

2024/2025

Cycle 1 Knowledge Navigator

Morning meeting homework

100% Sheets

Year 8

Name:

Form:

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Morning meeting retrieval homework

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100% sheets

16	Maths
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	Week 1		Week 2		Week 3		Week 4		Week 5	
Monday	26/08/24	Bank Holiday	02/09/24	French Page 5 Week 1	09/09/24	French Page 5 Week 3	16/09/24	French Page 5 Week 4	23/09/24	French Page 5 Week 5
Tuesday	27/08/24	Staff Only	03/09/24	Science Page 7 Box 1	10/09/24	Science Page 7 Box 2	17/09/24	Science Page 7 Box 3/4	24/09/24	Science Page 7 Box 5
Wednesday	28/08/24	Staff Only	04/09/24	History Page 10 Box A Sparx Maths	11/09/24	Geography Page 12 Box 1 Sparx Maths	18/09/24	History Page 10 Box B Sparx Maths	25/09/24	Geography Page 12 Box 2 Sparx Maths
Thursday	29/08/24	Staff Only	05/09/24	English Page 14 Box A	12/09/24	English Page 14 Box B	19/09/24	English Page 14 Box C	26/09/24	English Page 14 Box A
Friday	30/09/24	Staff Only	06/09/24	Spellings Week 2	13/09/24	Spellings Week 3	20/09/24	Spellings Week 4	27/09/24	Spellings Week 5
	Week 6		Week 7		Week 8		Week 9		Week 10	
Monday	30/09/24	French Page 5 Week 6	07/10/24	French Page 6 Week 7	14/10/24	French Page 6 Week 8	04/11/24	French Page 6 Week 9	11/11/24	French Page 6 Week 10
Tuesday	01/10/24	Science Page 7 Box 6	08/10/24	Science Page 8 Box 1	15/10/24	Science Page 8 Box 2	05/11/24	Science Page 8 Box 3	12/11/24	Science Page 9 Box 1
Wednesday	02/10/24	History Page 10 Box C Sparx Maths	09/10/24	Geography Page 12 Box 3 Sparx Maths	16/10/24	History Page 11 Box D Sparx Maths	06/11/24	Geography Page 13 Box 4 Sparx Maths	13/11/24	History Page 11 Box E Sparx Maths
Thursday	03/10/24	English Page 14 Box B	10/10/24	English Page 14 Box C	17/10/24	English Page 14 Box A	07/11/24	English Page 14 Box B	14/11/24	Staff only
Friday	04/10/24	Spellings Week 6	11/10/24	Spellings Week 7	18/10/24	Spellings Week 8	08/11/24	Spellings Week 9	15/11/24	Staff only
	Week 11		Week 12		Week 13					
Monday	18/11/24	French Page 6 Week 11	25/11/24	French Page 6 Week 12	02/12/24	French Page 6 Week 13				
Tuesday	19/11/24	Science Page 9 Box 2/3	26/11/24	Science Page 9 Box 4/5	03/12/24	Science Page 8 Box 6/7				
Wednesday	20/11/24	Geography Page 13 Box 5 Sparx Maths	27/11/24	History Page 11 Box F Sparx Maths	04/12/24	Geography Page 13 Box 6 Sparx Maths				
Thursday	21/11/24	English Page 14 Box C	28/11/24	English Page 14 Box A	05/12/24	English Page 14 Box B				
Friday	22/11/24	Spellings Week 11	29/12/24	Spellings Week 12	06/12/24	Spellings Week 13				



YEAR 8
CYCLE 1 HOMEWORK

Week 1		Week 2		Week 2		Week 3	
Verbs - Education		Irregular verbs - Education		Subjects		School life	
réviser	to revise	apprendre	to learn	L'anglais (m)	English	Le collège	Secondary school
comprendre	to understand	ecrire	to write	L'allemand (m)	German	L'école primaire	Primary school
etudier	to study	lire	to read	L'espagnol (m)	Spanish	La bibliothèque	Library
rentrer	to come in/ back to school	partir	to leave	Le français (m)	French	Le déjeuner	Lunch
encourager	to encourage	faire	to do	La géographie (f)	Geography	Leçon	Lesson
corriger	to mark	aller	to go	L'histoire (f)	History	Bâtiment	Building
commencer	to start	être	to be	L'informatique (f)	IT	Les toilettes	Toilets
regarder	to watch/look at	avoir	to have	Les maths (m)	Maths	Devoirs	Homework
expliquer	to explain	traduire	to translate	Les sciences (f)	Sciences	Contrôle/examen	Test/Exam
jouer	to play	finir	to finish	La technologie (f)	DT	Récréation	Break(time)
Week 4		Week 5		Week 6		Week 7	
Teachers		Time and Day		Education – Modal Verbs		Uniform - Equipment	
professeur/directeur	teacher/headteacher	journée	day	On doit	You must	Un pantalon (m)	Trousers
monsieur/madame	mr/mrs	semaine	week	On ne doit pas	You must not	Une jupe (f)	A skirt
amusant/ennuyeux	fun/boring	temps	time/weather	On peut	You can	Une veste (f)	A jacket
gentil/strict	kind/strict	le matin/le soir	morning/evening	On ne peut pas	You cannot	Une cravate (f)	A tie
intéressant/nul	interesting/rubbish	à midi/à minuit	at midday/at midnight	Je veux	I want	Un polo (m)	A polo
juste/affreux	fair/awful	avant/après	before/after	Je voudrais	I would like	Des chaussures (f,pl)	Shoes
sympa/méchant	nice/mean	hier/demain	yesterday/tomorrow	Il faut	You must	Des chaussettes (f,pl)	Socks
drôle/travailleur	funny/hard-working	d'habitude	usually	Il ne faut pas	You must not	Un sac (m)	A bag
compréhensif/préfér�	understanding/favourite	tous les jours	everyday	Interdit	Forbidden	Un cahier/ Un stylo	A workbook/Pen
passionant/parresseux	fascinating/lazy	normalement	usually	Il est n�cessaire de	It is necessary to	Une trousse	A pencil case

French

EDUCATION/WORK & FUTURE PLANS

CYCLE 1

Year 8

Week 8		Week 9		Week 10			
Uniform Adjectives		Education – Rules Verbs		Present		Imperfect	
beau/joli	beautiful/pretty	apporter son équipement	to bring ones equipment	Je vais	I go / am going	J’allais	I went/used to go
elegant	elegant	ecouter les conseils	to listen to advice	J’aime	I like / am liking	J’aimais	I used to like
moche	ugly	concentrer en classe	to concentrate in class	Je mange	I eat /am eating	Je mangeais	I used to eat
court/long	short/long	parler avec ses amis	to speak with friends	Je porte	I wear /am wearing	Je portais	I used to wear
vieux/moderne	old/modern	aider les autres	to help others	Je fais	I do / am doing	Je faisais	I used to do
utile/inutile	useful/useless	porter l’uniforme	to wear the uniform	Je révise	I revise / I am revising	Je révisais	I used to revise
important	important	respecter les règles	to respect the rules	Je joue	I play /am playing	Je jouais	I use to play
essentiel	essential	manger à la cantine	to eat in class	J’apprends	I learn /am learning	J’apprenais	I used to learn
difficile/facile	difficult/easy	fumer	to smoke	C’est / Ce sont	It is / they are	C’était	It was/used to be
noir(e)/blanc(he)	black/white	être à l’heure	to be on time	J’étudie	I study	J’étudiais	I used to study
bleu(e)/violet(te)	blue/purple	travailler en équipe	to work as a team	Je comprends	I understand	Je comprenais	I used to understand

Week 11		Week 12		Week 13	
Ideal School - Conditional		Future Plans		Jobs/Future Possibilities	
J’irais	I would go	prendre une année sabbatique	to take a gap year	avocat/ecrivain	lawyer/writer
J’aimerais	I would like	devenir	to become	medecin	doctor
Je mangerais	I would eat	l’université/etudiant	university/student	serveur/chef	waiter/cook
Je porterais	I would wear	un travail	a job	chanteur	singer
Je ferais	I would do	un emploi à temps partiel	a part time job	facteur	postman
Je réviserais	I would revise	un salaire	a salary	chercheur/scientifique	researcher/scientist
Je jouerais	I would play	a l’étranger	abroad	aidant	carer
J’apprendrais	I would learn	un stage	work experience	au chômage	unemployed
Ce serait	It would be	une entreprise	a company	à l’avenir	in the future
J’étudierais	I would study	avoir des enfants	to have children	si	if
Je comprendrais	I would understand	réussir ses examens	to pass ones’ exams	donc	so
Je deviendrais	I would become	mon métier idéal...	my ideal job...	un projet	a project

1. Multicellular vs. unicellular

Multicellular organisms are composed of cells which are organised into tissues, organs and systems to carry out life processes.

