telford</b>	Scottish civil engineer, architect and stonemason, and road, bridge and canal builder.
<b>James McAdam</b>	Scottish inventor of the <b>macadam</b> road surface, now known as Tarmac
<b>George Stephenson</b>	British civil engineer and mechanical engineer. ... <b>George</b> also built the first public inter-city railway line in the world to use locomotives, the Liverpool and Manchester Railway, which opened in 1830.

## Key words - Glossary

<b>agriculture</b>	the science or practice of farming, including cultivation of the soil for the growing of crops and the rearing of animals to provide food, wool, and other products	<b>exploitation</b>	the action or fact of treating someone unfairly in order to benefit from their work.
<b>revolution</b>	As a <b>historical</b> process, " <b>revolution</b> " refers to a movement, often violent, to overthrow an old regime and effect. complete change in the fundamental institutions of society	<b>mineshaft</b>	a deep narrow vertical hole, or sometimes a horizontal tunnel, that gives access to a mine.
<b>mechanisation</b>	the introduction of machines or automatic devices into a process, activity, or place	<b>methane</b>	a colourless, odourless flammable gas which is the main constituent of natural gas.
<b>domestic</b>	relating to the running of a home or to family relations.	<b>navvie</b>	a labourer employed in the excavation and construction of a road, canal, or railway.
<b>factory</b>	a building or group of buildings where goods are manufactured or assembled chiefly by machines	<b>turnpike</b>	a toll gate.
<b>manufacturing</b>	the making of articles on a large scale using machinery; industrial production.	<b>aqueduct</b>	an artificial channel for conveying water, typically in the form of a bridge across a valley or other gap.
<b>entrepreneur</b>	a person who sets up a business or businesses, taking on financial risks in the hope of profit	<b>locomotive</b>	a powered railway vehicle used for pulling trains.
<b>profit</b>	a financial gain, especially the difference between the amount earned and the amount spent in buying, operating, or producing something.	<b>viaduct</b>	a long bridge-like structure, typically a series of arches, carrying a road or railway across a valley or other low ground.

**Key resources:**  
[www.techistoryks3.blogspot.com](http://www.techistoryks3.blogspot.com)

**Key Assessment:**  
50 minute assessment based on skills from Paper 1+3 GCSE History  
Questions 1-4or5

## Year 8 CRE – Crime

### Key Words

Innocence

Legal

Illegal

Rights

Communities

Poverty

Sentence

Mitigating

Punishment

Society

### Example of a small change that have a huge impact to the justice system

The murder of Stephen Lawrence changed the shape of our laws. Before 2003 someone could not be tried (sent to court) to face charges for the same crime twice. Due to the errors made in the investigation of Stephen Lawrence's murder, double jeopardy has been permitted in England and Wales in certain (exceptional) circumstances since the Criminal Justice Act 2003.

New laws are always needed to move with our changing society. For example, up skirting is now illegal. This was not illegal in the decades passed because the technology was not there.

### Key Facts

- A life sentence is a minimum of 15 years
- 1 out of 3 crimes are an accident
- 4 out of every 10 deaths are caused by crime
- 1 in every 4 persons are involved in crime

### Key Questions

Should life mean life?

Why do people commit crime?

How should people who commit crime be punished?

Should people who commit crime be helped?

How does crime impact society?

Do we all have a part to play in tackling crime?



Samba

## SAMBA INSTRUMENTS



**SURDO**  
THE SURDO IS THE HEART BEAT OF THE MUSIC AND IS A LOUD AND DEEP SOUNDING DRUM PLAYED WITH THE HAND OR A SOFT BEATER.



**TAMBORIM**  
THE TAMBORIM IS THE MAIN RHYTHM INSTRUMENT. IT NORMALLY PLAYS LONGER PATTERNS. THEY ARE PLAYED WITH PLASTIC 'WHIPS'.



**AGOGO**  
THE AGOGOS ARE THE MELODY / TUNE OF SAMBA AND CUT THROUGH THE MUSIC WITH THEIR HIGH AND LOW METAL BELLS.



**BANZA**  
LIKE THE SNARE DRUM, THE BANZA SHAKER ADDS TO THE CONSTANT FAST-PACED TRAIN-LIKE RHYTHM OF SAMBA.



**SNARE**  
THE SNARE DRUM ADDS A TRAIN-LIKE SOUND TO THE SAMBA WITH THEIR BUZZING WIRES AND FAST RHYTHMS.



**APITO**  
THE APITO IS ANOTHER MELODY INSTRUMENT BUT IT IS USED TO CONDUCT THE PIECE OF MUSIC.

## SAMBA BASICS

SAMBA IS A STYLE OF MUSIC FROM THE STREETS OF BRAZIL, COMMONLY HEARD AT CARNIVALS. MOST OF THE INSTRUMENTS USED ARE PERCUSSION INSTRUMENTS WHICH MAKES IT QUITE A LOUD STYLE OF MUSIC.

EACH YEAR, SAMBA SCHOOLS COMPETE TO BE NAMED THE BEST. 12 GROUPS OF MUSICIANS AND DANCERS PICK A SONG, THEME, COSTUMES, CREATE DANCES AND DECORATE FLOATS TO IMPRESS THE CROWD AND JUDGES WITH AS THEY PARADE THROUGH THE STREET.