There are many types of cell. Each has a different structure or feature so it can do a specific job.

Specialised cells include; sperm cells, nerve cells, red blood cells, palisade cells, root hair cells.

Cell: The unit of a living organism, contains parts to carry out life processes.

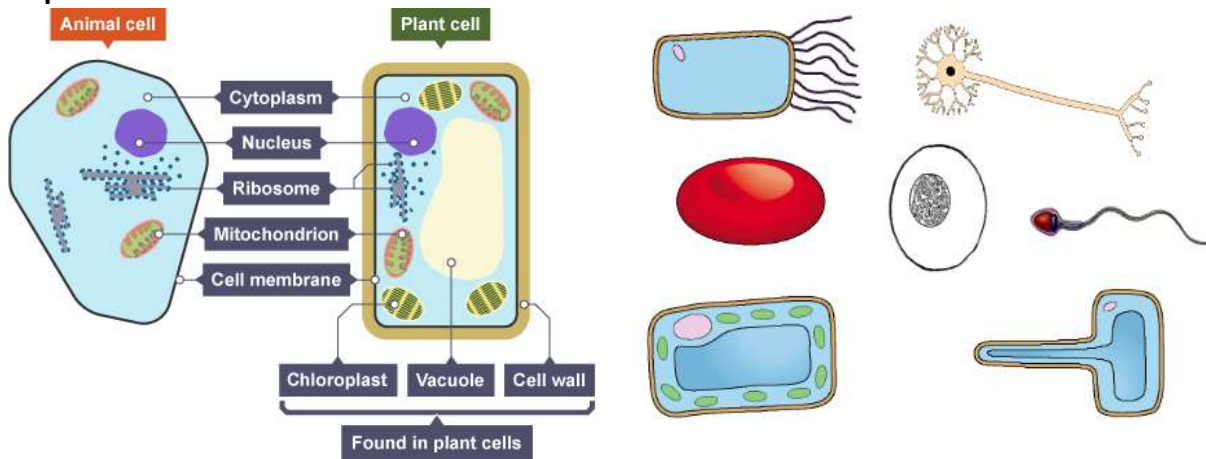
Uni-cellular: Living things made up of one cell.

Multi-cellular: Living things made up of many types of cell.

2. Cell organelles

<u>Organelle</u>	<u>Function</u>
Nucleus	Contains genetic material (DNA) which controls the cell's activities.
Cell membrane	Surrounds the cell and controls movement of substances in and out.
Cytoplasm	Jelly-like substance where most chemical processes happen.
Mitochondria	Site of respiration, where energy is released from food molecules.
Ribosomes	Site of protein synthesis.
Cell wall	Supports & strengthens the cell, in plant cells it is made of cellulose.
Chloroplast	Absorbs light energy so the plant can make food.
Vacuole	Contains liquid, and used to keep the cell rigid and store substances.

3. Specialised cells



4. Levels of organisation

Tissue: Group of one type of cells working together to perform a function.

Organ: Group of different tissues working together to carry out a job.

Organ system: Group of different organs working together to perform a function.

Diffusion: One way for substances to move into and out of cells.

Structural adaptations: Special features to help a cell carry out its functions.

5. Systems of the body

Immune system: Protects the body against infections.

Reproductive system: Produces sperm and eggs, and is where the foetus develops.

Digestive system: Breaks down and then absorbs food molecules.

Circulatory system: Transports substances around the body.

Respiratory system: Replaces oxygen and removes carbon dioxide from blood.

Muscular skeletal system: Muscles and bones working together to cause movement and support the body.

6. Using a light microscope

- Place the microscope on a flat surface and switch on the light (or tilt the mirror) and ensure the stage is fully down.
- Turn to the smallest objective lens (usually x4).
- Place the specimen on the slide and cover with a cover slip. This protects the specimen and the objective lens. Always hold the edges of the slide and handle with care to avoid cuts.
- Place the slide on the microscope stage and secure with the clips.
- Rotate the coarse focusing knob until an image is seen.
- Use the fine focusing knob to get a clear image.
- Turn the objective lens to the x10 magnification objective lens and adjust with the fine focusing knob.
- If possible, turn to the x40 objective lens. Again, only use the fine focusing knob to achieve a clear image.



1. Elements

Most substances are not pure elements, but compounds or mixtures containing atoms of different elements. They have different properties to the elements they contain

Elements have symbols: hydrogen (H), oxygen (O), nitrogen (N), carbon (C), iron (Fe), zinc (Zn), copper (Cu), sulphur (S), aluminium (Al), iodine (I), bromine (Br), chlorine (Cl), sodium (Na), potassium (K) & magnesium (Mg).

Elements: What all substances are made up of, and which contain only one type of atom.

Atom: The smallest particle of an element that can exist.

Molecules: Two to thousands of atoms joined together. Most non-metals exist either as small or giant molecules.

Compound: Pure substances made up of two or more elements strongly joined together.

Chemical formula: Shows the elements present in a compound and their relative proportions.

Polymer: A molecule made of thousands of smaller molecules in a repeating pattern. Plastics are man-made polymers, starch is a natural polymer.

2. The periodic table

The **periodic table** of elements is a way of showing how elements can be ordered.

They are arranged in increasing order of **atomic number**.

Elements are arranged into groups and periods (see diagram).

Groups have elements with similar properties and react in similar ways because they have the same number of electrons in their outer shell.

Group 1 contains reactive metals called alkali metals.

Group 7 contains non-metals called halogens.

Group 0 contains unreactive gases called noble gases.

Each element has its own **symbol**.

Rules for element symbols;

- 1) The first letter of an elements symbol is always a capital letter. e.g. N (not n) for nitrogen.
- 2) If there are two letters in the elements symbol the second letter is always lower case.
e.g. Co (not CO) for cobalt.

3. Separating mixtures

A pure substance consists of only one type of element or compound and has a fixed melting and boiling point. Mixtures may be separated due to differences in their physical properties.

The method chosen to separate a mixture depends on which physical properties of the individual substances are different.

Air, fruit juice, sea water and milk are mixtures. Liquids have different boiling points.

Solvent: A substance, normally a liquid, that dissolves another substance.

Solute: A substance that can dissolve in a liquid.

Dissolve: When a solute mixes completely with a solvent.

Solution: Mixture formed when a solvent dissolves a solute.

Soluble (insoluble): Property of a substance that will (will not) dissolve in a liquid.

Solubility: Maximum mass of solute that dissolves in a certain volume of solvent.

Pure substance: Single type of material with nothing mixed in.

Mixture: Two or more pure substances mixed together, whose properties are different to the individual substances.

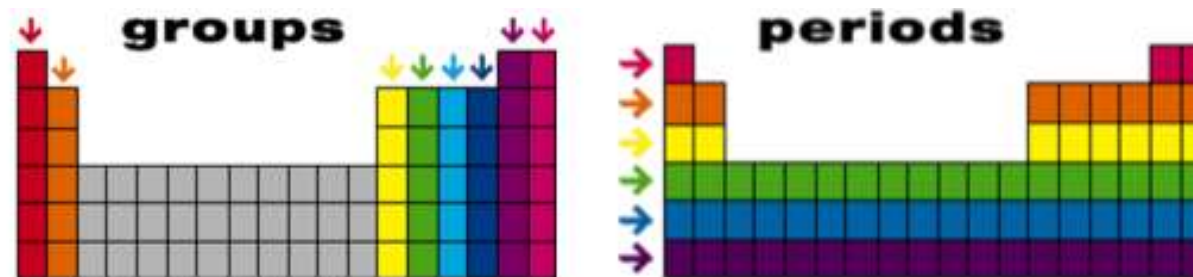
Filtration: Separating substances using a filter to produce a filtrate (solution) and residue.

Distillation: Separating substances by boiling and condensing liquids.

Evaporation: A way to separate a solid dissolved in a liquid by the liquid turning into a gas.

Chromatography: Used to separate different coloured substances.

Groups and periods of the periodic table



1. Energy and costs

Electricity is generated by a combination of resources which each have advantages and disadvantages. Calculate the cost of home energy usage, using the formula: $\text{cost} = \text{power (kW)} \times \text{time (hours)} \times \text{price (per kWh)}$. Food labels list the energy content of food in kilojoules (kJ).

Power: How quickly energy is transferred by a device (watts).

Energy resource: Something with stored energy that can be released in a useful way.

Non-renewable: An energy resource that cannot be replaced and will be used up.

Renewable: An energy resource that can be replaced and will not run out. Examples are solar, wind, waves, geothermal and biomass.

Fossil fuels: Non-renewable energy resources formed from the remains of ancient plants or animals. Examples are coal, crude oil and natural gas.

2. Non-renewable energy resources

Non-renewable energy resources are resources that will run out one day. Fossil fuels (coal, oil and natural gas) and nuclear fuels are examples of non-renewable resources.

Fossil fuels release energy when they are burnt.

- Advantage – large amounts of energy can be generated cheaply.
- Disadvantage – release large amounts of carbon dioxide that can cause global warming.

Nuclear energy is released from the radioactive substance decaying.

- Advantages – Large amounts of energy are released. No harmful gases are released.
- Disadvantage – nuclear waste is very dangerous and needs to be stored safely.

3. Renewable energy resources

Renewable energy resources will never run out. The resource can be used again to transfer energy. An advantage of all renewable resources is that they do not release harmful gases such as carbon dioxide. Solar panels generate electricity from light. Disadvantage – it is not always sunny. Wind turbine generates electricity as the wind spins. Disadvantages – it is not always windy/they don't look nice. Waves can generate electricity by turning a turbine. Disadvantage – they need a lot of waves to work. Geothermal energy uses steam from hot rocks to turn a turbine. Disadvantage – not many suitable places.

4. The Law of conservation of energy

Energy cannot be created or destroyed, it can only be transferred from one energy store to another

5. Energy transfer and stores

When energy is transferred, the total is conserved, but some energy is dissipated, reducing the useful energy.

Thermal energy store: Filled when an object is warmed up.

Chemical energy store: Emptied during chemical reactions when energy is transferred to the surroundings.

Kinetic energy store: Filled when an object speeds up.

Gravitational potential energy store: Filled when an object is raised.

Elastic energy store: Filled when a material is stretched or compressed.

Dissipated: Become spread out wastefully.

6. Work

Work is done and energy transferred when a force moves an object. The bigger the force or distance, the greater the work. Machines make work easier by reducing the force needed. Levers and pulleys do this by increasing the distance moved, and wheels reduce friction.

Work: The transfer of energy when a force moves an object, in joules.

Lever: A type of machine which is a rigid bar that pivots about a point.

Input force: The force you apply to a machine.

Output force: The force that is applied to the object moved by the machine.

Displacement: The distance an object moves from its original position.

Deformation: When an elastic object is stretched or squashed, which requires work.

7. Heating and cooling

The thermal energy of an object depends upon its mass, temperature and what it's made of. When there is a temperature difference, energy transfers from the hotter to the cooler object. Thermal energy is transferred through different pathways, by particles in conduction and convection, and by radiation.

Thermal conductor: Material that allows heat to move quickly through it.

Thermal insulator: Material that only allows heat to travel slowly through it.

Temperature: A measure of the motion and energy of the particles.

Thermal energy: The quantity of energy stored in a substance due to the vibration of its particles.

Conduction: Transfer of thermal energy by the vibration of particles.

Convection: Transfer of thermal energy when particles in a heated fluid rise.

Radiation: Transfer of thermal energy as a wave.

CYCLE 1	SUBJECT	History	TOPICS	Peasants and the plague	YEAR GROUP	7
BOX	Key Knowledge to learn					
SECTION A Life in a village	PEASANTS – poor farmers who lived in villages and grew crops for a living. Low status in society. The life of a VILLEIN (Freemen could leave the village at any time and were paid wages by the Lord)					
		Lived	In a village, in a one-roomed hut. Shared hut with animals. No chimney therefore hut was smokey			
		Worked	As a farmer. Given land by the Lord to farm. They ate what they grew and sold the rest. 2-3 days a week they had to work (for free) on the Lord's land.			
		Freedom	None. Could not leave the village without permission.			
		Religion	Everyone was religious and were Christian. The priest was an important person in the village. Peasants paid taxes to the Church and sometimes this would be given to charity. In return they were taught about the Bible, pray for forgiveness of sins, told how they could get to heaven, receive important messages about the world around them, receive sacraments such as baptism and marriage			
	Health	Bad compared to us. Not many lived beyond 35 to 40 as knowledge of health and hygiene was poor				
SECTION B The Black Death	Symptoms of the Black Death		Medieval People thought;		How did they cure it?	
	<ul style="list-style-type: none"> Bubonic Plague – lived in the blood of black rats and the fleas that lived on them The fleas would bite the humans and pass on the disease Victims would get a fever, large boils (buboes) with a rash of red and black spots Pneumonic Plague – travelled the air and attacked lungs Victims would cough up blood and breath would smell as their lungs rotted 		<ul style="list-style-type: none"> God had sent the plague as a punishment for peoples sins It was caused by 'bad smells' (miasma) It was caused by cats and dogs It was caused by the body's humours (liquids) not being in 'balance' 		<ul style="list-style-type: none"> Whipped themselves to show God they were sorry for their sins and ask him to save them Built giant candles to send a message to God that they were sorry and wanted to be saved Some people went wild – drinking, dancing, partying. The king ordered the streets of towns to be cleaned of filth Some people tried to eat hot or cold foods, or went to a doctor to be bled to 'rebalance their humours' 	
SECTION C – How did life change by 1500	Yes			No		
	<ul style="list-style-type: none"> No more villeins – peasants could leave the village when they wanted There were more towns with more job opportunities (young people could learn a craft and set themselves up in business) For a time after the plague wages were high Some peasants could buy their own land Peasants began to move around more, some moving to towns When wages were high, houses improved, with fireplaces and chimneys After the plague some women were able to gain more independence, inheriting businesses if widowed The church for some became more powerful 			<ul style="list-style-type: none"> The plague came back several times and thousands more people died People still couldn't cure major illnesses and most people only lived until the age of 40-50 Wages went back down to the levels they were at before the plague, when the lords and barons complained to the king Most people were still farmers living off the land Bad weather could still lead to a complete failure of the harvest and starvation Some began to question the role and power of the church as some as a result of plague outbreaks 		

Week	Key Knowledge to learn
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SECTION D – The Catholic Church	Structure of Church Christian Church – the Christian Church’s power stretched across all of Europe and was known in the Middle Ages as Christendom. It was led by the Pope based in Rome.		
	Pope	Held a position of power and respect, he supervised religious activities across Europe and made all the important religious decisions.	
	Archbishops	They followed and implemented the instructions of the Pope. They performed tasks following Church law and practices. Each Christian country may have several archbishops.	
	Bishop	A Bishop would be responsible for a smaller local area with many parishes and take orders from the Archbishop.	
	Priest	Each Priest would have a small community to guide in religious practices, they would be many Christians first point of contact with the Church.	
	Abbots, Monks, Nuns	This groups of people would have taken vows of obedience, poverty and chastity. They would live in a separate community but many Christians would go to monasteries or nunneries for help e.g education, medical attention, charity.	

SECTION E – The Protestant Reformation	The Protestant Reformation	
	The people who questioned the authority and purpose of the Church were called Protestants or Reformers and those loyal to the Pope were called Catholics.	
	One of the most important of these was Martin Luther, who in October 1517 he published his '95 These'	
	His actions caused a rift within the Church which would eventually lead to the creation of a Protestant Church.	
	Criticism	Reason
	Loss of Faith	Church leaders were seen as distant and unsympathetic, many leaders choose to stay away during outbreak of the plague
	Indulgences	The church increasingly began to sell forgiveness, reformers said that only God can forgive based on your good deeds.
Taxation	Everyone paid taxes to the Church. Many said much of this money was spent on the glory of the people running the church rather than going to the poor.	
Leadership	Church leaders, even the Pope, was interfering too much in the running of countries across Europe, and even argued amongst themselves over who was more powerful.	
Message	Many said the Church has forgotten its message. Jesus preached humility and poverty not wealth and power, the church seemed to be moving away from this.	