CARNIVALS TAKE PLACE IN MANY DIFFERENT CARIBBEAN AND SOUTH AMERICAN COUNTRIES BUT IN BRAZIL IT IS TO MARK THE BEGINNING OF LENT, 40 DAYS BEFORE EASTER, WHERE PEOPLE DON'T EAT MEAT FOR 40 DAYS.

THINK: CARNIVORE!

<https://www.youtube.com/watch?v=XC0yHAW3-8w>

Year 8

## AMAZON SAMBA

### NOTES, SYLLABLES + INSTRUMENT NAMES

TRY MAKING A PATTERN BY PICKING 0 OR 4. FOR EXAMPLE: "SURDO, TAMBORIM, BANZA SHAKER, SURDO"  
NEXT, CREATE TWO 4 BEAT PATTERNS AND SWITCH BETWEEN THEM AFTER EVERY 4 REPEATS.

### HAND SIGNS



1 HIT (WITH HAND DROP)



CALL + RESPONSE 1



CALL + RESPONSE 2



BREAK (AFTER 4 WHISTLES)



GROOVE



AFTER 4 WHISTLES STOP!



# The Blues

## 12 Bar blues

1	2	3	4
C	C	C	C
5	6	7	8
F	F	C	C
9	10	11	12
G	F	C	C

### Tier 3 words

- Structure
- 12 Bar blues
- Improvisation
- Blues scale
- Blue
- Instrumentation
- Ensemble



There are two structural elements that every group's song should have:

- 12 bar blues structure; and
- AAB verse structure.

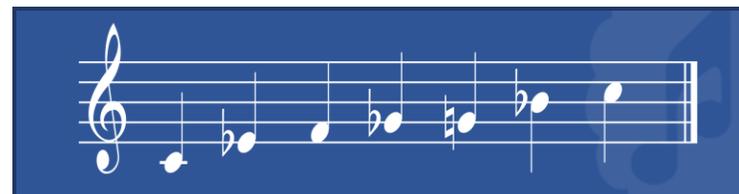
The rest is up to you! You should think about:

- An introduction;
- An ending/coda;
- An instrumental/solo section;
- How many verses will your song have?

### When you are improvising:

- The best way to learn to improvise is to try it;
- Don't worry about playing wrong notes, there aren't any!
- Try to make your improvisation fluent;
- Restrict yourself to only a certain set of notes;
- Use repeated ideas;
- Ask yourself whether the ideas flow from one to another smoothly.

A common set of notes for performers to use when improvising is called the blues scale:



**Harmonious colours** are next to each other on the colour wheel.

**Monochrome** means varying tones of **ONE** colour.

**Complementary colours** are opposite each other on the colour wheel.

The **didgeridoo** is a long wooden wind instrument played by Australian Aborigines to produce a long deep sound.

A **boomerang** is a curved flat piece of wood that can be thrown so that it will return to the thrower, traditionally used by Australian Aborigines as a hunting weapon.

**Clapping sticks** are a traditional percussion instrument used during ceremonies and songs.

**Symbols** are used to tell the stories of the Dreamtime.

The **Bull-roarer** is a sacred object used in Aboriginal religious ceremonies, consisting of a piece of wood attached to a string, whirled round to produce a roaring noise.



Media	Best practice
<b>Coloured Pencils</b>	<ul style="list-style-type: none"> <li>Apply using a soft circular motion</li> <li>Start with the lightest colours and build up colour/tones</li> <li>Harmonious colours add depth</li> <li>Complimentary colours add definition</li> <li>A sharp pencil will create a crisp finish</li> <li>Avoid applying a thick stripy line of tone around the edge of shapes, blur it by applying soft pressure on the edge</li> </ul>
<b>Watercolour</b>	<ul style="list-style-type: none"> <li>Mix your own variations of colour instead of using them straight out of the palette to make your work look more individual</li> <li>Avoid adding too much water to your paint or the paper will start to bobble/wave</li> <li>Apply colour in layers to build up tone</li> <li>To blend colours on the page work quickly and place wet next to wet</li> <li>When you want colour to stay separate make sure you don't apply wet next to wet</li> <li>Consider layering mark-making on top of dry layers to add interest</li> <li>Change your water regularly to avoid cross contamination</li> </ul>
<b>Papier Mache</b>	<ul style="list-style-type: none"> <li>Rip OR cut (not both)</li> <li>Use 2cm strips to cover whole surface of boomerang</li> <li>Overlap to avoid leaving gaps</li> <li>Use a thin layer of PVA</li> </ul>
<b>Tonal Pencils</b>	<ul style="list-style-type: none"> <li>Know your pencils- B are soft and dark (the higher the number the softer and darker they are)</li> <li>H are hard pencils and so create a thinner and lighter line (the higher the number the harder and lighter they are)</li> <li>Rest your hand on a paper towel to avoid smudging</li> <li>Make sure your work transitions smoothly from light to dark</li> <li>Use a soft circular motion</li> </ul>
<b>Oil Pastels/Wax Crayons</b>	<ul style="list-style-type: none"> <li>Start with the lightest colours</li> <li>Press on heavily to apply a strong coverage</li> <li>Blend colours together by slightly overlapping</li> <li>Be gestural with the marks you apply</li> </ul>
<b>Pen / Biro</b>	<ul style="list-style-type: none"> <li>Work from left to right (or right to left if you are left handed) to avoid smudging</li> <li>Use a paper towel to blot any excess ink of the nib</li> <li>Work quickly to avoid letting too much ink collect on the page</li> <li>Experiment with thickness of line and mark-making techniques</li> </ul>

The **Dreamtime** is the Aborigines belief of how the world and its creation began. Aboriginal culture includes ceremonies, body art, music, art and story telling.