SECTION F – Religious Differences	Religious Differences	
	Catholic Church Priests should be separate from Church goers, wear special clothes and remain celibate (unmarried) Churches decorated with stain glass and statues of saints be displayed The Bible should be in Latin and the Priest should relate its messages The bread and wine in the Eucharist are the blood and body of Christ due to a miracle when performed	Protestant Church Priests should wear simple plain clothes and be part of the congregation and are free to marry Churches should be plain and simple without decoration The Bible should be translated into all languages so everyone can read its meaning The bread and wine in the Eucharist are symbols of the blood and body of Christ



Week	Key Knowledge to learn	
1 – Key terms	<p>Urban - cities, towns</p> <p>Rural - countryside, villages</p> <p>Megacity - urban area with population more than 10 million people</p> <p>Densely Populated - lots of people living in an area > crowded</p> <p>Sparsely Populated - only a few people living in an area</p> <p>GDP - Gross Domestic Product > money (\$) made in country > in one year</p> <p>LIC - Low Income Countries > poorest countries > e.g. Nepal</p> <p>NEE - Newly Emerging Economies > getting richer > e.g. Brazil</p> <p>HIC - High Income Countries > Richest countries > e.g. The UK</p>	<p>Birth rate - number of live births (per 1,000 people) > high in LICs</p> <p>Death rate - number of deaths (per 1,000 people) > high in LICs</p> <p>Life expectancy - average age that a person is likely to live to (in a particular place)</p> <p>Literacy Rate - percentage of people who can read and write</p> <p>Development - to improve a place > e.g. better education, health care and jobs</p> <p>Infrastructure – Places and their connections e.g. roads, rail, buildings</p>
2 – Factors affecting urbanisation and types of employment	<p>Key terms and Factors affecting urbanisation</p> <p>Migration - moving from one area to another</p> <p>Urbanisation - increase in % of a country's population living in urban areas</p> <p>Population - number of people in a place</p> <p>Rural to urban - rural to urban migration → people moving from countryside to cities</p> <p>Push factors - people migrate <u>from</u> rural areas → negative reasons e.g. famine</p> <p>Pull factors - people migrate <u>to</u> urban areas → positive reasons e.g. better paid jobs</p> <p>Natural Increase - young adults → start a family → birth rate higher than death rate</p>	
3 – Types of Employment and transport in Bradford	<p>Types of employment</p> <p>Primary - getting raw materials from the land and sea e.g. farming → low pay</p> <p>Secondary - making products from raw materials e.g. car manufacturing</p> <p>Tertiary - service industries → e.g. doctors and teachers → higher pay</p> <p>Quarternary- ICT and research e.g. computer designers and scientists</p>	<p>Examples of Transport in Bradford and Rio</p> <p>Bradford:</p> <ul style="list-style-type: none"> • MG2 Managed motorway scheme – development of extra lanes were build allowing better flow of traffic • Cycle Superhighway – development of a cycle lane from Leeds to Bradford reducing cars on roads and air pollution • Bus lanes – encouragement of people using a fast bus system going into Bradford <p>Rio:</p> <ul style="list-style-type: none"> • Tram network – cheap and easily accessible tram in centre of Rio reducing cars on roads • Cable car – connection between city centre and the favelas allowing people to go to work.



Week

Key Knowledge to learn

4 –
Challenges and Opportunities in Bradford (HIC)

Challenges in Bradford, UK (HIC)

Social - There has been a generally poor standard of education in Bradford with many failing schools leading to a poor standard of education, low educated workforce and lack of high skilled employers
Economic - 25% of people 16 to 25 are unemployed in Bradford leading to a cycle of poverty

Environmental - There is congestion and air pollution in Bradford as many people use cars for short journeys, e.g. Leeds Road

Opportunities in Bradford, UK (HIC)

Social - Improvement in schools in Bradford e.g. Dixons Trust gets outstanding GCSE results

Economic - Development of Bradford Broadway has meant there are now more employment opportunities

Environmental - Development of Green spaces and improving infrastructure in city centre e.g. City Hall foundations

5– Challenges and Opportunities in Rio (NEE)

Challenges in Rio de Janeiro, Brazil (NEE)

Social - squatter settlements (favelas) → e.g. Rocinha → no sewage system → poor sanitation → waterborne diseases → diarrhea

Economic - inequalities → some areas much poorer → power cuts → few employment opportunities in favelas → high levels of crime

Environmental - traffic congestion → roads very busy → lots of air pollution
 litter and sewage problem → especially on the beaches/sea

Opportunities in Rio de Janeiro (NEE)

Social - Improvement in housing → provides locals with building materials → improve homes

Economic - transport systems extended e.g. cable car → now includes the favelas → gives residents the opportunity to travel to work in the city center

Environmental - improved train system → less cars → reduce air pollution
 ships fined for dumping waste into sea near Rio de Janeiro coast

6 –
Sustainable Future in Bradford

Sustainable – Meeting the needs of the present without compromising those of future generations

Urban Greening - refers to public landscaping and **urban** forestry projects that create mutually beneficial relationships between city dwellers and their environments e.g. lister park in Bradford

Renewable energy - energy that is collected from renewable resources, which are naturally replenished on a human timescale, such as sunlight, wind, rain, tides, waves, and geothermal heat e.g. in Denholme and other surrounding parts of Bradford, wind power is commonly used

Hybrid cars - These cars produce 90% fewer emissions than traditional models. This is because these vehicles have twin-powered engines, so they consume less fuel and emit less CO2 comparable diesel or petrol powered cars e.g. in Bradford some taxi drivers are now using hybrid cars

Year 8 Cycle 1 – Knowledge Organiser – Reading and Writing Fiction & Shakespeare

Box A: Shakespeare		Box B: Vocabulary & Skills for Writing		Box C: Word Class and Language Techniques	
1. stage directions	this is an instruction in the text of a play indicating the movement, position, or tone of an actor, or the sound effects and lighting	1. when to change paragraphs	a change in time, place, topic or person (being described or speaking)	1.nouns	words that name people, places, things and ideas
				2.verbs	words that show an action
2. aside	remarks made by characters which only the audience can hear	2. time connectives	At first, Next, After that, Meanwhile, A little later, Finally,	3.adjectives	words that describe nouns (things or ideas)
3. soliloquy	where a character speaks their thoughts aloud to the audience	3. opposite adverbs	suddenly – gradually hastily – reluctantly joyfully- miserably	4.adverbs	words that describe verbs, adjectives or other adverbs
4. patriarchy	a society or organisation where men are more powerful . In Jacobean society, fathers or later husbands saw women as a possession.			5.simile	a comparison using 'like' or 'as'
5. hierarchy	The uneven distribution of power where a small number of people hold the majority of the power	4. full stops	use full stops to end sentences – a chunk of information that makes sense on its own	6.metaphor	describing one thing as though it is another
6. Great Chain of Being	The Great Chain of Being is like a ladder that shows the importance of everything in the world. The hierarchy of the Great Chain of Being starts with God at the top, followed by angels, humans, animals, plants, and non-living things .			7.personification	describing something that is not human and non-sentient (not alive) as having human behaviours or characteristics
7. Jacobean Era	The literary and artistic period marked by the rule of King James I (1603-1625)			5. capital letters	use capital letters for the starts of sentences, initials and proper nouns (names)
		6. commas	use commas after connectives, adverbs, and subordinate clauses at the starts of sentences and in lists	9.pathetic fallacy	attribution of human emotions to something non-living
				10.dialogue	speech between characters
				11.repetition	using the same word or phrase again and again

WEEK 1	WEEK 2	WEEK 3	WEEK 4	WEEK 5
<ol style="list-style-type: none"> believe disappear interesting sieve bibliography commemorate feasible output tourist vertical 	<ol style="list-style-type: none"> beneath disappoint interrupt design series commission February cursor globalisation amount 	<ol style="list-style-type: none"> buried embarrass issue simmering book committee foreign password tourism minus 	<ol style="list-style-type: none"> business energy jealous dairy system compatible humorous delete habitat volume 	<ol style="list-style-type: none"> caught engagement knowledge vitamins catalogue comparative irreparable preview transport approximately
WEEK 6	WEEK 7	WEEK 8	WEEK 9	WEEK 10
<ol style="list-style-type: none"> chocolate enquire listening diet thesaurus connoisseur livelihood digital human multiply 	<ol style="list-style-type: none"> climb environment lonely water chapter corroborate maintenance processor transportation weight 	<ol style="list-style-type: none"> column evaluation lovely evaluation classification courteous strategy program igneous average 	<ol style="list-style-type: none"> concentration evidence marriage weight content accommodate stratagem documents tsunami multiplication 	<ol style="list-style-type: none"> material potential sincerely fats copyright assassin truly programming industry axis
WEEK 11	WEEK 12	WEEK 13		
<ol style="list-style-type: none"> honorary illiterate indispensable weighing dedication acknowledge twelfth graphic urban axes 	<ol style="list-style-type: none"> humorous immigrant irrelevant fermentation dictionary accidental withhold scanner infrastructure negative 	<ol style="list-style-type: none"> hypocrisy incidentally irreparable whisking editor knowledge valuable hardware volcano calculate 		

CYCLE 1 SPELLINGS

BOX 1: Key facts**Symbols**

= means equal to

≠ means not equal to

≡ means identical to

≤ means less than or equal to

< means less than

≥ means more than or equal to

> means more than

 $\sqrt{\quad}$ means square root

ONE	TWO	THREE	FOUR	FIVE	SIX
1x1=1	2x1=2	3x1=3	4x1=4	5x1=5	6x1=6
1x2=2	2x2=4	3x2=6	4x2=8	5x2=10	6x2=12
1x3=3	2x3=6	3x3=9	4x3=12	5x3=15	6x3=18
1x4=4	2x4=8	3x4=12	4x4=16	5x4=20	6x4=24
1x5=5	2x5=10	3x5=15	4x5=20	5x5=25	6x5=30
1x6=6	2x6=12	3x6=18	4x6=24	5x6=30	6x6=36
1x7=7	2x7=14	3x7=21	4x7=28	5x7=35	6x7=42
1x8=8	2x8=16	3x8=24	4x8=32	5x8=40	6x8=48
1x9=9	2x9=18	3x9=27	4x9=36	5x9=45	6x9=54
1x10=10	2x10=20	3x10=30	4x10=40	5x10=50	6x10=60
1x11=11	2x11=22	3x11=33	4x11=44	5x11=55	6x11=66
1x12=12	2x12=24	3x12=36	4x12=48	5x12=60	6x12=72

SEVEN	EIGHT	NINE	TEN	ELEVEN	TWELVE
7x1=7	8x1=8	9x1=9	10x1=10	11x1=11	12x1=12
7x2=14	8x2=16	9x2=18	10x2=20	11x2=22	12x2=24
7x3=21	8x3=24	9x3=27	10x3=30	11x3=33	12x3=36
7x4=28	8x4=32	9x4=36	10x4=40	11x4=44	12x4=48
7x5=35	8x5=40	9x5=45	10x5=50	11x5=55	12x5=60
7x6=42	8x6=48	9x6=54	10x6=60	11x6=66	12x6=72
7x7=49	8x7=56	9x7=63	10x7=70	11x7=77	12x7=84
7x8=56	8x8=64	9x8=72	10x8=80	11x8=88	12x8=96
7x9=63	8x9=72	9x9=81	10x9=90	11x9=99	12x9=108
7x10=70	8x10=80	9x10=90	10x10=100	11x10=110	12x10=120
7x11=77	8x11=88	9x11=99	10x11=110	11x11=121	12x11=132
7x12=84	8x12=96	9x12=108	10x12=120	11x12=132	12x12=144

Metric conversions

mm is short for millimeters

cm is short for centimetres

m is short for metres

km is short for kilometres

ml is short for millilitres

cl is short for centilitres

l is short for litres

mg is short for milligrams

g is short for grams

kg is short for kilograms

t is short for tonne

Mili means one thousandth

Centi means one hundred **or** one hundredth

Kilo means one thousand

There are 10mm in 1cm

There are 100cm in 1m

There are 1000mm in 1m

There are 1000m in 1km

There are 10ml in 1cl

There are 100cl in 1l

There are 1000ml in 1l

There are 1000 litres in 1 cubic metre

There are 10mg in 1cg

There are 100cg in 1g

There are 1000mg in 1g

There are 1000g in 1kg

There are 1000kgs in 1 tonne

Probability

The probability of an event being certain is 1

The probability of an event being impossible is 0

The probability of an event having an even chance of happening is 0.5

There are 6 sides on a normal dice.

There are 52 cards in a pack: 13 cards are red hearts; 13 cards are red diamonds, 13 cards are black spades, 13 cards are black clubs. Each set has an ace, a king, a queen, a jack, and the numbers 2 to 9

Drawing facts

Diagrams and graphs should always be drawn with a pencil and ruler

NOT TO SCALE means the diagram has not been drawn accurately and so you can't make assumptions about lengths and angles

A protractor is used to measure angles. A compass is used to construct arcs and circles

Data

The range of a set of numbers is the difference between the highest and lowest numbers

The mode of a set of numbers is the number that appears the most

The median of a set of numbers is the middle number when the data is in order

The mean, or common average, of a set of numbers can be found by adding all the numbers together and dividing by how many numbers there are

Correlation describes the relationship between two sets of data

BOX 2: Number sense

Significant Figures	Starting from the first digit in a number which is not a zero .
Estimate a calculation	The process of rounding numbers to one significant figure and then calculating to get an approximate answer.
Approximate	An answer close to the exact value.

BOX 3: Sequences**VOCABULARY**

Sequence	A pattern of terms/numbers which follow a rule
Term	Each value in a sequence is called a term.
Position	The place it is located . <i>e.g. In the sequence: 3, 5, 7, 9 the term '5' has a position of 2 (as is the 2nd term).</i>

RULES

Term-to-term rule	A rule which allows you to find the next term in a sequence if you know the previous term .
Position-to-term rule (n^{th} Term)	A rule which allows you to calculate the term that is in the n^{th} position of the sequence.
Generate	To produce or create

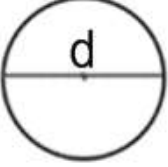
TYPES OF SEQUENCES

Linear Sequences	A sequence where the difference between terms increases or decreases by the same amount each time. Also known as a Arithmetic Sequence . Algebraically: $x_n = an + b$
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BOX 4: Ratio and scale**LINKS TO: FRACTIONS, DECIMALS, PERCENTAGES**

e.g. the ratio 15:35 is: $\frac{15}{50}$ in fractional form
0.3 in decimal form
30% in percentage form

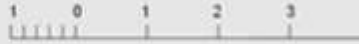
RATIO

Ratio	Compares the size of one part to another part .	
Ratio Notation	The ratio of A to B is written as A:B	
Part (<i>Share</i>)	A proportion of the original amount.	
Proportion	Proportion compares the size of one part to the size of the whole .	
Unit	A standard amount used to measure something	
Compound Units	A unit made of two other units . <i>e.g. speed = distance \div time m/s</i> <i>Density = mass \div volume g/cm²</i> <i>Pressure = force \div area N/m²</i>	
Circumference of a circle	Circumference = $\pi \times \text{diameter}$ $C = \pi d$ OR $C = 2\pi r$	
Gradient (H)	How steep a line is. Can be positive or negative. (Change in y) (Change in x) It gives the rate of change .	


BOX 5: Multiplicative change**SCALE**

Scale	The ratio of the lengths in a model/map/diagram to the lengths in real life
Scale Factor	The ratio of corresponding sides of two similar shapes.
Similarity	Two shapes are similar when one is an enlargement of the other. All angles are the same, but the lengths of sides are different.