**Aborigines** are the original inhabitants of Australia.

**Composition** is the placement or arrangement of visual elements in a piece of work.

## Year 8 Resistant Materials Knowledge Organiser

### Design for maintenance and repair



#### Advantages of repairable products and those that can be maintained:

Can be updated, to be more efficient, lengthening their useful life time.  
It is cheaper to repair than replace an entire product.  
Repairable products are environmentally friendly

A **standard component** is a pre-manufactured product that is used in the manufacturing of another product. As well as saving time, using a standard component can ensure a consistent product is produced. Users can remove standard fittings to help them repair or replace parts. **Nuts, bolts, washers, zips, buttons** are just some examples.



### CAD - Computer aided design.

2D Design, Google Sketch-up

#### Advantages

- Easy to make changes
- Show clients 3D models of your idea
- Files can be emailed across the world instantly
- You can test your idea in a virtual environment

#### Disadvantages

- Software can be expensive
- You need training



### CAD Tools

#### Large Tool Set

- |                   |  |                   |  |
|-------------------|--|-------------------|--|
| Select (Spacebar) |  | Make Component    |  |
| Paint Bucket (B)  |  | Eraser (E)        |  |
| Line (L)          |  | Freehand          |  |
| Rectangle (R)     |  | Rotated Rectangle |  |
| Circle (C)        |  | Polygon           |  |
| Arc               |  | 2 Point Arc (A)   |  |
| 3 Point Arc       |  | Pie               |  |
| Move (M)          |  | Push/Pull (P)     |  |

### Computer aided manufacturing machines

Laser cutter



3D printer



Accurate, can be used to make multiple copies

### Input Components



These devices form the crucial control needed for a product to operate. Most input components need to be bought but some can be manufactured especially for a project. For instance, a pressure sensor.

**Light dependent resistors (LDRs)** are a type of variable resistor whose resistance increases with light.

**Switches** are simple input devices which allow electrical current to flow when pushed.

**Motion sensors** use infrared to detect changes in the environment to activate the system.

**Thermistors** are a type of variable resistor whose resistance changes when it becomes hot or cold.

### Process Components



These devices are used in combinations to turn the signal from the input component into the signal to the output component. Careful designing and a good knowledge of the way circuits are designed is crucial

**Resistors** limit current flow in an electronic circuit and have to be placed before some components to prevent damage.

**Capacitors** store charge in circuits and release charge when the circuit is off.

**Integrated circuits (ICs)** are manufactured for many different uses and functions. A tiny circuit is encased in silicone (a semiconductor material). Although they look complex, they follow the same logic as simple circuits. Because of their reduced size, smaller products can be achieved as more technology can be made to fit into smaller spaces.

**Microcontrollers** are tiny integrated circuits used widely in automatically controlled devices such as engine management in cars. These can be combined with drivers to control devices such as motors. Raspberry Pi and BBC micro:bit computers are examples used in schools.

### Output Components

The output is the end function of the product. In most cases, the output can be classed as light, sound, motion or a combination of two or more functions.

**Light emitting diode (LED)** come in different colours and levels of brightness. They have replaced the filament bulb in many everyday uses.

**Light bulbs** are not as widely used because of LEDs in an everyday context but minilight bulbs do not require soldering, so can still be useful.

**Buzzers** use electric current to create their own sound. Used in alarm systems.

**Speakers** allow a sound signal from a circuit to be amplified.

**Motors** are magnetic devices and are behind nearly all moving parts in electronic systems.

### Solder



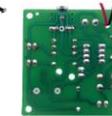
### Soldering iron



### Side cutters



### Tenon saw

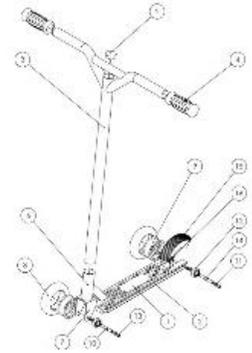


**Printed circuit board**. Electronically connect components using copper tracks.

A **hazard** is any source of potential damage, harm or risk.

A **precaution** is a measure taken to prevent something dangerous or harmful happening

**Exploded drawings** show how a product is assembled. Each component is usually labelled.



**Design movement**: A design movement is a group of designers with a common cause view or idea who then produce designs based upon their views or ideas. Memphis Design movement, Art Deco, modernism and Art Nouveau are examples from the 20<sup>th</sup> century.



**Soldering** is a permanent addition method for electronic components.

**Short-circuit** In a circuit, often as the result of a solder bridge, electricity will flow in the shortest path back to the battery.

**Insulator** A material that does not conduct electricity and can therefore be used as a coating to components, circuit boards and wires. PVC is an example.

**Conductor** A material which allows heat or electricity to pass through it easily. Copper is an example.

# Year 8 - Nutrients

Food safety and hygiene is about protecting people and reducing the risk of food poisoning.



<https://www.youtube.com/watch?v=zE0ypKtFuWQ>

The Eatwell Guide shows the types and proportions of foods people need for a healthy and well-balanced diet.