EXAMPLES: MAP SCALES

Ratio (Fraction) scale: 1:62,500
Graphic scale:  Miles
Verbal scale: 1 inch equals 1 mile

PROPORTION

Direct Proportion	If two quantities are in direct proportion, as one increases, the other increases at the same rate
Direct proportion graphically (H)	

BOX 6: Working in the Cartesian plane

COORDINATES

Axis (plural: axes)	The x axis is horizontal. The y axis is vertical.	
Quadrant	The four regions separated by the axes.	
Coordinate	Give a position of a point on a grid. The first number (x) moves left (-) or right (+). The second number (y) moves up (+) or down (-). (x, y) <i>e.g. (3,2) means the point that is 3 to the right and 2 up from the origin.</i>	
Origin	The coordinate (0, 0)	
Line Segment	A line joining two points .	
Midpoint	The middle of a line segment.	

Links to: DIRECT PROPORTION

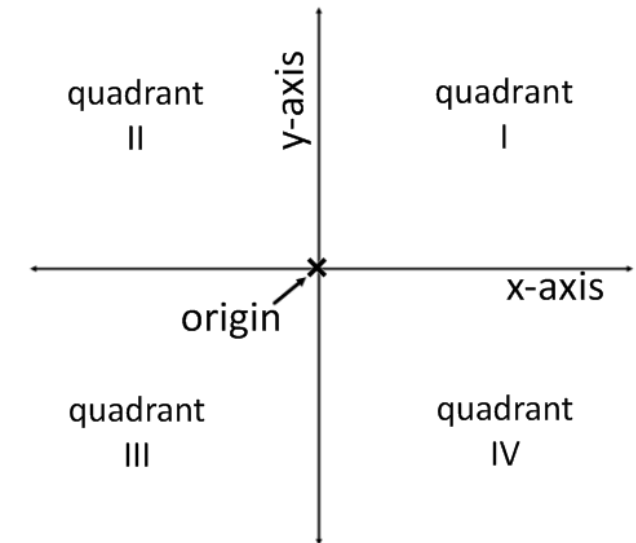
Direct Proportion	If two quantities are in direct proportion, as one increases, the other increases at the same rate If y is directly proportional to x, this can be written as $y \propto x$
$y = kx$	An equation of the form $y=kx$ represents direct proportion, where k is the constant of proportionality .

LINEAR GRAPHS

$y = x$	Every point on this line, the y coordinate is equal to the x coordinate. <i>e.g. (3,3), (-2,-2), (0,0)</i>	
$y = -x$	Every point on this line, the y coordinate is equal to the negative of the x coordinate <i>e.g. (3, -3), (-2,2)</i>	
$y = a$	These lines are always horizontal . <i>For example $y = 2$</i> Every point on this graph, the y coordinate equals 2 <i>e.g. (0,2), (5,2)</i>	
$x = a$	These lines are always vertical . <i>For example $x = 2$</i> Every point on this graph, the x coordinate equals 2 <i>e.g. (2,0), (2,5)</i>	
$y = kx$	These lines always go through the origin . <i>For example $y = 2x$</i> Every point on this graph, the y coordinate is double the x coordinate	

LINEAR GRAPHS

$y = mx + c$	The general equation of a linear graph, where m is the gradient and c is the y-intercept .
Gradient	How steep a line is. Can be positive or negative. (Change in y) (Change in x) It gives the rate of change .
y- intercept	Where the line crosses the y-axis



Links to: SEQUENCES


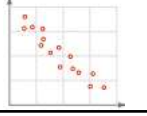
Linear Sequence	A sequence where the difference between terms is the same each time, can be increasing or decreasing. Also known as a Arithmetic Sequence . <i>Algebraically: $x_n = an + b$</i>
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BOX 7: Collecting and representing data

TYPES OF DATA

Hypothesis	A statement that might be true , which can be tested
Data	A collection of information
Primary	Data collected yourself for a specific reason
Secondary	Data you are using that was collected by someone else for a different reason
Qualitative	Data that can only be written in words , not numbers, e.g. eye colour, favourite animal
Quantitative	Numerical data, e.g. shoe size, height of a plant.
Continuous	Numerical data that can be measured , e.g. height of a plant. It has an infinite number of possible values within a selected range
Discrete	Data which can only take certain values , e.g. eye colour, shoe size
Grouped	Numerical data that has been ordered and sorted into groups called classes

DISPLAYING BIVARIATE DATA

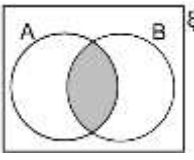
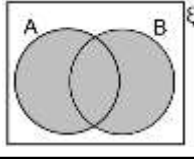
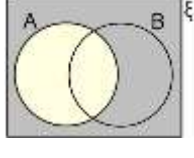
Bivariate data	Data containing two variables	
Variable	Something that can change or vary .	
Scatter graph	A graph to show bivariate data	
Correlation	When there is a relationship between two sets of data, but we don't know if one caused the other	
Causation	When the independent variable causes the dependent variable	
Positive correlation	As one variable increases, the other increases	
Negative correlation	As one variable increases, the other decreases	
No correlation	There is no relationship between the two variables.	
Line of best fit	A line that best represents the data on a scatter graph. In maths GCSE it is always straight, but in science it can be curved.	
Outlier	A value that ' lies outside ' most of the other values in a set of data. An outlier is much smaller or much larger than the other values in a set of data.	
Interpolate	Estimating a value within the range of data we have	
Extrapolate	Estimating a value from outside of the data range we have. It is not reliable .	

BOX 8: Tables and probability

PROBABILITY NOTATION

$P(A) =$	The probability of an event A =
$P(A') =$	The probability that event A will not occur = The complement of A.
$P(A \cap B) =$	The probability that both events A and B will occur = The intersection .
$P(A \cup B) =$	The probability that event A or B or both will occur = The union .

VENN DIAGRAMS

Venn Diagram	A diagram using circles or other shapes, to show the relationship between sets	
Set	A collection of items with one of each member	
The Intersection	$(A \cap B)$ In A and in B	
The Union	$(A \cup B)$ In A or in B or in both	
The Complement	A' Not in A	

1.1 - Skeletal and Muscular Systems	
Skeletal System	Allows movement , holds us upright and protects organs .
Muscular System	Muscles contract and pull on bones to allow movement .
Joint	Where two bones join together . The ends of the bones are covered in cartilage , and synovial fluid lubricates the joint.
Ligament	Elastic tissue that joins two bones together.
Tendon	Inelastic tissue that joins a muscle to a bone .
Antagonistic Muscles	Muscles that work in pairs . When one contracts (shortens), the other relaxes (lengthens).
1.2 - Food Groups	
Carbohydrate	Main source of energy .
Lipids (fats and oils)	Act as a store of energy . Body fat keeps us warm.
Proteins	For growth and repair .
Vitamins & Minerals	Needed in small amounts to maintain health . E.g. calcium for strong bones and teeth , iron for red blood cells .
Water	Needed for chemical reactions in cells and body fluids .
Fibre	Helps food move through the gut . Prevents constipation .
1.3 - Digestive System	
Enzymes	Chemicals that break down food into smaller soluble molecules so that they can be absorbed into the blood .
Mouth	Teeth chew food and mix it with saliva . Saliva contains enzymes that digest carbohydrates .
Oesophagus	Connects the mouth to the stomach .
Stomach	Food is churned in hydrochloric acid which kills bacteria. Enzymes digest proteins .
Small Intestine	Enzymes digest carbohydrates, lipid and proteins . Food is absorbed into the blood .
Large Intestine	Water is absorbed into the blood .
Rectum	Undigested food is compacted and stored as faeces then leaves the body through the anus .

1.4 - Respiratory System		
Trachea	Windpipe that carries air into the lungs. Splits into two tubes called the bronchi , then smaller tubes called bronchioles .	
Alveoli	Small air sacs where gas exchange occurs. Oxygen diffuses into the blood. Carbon dioxide diffuses into the alveoli.	
Adaptations of Alveoli for Gas Exchange	Many small alveoli -> give a large surface area .	
	Moist -> allows gases to dissolve .	
	Thin walls -> gases do not have far to travel .	
	Good blood supply -> maintains steep concentration gradient.	
Diaphragm	Sheet of muscle under the ribcage.	
Breathing In	Diaphragm contracts and moves down . Ribs move up and out . Lung volume increases , pressure decreases , air goes in .	
Breathing Out	Diaphragm relaxes and moves up . Ribs move in and down . Lung volume decreases , pressure increases , air goes out .	
1.5 - Circulatory System		
Heart	Pumps blood around the body.	
Double Circulatory System	One loop pumps blood from the heart to the lungs to be oxygenated .	
	Other loop pumps blood from the heart to the body cells where oxygen is used in respiration .	
Blood Vessels	Arteries	Carry blood away from the heart.
	Veins	Carry blood towards the heart.
	Capillaries	Connect arteries and veins . Allow substances to be exchanged between the blood and tissues . E.g. oxygen and glucose.
Parts of the Blood	Red blood cells	Carry oxygen .
	White blood cells	Fight infections . Kill micro-organisms .
	Platelets	Allow blood to clot and form scabs .
	Plasma	Liquid part of the blood.