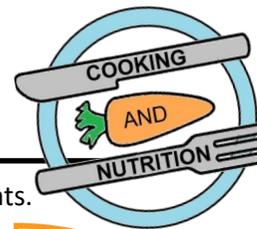
<https://www.youtube.com/watch?v=7MIE4G8ntss>  
<https://www.nhs.uk/live-well/eat-well/the-eatwell-guide/>  
<https://www.youtube.com/watch?v=8aWqZd9RScQ>

Carbohydrates are *macronutrients*.

The main function is to **provide energy** to the body.

2 main types = **starchy** (complex) and **sugary** (simple)

**Complex** = long lasting energy;  
**Simple** = short burst of energy



<https://www.youtube.com/watch?v=PByM12M1n3A>  
<https://www.youtube.com/watch?v=Xto8ZqCYDvY>

## Key vocabulary

- safety / hygiene
- nutrients / sources / function
- carbohydrates / protein / amino acids
- HBV / LBV / protein complementation
- fibre / vitamins / minerals / fat / water
- deficiency / excess
- convection / conduction / radiation



<https://www.youtube.com/watch?v=fiFi-d0RwKo>

Proteins are *macronutrients*.

They're used by the body for **growth, repair** and maintenance of **muscle and tissue**.

2 main types = **HBV** (high biological value) and **LBV** (low biological value)

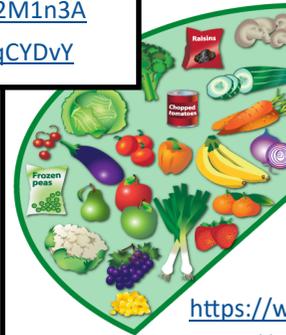
**HBV** = contain all 9 essential amino acids;  
**LBV** = contain some but not all 9 essential amino acids



<https://www.youtube.com/watch?v=61Lelea02ao>  
<https://www.youtube.com/watch?v=KSKPgaSGSYA>

## vitamins and minerals

are *micronutrients*. They have a wide range of health benefits.



<https://www.youtube.com/watch?v=K5pW7rpMTQw>  
<https://www.youtube.com/watch?v=kteZneJm1EI>  
<https://www.youtube.com/watch?v=1u5HOURq7kQ>

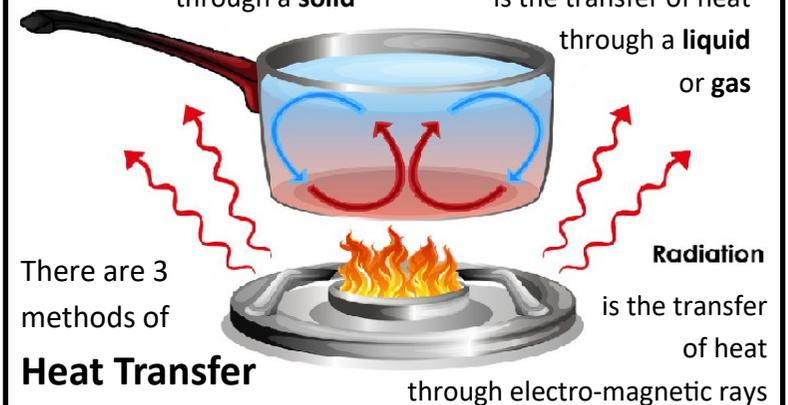
**Conduction** is the transfer of heat through a **solid**

**Convection** is the transfer of heat through a **liquid** or **gas**

There are 3 methods of

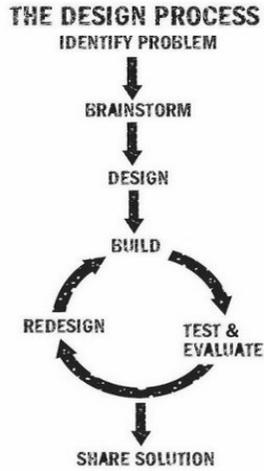
## Heat Transfer

<https://www.youtube.com/watch?v=vg5k6t6uZwE>



**Radiation** is the transfer of heat through electro-magnetic rays

# The Design Process



*“The design process involves continually evaluating and redesigning to develop ideas”*

### Product Analysis

<b>A</b>	is for <b>Aesthetics</b>	
<b>C</b>	is for <b>Cost</b>	
<b>C</b>	is for <b>Customer</b>	
<b>E</b>	is for <b>Environment</b>	
<b>S</b>	is for <b>Size</b>	
<b>S</b>	is for <b>Safety</b>	
<b>F</b>	is for <b>Function</b>	
<b>M</b>	is for <b>Material</b>	

*“Research like product analysis helps to inspire our own ideas”*

## Primary and secondary data

**Primary sources** of information are gathered by the designer and used to help improve their designs.

**Secondary sources** of information use data already found by other people or organisations that are relevant.

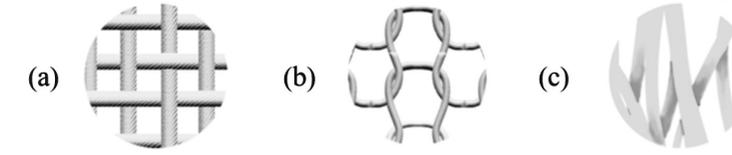
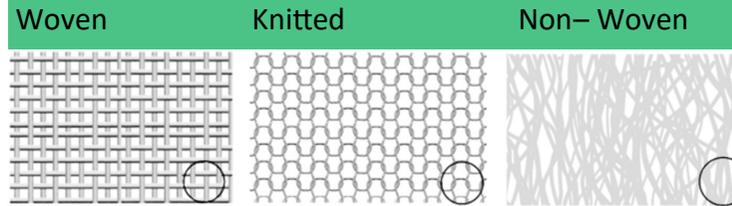
## User centred design.

User centred design consider who the target market will be and thinks about their needs and wants. Examples of this could be:

- designing fastenings for small children to use
- creating products for the partially sighted, which might include bright colours or large buttons
- redesigning products using the ergonomic data of a wheelchair user

# Year 8 - Textiles Design and Technology

## Fabric Construction



<p><b>Woven</b></p> <p>Strong, non stretch, different weaves: plain, twill, satin. Use for shirts, jeans, bed linen</p>	<p><b>Knitted</b></p> <p>Cheaper to produce, stretch due to loop structure, can snag and cause runs. Used for sportswear, tights and jumpers</p>	<p><b>Non-Woven</b></p> <p>Very cheap, not strong (unless bonded), can be easily torn. Use for disposable products e.g. jay clothes, disposable hats, felt.</p>
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## Cotton V's Polyester

Material	Source of origin	Sustainable?
Cotton		More sustainable than Polyester, because the plants can continually grow. Uses a large amount of water to grow, clean and process the fibres. Pesticides and dyes can be poisonous and cause pollution. Organic cotton is produced more
Polyester		Made from a fossil fuel (coal/oil) so not sustainable. Can be recycled though. Each time polyester is washed microfibre are release which is polluting the oceans and getting into the eco system.

## The 6Rs

Rethink	Do we make too many products? Design in a way that considers people and the environment.	
Refuse	Don't use a materials or buy a product if you don't need it or if it's bad for people or the environment	
Reduce	Cut down the amount of material and energy you use as much as you can.	
Reuse	Use a product to make something else with all or parts of it.	
Recycle	Reprocess a material or product and make something else.	
Repair	When a product breaks down or doesn't work properly, fix it.	

## The Impact Of Fast Fashion



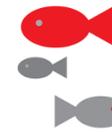
Textile production produces harmful emissions and other pollution from chemicals and dyes.



Poor-quality clothing leads to more textile waste. Plastic based fibers release harmful gases in landfills.



Textile production uses scarce resources. The industry uses 100 billion cubic meters of water annually – about 4% of global freshwater withdrawal.



Microplastics enter the water system when synthetic materials are washed. Ocean species consume these plastics, and so do people eating seafood.

### Key Terms:

**Fast Fashion**—clothes that are made quickly and cheaply to meet everchanging fashion trends. Often linked to poor working conditions.

**Sustainability** — when materials or products can be made without damage to people of the environment. E.g. Organic cotton and Bamboo.

**Fairtrade**— trade between companies in developed countries and producers in developing countries in which fair prices are paid to the producers



## English Year 8 - Knowledge Organiser – Autumn – Narrative Writing and Short Stories

What's Important in Writing?	Ways to Start	Vocabulary Choices	
1. Content – your narrative needs to be engaging and interesting	1. With a verb: Running quickly now, he...	Sad: despondent, gloomy, downcast, downhearted, dejected, melancholy.	Happy: contented, delighted, ecstatic, elated, joyous, jocular, gleeful
2. Vocabulary – choosing ambitious, creative language	2. With an adverb: Darkly, the night sky...	Said: grumbled, joked, screamed, replied, sighed, whispered, laughed	Small: compact, measly, minute, petite, compact, miniscule, inconsequential
3. Structure – including interesting devices, like repetition, flashbacks, paragraphing, etc.	3. With an adjective: Red light filled the...	Funny: comical, witty, amusing, jolly, jovial, humorous, hilarious	Went: scurried, strolled, wandered, ran, sauntered, hurried, limped, dashed
4. Punctuation – accurate use of all punctuation, including ambitious punctuation	4. With a preposition: Down there, all...	Bad: terrible, ghastly, horrific, dire, appalling, dreadful, awful	Good: excellent, superior, respectable, upright, high-quality, first-class
5. Varied sentences – variety in lengths, sentence types, sentence starters.	5. With a connective: However, her life...	Get: acquire, capture, gather, seek, collect, request, compile	Thought: contemplated, deliberated, considered, reflected, pondered

### Story Arc/Tension Graph

All narratives generally follow a similar structure. This can be plotted in the form of an arc. In the beginning, we are introduced to the main characters and setting before the 'problem' occurs, sparking the action and increasing the tension. This continues to rise until the climax of the story (the apex of the arc). From there, loose ends are tied up and the conflict is gradually resolved as the tension decreases.



What's Important in Reading?	Language and Structural Devices		PETER
1. Understanding the question and text – underline key information and make annotations on what this could suggest	Simile – the comparison of one thing with another using 'like' or 'as'	Repetition – when a word/phrase appears more than once for effect	1. Point – respond to the question with your main idea.
2. Interpreting – making suggestions about what the writer was trying to imply or get the reader to think, providing a variety of ideas.	Metaphor – the comparison of one thing with another, by saying it is the other thing	Foreshadowing – a hint towards what will happen later in the text	2. Evidence – select a quotation to prove your idea/point.
3. Selecting evidence – finding quotations from the text to prove your ideas and support your points.	Personification – applying human characteristics to something non-human	Contrast/juxtaposition – putting two things along side one another that differ in qualities	3. Technique – from the evidence, choose a language device that has been used or a key word that links to your point.
4. Identifying language devices and structural techniques – spotting where writers have used similes, metaphors, specific words for effect, along with identifying flashbacks and uses of repetition, etc.	Alliteration – the repetition of a sound at the beginning of words in close succession	9. Hyperbole – exaggeration for effect	4. Explanation – explain why that specific technique proves your point.
5. Explaining purpose – after identifying language and structural devices, you must think about why they have been used and how they have impacted the reader.	Pathetic fallacy – the attribution of human feelings to inanimate things, typically the weather or setting.	Simple sentence: 1 main clause/Complex sentence: main clause + subordinate clause/Compound sentence: 2 main clauses + a connective	5. Reader response – explore how the reader would be impacted and how they would feel about the text as a result.