Y8 Science Cycle 1 - Sheet 1 the Body

2.1 - Properties and Uses of Metals

Copper	Used for electrical wiring -> good conductor of electricity and ductile.
Gold	Used to make jewellery -> shiny and resistant to corrosion.
Steel	Used for buildings, bridges and cars -> very strong. Steel is an alloy of iron.
Aluminium	Used for aeroplanes and overhead cables -> has a low density so it is lightweight.
Titanium	Used for hip replacements -> resistant to corrosion, strong and low density.

2.2 - Reactivity Series (Practice writing metals in order of reactivity)

Most reactive  Least reactive	Potassium	Please
	Sodium	Send
	Calcium	Charlie's
	Magnesium	Monkeys
	Aluminium	And
	Carbon	
	Zinc	Zebbras
	Iron	In
	Tin	The
	Lead	Lead
	Hydrogen	
	Copper	Cages
	Silver	Securely
	Gold	Guarded
Platinum	Please	






2.3 - Reactions of Metals

Metal + Acid	metal + acid -> salt + hydrogen
	Metal will react if it is more reactive than hydrogen.
	Test for hydrogen gas using a lit splint. Listen for squeaky pop.
Metal + Oxygen	metal + oxygen -> metal oxide
	Oxidation reaction as metal gains oxygen.
Metal + Water	metal + water -> metal hydroxide + hydrogen
	Only very reactive metals e.g. group 1 alkali metals.
	Metal hydroxide produces alkaline solution. Turns universal indicator purple.
Displacement Reaction	A more reactive metal displaces a less reactive metal from its compound.
Rusting	Occurs when iron or steel reacts with both oxygen and water.

2.4 - Extraction and Recycling of Metals

Ore	A rock that you can extract a metal from.
Extraction using Carbon	Use if the metal is less reactive than carbon.
	Heat metal oxide with carbon. Carbon displaces metal from its oxide.
	E.g. carbon + iron oxide -> iron + carbon dioxide.
Extraction using Electrolysis	Use if the metal is more reactive than carbon.
	Split up metal oxide using an electrical current. e.g. aluminium oxide -> aluminium + oxygen
Advantages of Recycling	Less waste sent to landfill. Less energy used as less mining and extraction required. Conserves ores which are limited resources.

3.1 - Mass and Weight	
Mass	Measure of the amount of material something is made up of. Mass is the same on all planets .
Measuring Mass	Use a mass balance .
Units for Mass	Kilograms (kg)
Weight	Measure of the force on something due to gravity . Changes depending on which planet you are on.
Measuring Weight	Use a Newton meter .
Units for Weight	Newtons (N)
Equation	Weight = mass x gravitational field strength ($W = m \times g$)
Gravitational Field Strength	Strength of gravity on a planet. On Earth , $g = 10 \text{ N/kg}$.
3.2 - Stretching Springs	
Deformation	Changing the shape of an object – stretching, compressing or bending . Requires at least two forces .
Elastic Deformation	The object returns to its original size and shape once the forces are removed .
Inelastic Deformation	The object does not return to its original size and shape once the forces are removed .
Hooke's Law	The extension of a stretched spring is directly proportional to the force applied to it, up to the limit of proportionality .
Directly Proportional	Shown on a graph by the line of best fit being a straight line through the origin . If one variable doubles, the other doubles.
Force – Extension Graphs	Plot force on the y axis , extension on the x axis . The steeper the line, the stiffer the spring.
Equation	Force = spring constant x extension ($F = k \times e$)

3.3 - Speed, Distance and Time	
Equation	speed = distance / time ($s = d/t$)
Units	speed = m/s distance = m time = s
Typical speed values	Walking = 1.5 m/s , Running = 3 m/s , Cycling = 6 m/s , Car = 25 m/s , Sound (in air) = 330 m/s
Converting Distances	1 m = 100 cm, 1 km = 1000 m
Converting Times	1 minute = 60 s, 1 hour = 60 minutes
Distance – Time Graphs	Straight diagonal line = constant speed Steeper line = faster speed Flat horizontal line = stationary
3.4 - Terminal Velocity for a Sky Diver (Don't draw diagrams)	
Stage 1 	Weight is much greater than air resistance . Resultant force acting down . Sky diver accelerates as he falls.
Stage 2 	As sky diver accelerates , air resistance increases . Resultant force is less but still acts down . Sky diver still accelerates but at a slower rate .
Stage 3 	Air resistance is now equal to the weight . Forces are balanced – no resultant force. Sky diver falls at a constant speed known as terminal velocity .
Stage 4 	Air resistance now greater than weight as parachute provides a larger surface area . Resultant force now acts up . Sky diver is still falling but decelerates .
Stage 5 	As sky diver decelerates , air resistance decreases . Forces are balanced again – no resultant force. Sky diver fall at a new slower terminal velocity .

1.1 - Pathogens	
Pathogens	Micro-organisms that cause infectious diseases. Four types: bacteria, viruses, fungi and protist .
Bacteria	Produce toxins which make us feel ill. E.g. salmonella, gonorrhoea, cholera .
Viruses	Reproduce inside cells -> causes them to burst -> cell damage makes us feel ill. E.g. measles, colds, flu, HIV .
Fungi	Come in different shapes . E.g. athlete's foot .
Protist	Often spread by vectors (e.g. an insect). E.g. malaria (spread by mosquitos)
Communicable Disease	Infectious disease caused by pathogens . Spread from one person to another.
How are pathogens spread?	Contaminated food and water, coughs and sneezes, vectors, direct contact, bodily fluids (e.g. blood) and sexual intercourse.
1.2 - The Body's Natural Barriers to Infection	
Nose	Nose hairs trap micro-organisms.
Eyes	Tears contain an enzyme called lysozyme which kills micro-organisms.
Airways	Mucus traps micro-organisms. Tiny hairs on cilia cells sweep mucus out of the airways.
Stomach	Contains hydrochloric acid which kills micro-organisms.
Skin	Acts as a physical barrier . Scabs are formed when platelets cause blood clotting .

1.3 - Fighting Disease		
Immune System	Body system that destroys pathogens . Made up of white blood cells .	
How do white blood cells (WBCs) fight disease?	<ol style="list-style-type: none"> 1. Phagocytosis – WBCs engulf and digest pathogens. 2. WBCs produce antitoxins to neutralise toxins. 3. WBCs produce specific antibodies which lock onto the antigens on the surface of the pathogen. 	
Antibiotics	Cure infections caused by bacteria . Kill bacteria but cannot kill viruses .	
Painkillers	Treat the symptoms of disease but cannot kill pathogens .	
Vaccinations	Inject a weakened form of pathogen (dead or inactive). White blood cells produce specific antibodies . If same pathogen re-enters, white blood cells can rapidly produce antibodies before they get ill. Person becomes immune to the disease.	
1.4 - Healthy Lifestyle		
Smoking	Nicotine	Causes addiction .
	Tar	Is carcinogenic (causes cancer).
	Carbon monoxide	Reduces the amount of oxygen that red blood cells can carry.
Drugs	A chemical substance that affects the way your body works. Can be medicinal or recreational .	
Alcohol	Contains the drug ethanol . Can cause liver cirrhosis .	
Healthy Diet	Eat the right amount of each nutrient . Avoid food containing high amounts of fat, sugar and salt .	
Overweight Problems	Type 2 diabetes, stroke, heart disease, some cancers.	
Underweight Problems	Lack of energy, weakened immune system, risk of deficiency disease.	