## English Year 8 - Knowledge Organiser – Autumn– Great Expectations

Charles Dickens	Victorian Era	Themes
1. Dickens was born in 1812 in Kent, UK. When he was 9, he moved to London	1. Queen Victoria reigned between 1837 and 1901	Ambition/self improvement: Pip first wishes to improve his social status, but learns that loyalty and affection are more important
2. At 12, his father was sent to debtors’ prison for racking up huge debts he couldn’t pay	2. The Industrial Revolution meant that cities grew rapidly	Divisions: those with power, money and social status are seen as more important than those without
3. He worked to earn money for his family, experiencing the awful conditions of the poor	3. There was a great divide between the rich and poor	Crime/guilt/innocence: perceptions of people who are criminalised are called into question through characters like Magwitch and Orlick
4. Many of his novels are about social inequality and hardship due to his experience	4. Poverty meant poor health, high crime rates and suffering soared	Relationships: Pip has to learn which relationships are the most valuable and what makes a friendship meaningful: status or emotion?
5. Dickens was not particularly religious, but he held values of kindness and compassion	5. Mortality rates were high – people lived much shorter lives	Self-perception: Pip’s sense of how his choices affect himself and others develops – he criticises his earlier choices as he grows older

Characters	Plot Summary	Literary Devices
Pip: the protagonist and narrator. Raised as an orphan by his sister and brother-in-law, he constantly wants to improve himself.	Pip is accosted by Magwitch - a terrifying escaped convict in a graveyard who makes him bring things to him. When he revisits with food, he finds another, more terrifying convict, fighting with Magwitch. The convicts are taken back to prison. Pip accepts an invitation to Miss Havisham’s house to play with Estella, who is cruel to him.	Colloquialisms – informal/ slang language to show class (‘What a fat cheeks you ha got’ Magwitch)
Estella: Miss Havisham’s beautiful young ward, who Pip admires. She is raised to be cold and cruel. They become more friendly as adults.	Pip continues visiting Miss Havisham’s house to play. Pip wishes to become wealthy, like Miss Havisham and becomes embarrassed that he is not. As time passes, Estella is sent to study abroad. Pip works miserably as a blacksmith with Joe, before unexpectedly being told by a lawyer (Jaggers) that he is to move to London to become a gentleman.	Imagery – Dickens paints an image in the reader’s mind with is words (‘a fearful man, all in coarse grey’)
Miss Havisham: a wealthy old woman who was left at the alter and has never moved on. She raises Estella to break men’s hearts as revenge.	Moving to London, Pip is taught how to be a gentleman and gets to know the people in the city. Joe comes to visit, but Pip is embarrassed by him. Joe mentions Estella is back and Pip visits her, feeling awkward despite his new social status. She is still indifferent towards him but he still hopes they will eventually marry.	Irony – contrast between what is stated and what is meant (Estella asks Pip to kiss him to degrade him)
Magwitch: depicted as a fearsome escaped criminal, he is touched by Pip’s kindness and devotes his life to helping him. He demonstrates misrepresentation of criminals.	Pip believes that his benefactor who enabled him to become a gentleman in London is Miss Havisham, however Magwitch reemerges revealing it was him. Pip finally tells Estella that he loves her but is rejected. Pip helps Magwitch escape to live a new life. He visits Miss Havisham who feels guilty for the way she raised Estella. She catches fire and becomes an invalid.	Symbolism – when something stands for something else (stopped clocks represent Miss Havisham wanting time to stop)
Joe: Pip’s brother-in-law. He is a kind and sensitive blacksmith and loves Pip unconditionally. Pip becomes embarrassed by his working class status.	Pip decides not to take the money from Magwitch. Pip finds out that Magwitch is Estella’s father, but he never knew, and Pip feels regret towards the loss of his friendship with Joe. In a series of events, Magwitch inadvertently drowns a man and is sentenced to death. He becomes ill in prison and Pip tells him about Estella. Magwitch dies in peace. Pip falls ill and gets into debt but is helped by Joe. Many years later, he meets Estella again and the two walk hand in hand in the garden of Miss Havisham’s house.	Bildungsroman - the psychological and moral growth of the protagonist from youth to adulthood (coming of age), in which character change is important.

## Y8 Autumn Maths Knowledge Organiser

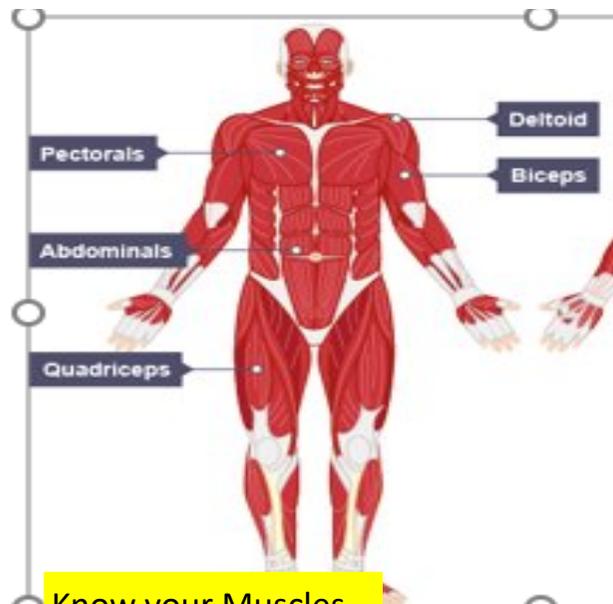
Topic	Key fact	Hegarty maths clip number
<b>Expanding single brackets</b>	$2(y - 3) = 2 \times y - 2 \times 3 = 2y - 6 \checkmark$	160 - 161
<b>Plotting linear graphs using a table of values</b>	<ul style="list-style-type: none"> <li>▪ Need minimum 3 pairs of coordinates.</li> <li>▪ Start at <math>x = 0</math>.</li> <li>▪ Do the positive <math>x</math> co-ordinates first.</li> <li>▪ <math>X</math> co-ordinate: along the corridor</li> <li>▪ <math>Y</math> co-ordinate: up the stairs.</li> <li>▪ <math>Y = mx + c</math> will be a straight line.</li> </ul>	206
<b>Identifying gradient and y-intercept</b>	<p>The number in front of <math>x</math> is called the gradient and tells us how many up (+) or down (-) the graph goes for every 1 across (right).</p>	207
<b>Calculating with Decimals</b>	<p>Addition and subtraction: line up the decimal point.</p> <p>Multiplication: Change to whole numbers and remember to put the point in at the end.</p> <p>Division: If dividing by a decimal times both numbers by 10, 100 or 1000. Do not put decimal back in.</p>	47 - 51
<b>Four Operations with Fractions</b>	<p>To add and subtract fractions you need to write all fractions in a sum with the same denominator by writing equivalent fractions.</p> <p>Multiplying: Cancel down whenever possible, then multiply the numerators together and multiply the denominators together.</p> <p>Dividing fractions: KFC (Keep the first, Flip the second and Change the sign to x)</p>	65 - 78
<b>Sharing in a given ratio</b>	Always find 1 part	332 to 334
<b>Ratio problems</b>	Set out in columns and put information below the appropriate column	335 to 338
<b>Proportion</b>	<p>Direct proportion: as one quantity increases so does the other</p> <p>Inverse proportion: as one quantity increases the other decreases</p>	339 to 342
<b>Mean, Median, Mode and Range (recap averages)</b>	<p>Mean: Add up all the numbers and then divide by the number of items.</p> <p>Median: Put in order and then find the middle. If two middle values then add the two middle numbers and divide by 2.</p> <p>Mode: The number that appears the most. There can be more than one mode.</p> <p>Range: The difference between the largest and smallest numbers.</p>	404 - 410 And 419 - 421

<b>Multi-step Angle Reasoning</b>	<p>Angles on a straight line add up to <math>180^\circ</math>.</p> <p>Angles in a triangle add up to <math>180^\circ</math>.</p> <p>Angles in a quadrilateral add up to <math>360^\circ</math>.</p> <p>Vertically opposite angles are equal.</p> <p>Angles around a point add up to <math>360^\circ</math>.</p>	<p>477 - 480, 484 - 491, 812 - 815</p>
<b>Pie Charts</b>	<ul style="list-style-type: none"> <li>• Find the angle for each category:</li> <li>• <math>360^\circ \div \text{total frequency} =</math> the number of degrees per piece of data</li> <li>• To work out each category's associated angle we multiply the number of degrees per piece of data by each frequency.</li> </ul> <div data-bbox="1018 264 1236 495" style="text-align: center;"> <p>Top Tip: Always draw each angle clockwise, using the previous line drawn to start.</p> </div>	<p>427 - 429</p>

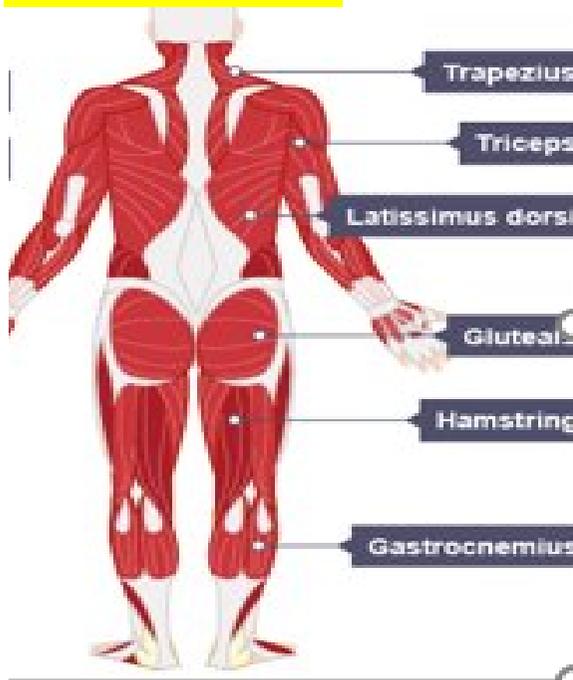
### Key Vocabulary

- Numerator - the top number in a fraction.
- Denominator - the bottom number in a fraction.
- Mixed number - a number consisting of an integer and a proper fraction.
- Improper fraction - an improper fraction is a fraction where the top number (numerator) is greater than or equal to the bottom number (denominator): it is top-heavy.
- Direct proportion - one quantity increases at the same rate as the other quantity increases.
- Inverse proportion - one quantity increases at the same rate as the other quantity decreases.
- Rate - a price or charge set according to a scale or standard hotel rates.
- Quantity – the amount of something.
- Expand – to multiply the term before bracket by the terms in the bracket.
- Expression – collection of terms. E.g  $4x + 8p$ .
- Gradient – the steepness of a curve
- Linear Graph – straight line graph  $y = mx + c$
- Y-intercept – where the graph crosses the y axis

# Year 8 PE Knowledge Organiser

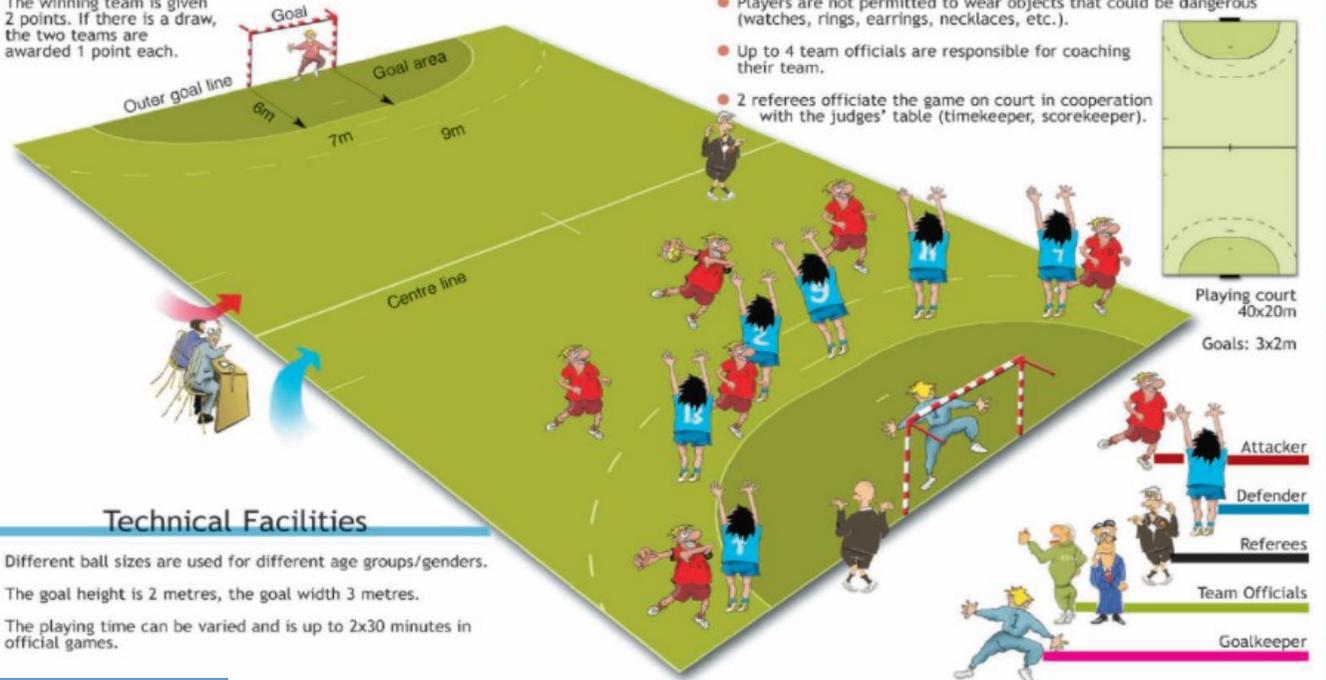


## Know your Muscles



## The Basic Principles of Handball

- Handball is a team sport based on "fair play" principles.
- On court there are two male or female teams playing against each other, both trying to score goals with a handball.
- The team that has scored the most goals when the playing time is over is the winner.
- The winning team is given 2 points. If there is a draw, the two teams are awarded 1 point each.



## Teams/Players/Team Officials/Referees

- Each team consists of up to 14 players. On court a team has 6 field players and 1 goalkeeper.
- Within each team the players are interchangeable during the game.
- All field players of a team wear identical, coloured uniforms. Goalkeepers wear uniforms that differ from those of the field players.
- Players are not permitted to wear objects that could be dangerous (watches, rings, earrings, necklaces, etc.).
- Up to 4 team officials are responsible for coaching their team.
- 2 referees officiate the game on court in cooperation with the judges' table (timekeeper, scorekeeper).

## Technical Facilities

- Different ball sizes are used for different age groups/genders.
- The goal height is 2 metres, the goal width 3 metres.
- The playing time can be varied and is up to 2x30 minutes in official games.

### Warm ups should be .....

- \* activity specific
- \* Pulse raising
- \* Prepare you properly for the activity

### Fitness test Scores

Cooper Run	→	<input type="text"/>
30m Sprint	→	<input type="text"/>
Illinois Agility Run	→	<input type="text"/>
Sit & Reach	→	<input type="text"/>
Vertical Jump	→	<input type="text"/>

### Sit Ups

Sit Ups	→	<input type="text"/>
Ruler Drop	→	<input type="text"/>
Stork Stand	→	<input type="text"/>
Grip Test	→	<input type="text"/>
Standing Long Jump	→	<input type="text"/>
Wall Throw	→	<input type="text"/>