Y8 Science Cycle 2 - Sheet 1

Health & Disease

Area

Key Knowledge to learn

1. Salah, Hajj Zakah and Sawm

- The five pillars of Islam are the five major practices for **Sunni** Muslims. They are: **Shahadah, Salah, Zakah, Hajj and Sawm**.
- Sunni Muslims would pray five times a day, however, Shia Muslims would pray three times a day. Prayer is important because it is **compulsory**, a way to seek forgiveness and it helps Muslims get closer to Allah. Both Sunni and Muslims recite the same number of prayers
- Both Shi'a and Sunni Muslims pay zakah which is money given to the poor. Muslims need to give around 2.5% of their annual wealth to support the poor and needy. Zakah is important as it purifies wealth, a way to gain great reward from Allah and it helps the Muslim **community**.
- Hajj is an annual **pilgrimage** (religious journey to Mecca) and must be done at least once in your lifetime. Both Sunni and Shi'a Muslims support Hajj as it removes all sins and brings Muslims closer to Allah.
- Sawm is fasting during the month of **Ramadhan**. Sunni and Shi'a Muslims agree sawm is important as rewards are multiplied during this month. Fasting reminds Muslims about the poor and brings Muslims closer to Allah.

2. The Ten Obligatory Acts if Shi'a Islam

- The ten obligatory acts are ten practices Shi'a Muslims must complete. They are; **Salah, Zakah, Sawm, Hajj, Munkar, Maroof, Tawalla, Tabarra, Khums and Jihad**.
- Khums is a 20% tax paid based on income. It is split five ways. Muhammad (pbuh), relatives of Muhammad, orphans, the needy and travellers in need of money to return home. Only Shi'a Muslims practice khums. The money owed to Muhammad and his relatives now goes to the leaders of Shi'a Islam to help protect their faith
- Jihad is important to all Muslims and it means to struggle or to strive to serve Allah. Today Muslims use jihad in two contexts. **Greater jihad** is the internal struggle to serve Allah and to stay on the right path. **Lesser jihad** is the struggle to fight and defend Islam.
- Maroof means to direct others to do good and Munkar means commanding what is just and **forbidding** evil. These practices help Shi'a Muslims to become better Muslims.
- Tawalla is a Shi'a obligatory act. It means to show love to those in Allah's path. Secondly, Tabarra is to express hatred/disassociation with those who oppose Allah. Many Sunni Muslims do not have this belief and there are **scholars** today who say that Tawalla and Tabarra should be rejected as they cause **division** in the religion, so rejecting them would help bring Muslim unity.

3

Islam Festivals

- Eid ul-Fitr is the Eid festival celebrated at the end of Ramadan. It is the start of the new month, **Shawwal**, brought in by the sighting of the new Moon. Eid is welcomed by all Muslims. Muslims would prepare food, decorate their houses, visit cemeteries to remember the dead and exchange gifts.
- Eid ul-Fitr is important because it reminds Muslims of people who regularly go hungry and they would give zakah during this celebration to help the poor. It teaches Muslims time should not be wasted. Prayer and Quran should be the main **priority**.
- Eid ul-Adha is the Eid festival celebrated to **commemorate** Ibrahim for passing the test God gave him. Muslims would celebrate this Eid in the same way as they would for Eid ul-Fitr, however, they would also perform **qurbani**, which is sacrificing an animal and sharing the meat among your friends, relatives and the poor.
- The day of **Ashura** is remembered by both Sunni and Shia Muslims, however they remember it for different reasons. Sunni Muslims remember the day of Ashura as a day of **atonement**. Sunni Muslims would often fast on this day as they believe their previous sins would be forgiven. However, for Shi'a Muslims it is a day of **sorrow**. The day remembers the death of Husayn and members of his family in the battle of Karbala. Shi'a Muslims would wear black to symbolize grief, read poems about the tragic event.

Week

Key Knowledge to learn

4

Stewardship and Dominion

- **Stewardship** is the idea to protect something. Both religious and non religious people believe humans have the duty to protect as the world and all it contains for many reasons.
- Hindus believe that the supreme being, **Brahman**, created the world, which of course makes it **sacred**. They also believe Brahman is present in everything, so doing harm to the world us doing harm to Brahman as well. Both Christians and Muslims believe God created the world and instructed humans to take care of the earth.
- Many non-religious people are also deeply concerned for the future of the planet. **Atheists** argue that humans should protect the earth and all it contains for future generations.
- Many Jews believe God gave humans the duty of **stewardship** as God made the world and all it contains. In Sikhism God created the world as a gift, therefore Sikhs should protect the earth.
- Buddhists believe all life should be respected. As we will use the earth during many lifetimes, we should protect it for ourselves as well as for our children.
- **Dominion** is the idea to rule over the earth and all it contains. Some Christians and Muslims believe God gave them the right to rule over the earth. This means humans can use the world in any way they want. For example, some Muslims and Christians accept **deforestation** because God gave them permission to do so.
- Some Muslims believe nature is inferior to humans and can be used to improve people's wellbeing.

5

Using Animals for Food

- Muslims believe certain animals can be used for food as long as they have been **ritually slaughtered**. The Quran supports the idea of animals as food and prophet Muhammad also ate meat. This means many Muslims would eat meat as it is supported by God. However, some Muslims do not eat meat for many reasons such as personal choice, diet, health issues and dislike the taste of meat.
- Christians also support the idea of eating meat as Jesus ate meat such as fish. However, some Christians do not eat meat and are **vegetarians** because they have medical problems or they do not like the taste of meat or they disagree with farming or slaughter methods.
- Many Buddhists are vegetarian out of respect for all life- animals are also part of the cycle of rebirth. Keeping the first **precept** or non harming would encourage vegetarianism.
- Most Hindus are vegetarian out of respect for life and **ahimsa** (non violence). Teachings in the Vedas forbids the killing of animals.
- Many Sikhs consider ritually killing an animal for food is cruel treatment. Many are vegetarians out of respect for God's creation., However, Guru Gobind Singh permitted the eating of meat so some Sikhs accept the idea of using animals for food.

6

Animal Rights and Experimentation

- Animal rights are the rights animals have to live without **cruelty** and to have good treatment. Laws are in place to protect animals and this means we cannot just do what we want with/to them.
- Animals have the right to be treated properly and fairly, even when we intended to use them for food or in experimentation.
- Animals have many uses such as pets, helpers, guides/workers, providers (eggs, wool and milk), food, sport and experimental subjects.
- Some animals are bred deliberately for life as an experiment subject. Most experiments test for toxicity, of medicine and medical techniques. Animals are also tested on to improve surgical skills for operations.
- Animals can and often do suffer greatly in experiments and any animal used in an experiment is then humanely destroyed, even if the experiment was successful. Many experiments seem unnecessary and scientists have developed other means of testing, without using animals, but they are very expensive. Some people are against all forms of animal experimentation.
- Buddhists believe animals should not be harmed as the first precept teaches humans to not harm other living beings.
- Christians believe animals are apart of creation and deserve **respect** and protection. Muslims believe that Muhammad (pbuh) insisted animals were well treated. However many Christians and Muslims accept animal experimentation if it wil help to improve human life.
- Hindu respect all animals as many **deities** are linked to specific animals and Hindus support the idea of ahimsa (nonviolence) and will avoid harming all forms of life.

Les jours de la semaine

Les nombres en français

lundi	0 zero	10 dix	20 vingt	30 trente
mardi	1 un	11 onze	21 vingt-et-un	31 trente-et-un
mercredi	2 deux	12 douze	22 vingt-deux	32 trente-deux
jeudi	3 trois	13 treize	23 vingt-trois	33 trente-trois
vendredi	4 quatre	14 quatorze	24 vingt-quatre	34 trente-quatre
samedi	5 cinq	15 quinze	25 vingt-cinq	35 trente-cinq
dimanche	6 six	16 seize	26 vingt-six	36 trente-six
	7 sept	17 dix-sept	27 vingt-sept	37 trente-sept
	8 huit	18 dix-huit	28 vingt-huit	38 trente-huit
	9 neuf	19 dix-neuf	29 vingt-neuf	39 trente-neuf
	40 quarante	50 cinquante	60 soixante	70 soixante-dix
	41 quarante-et-un	51 cinquante-et-un	61 soixante-et-un	71 soixante-onze
	42 quarante-deux	52 cinquante-deux	62 soixante-deux	72 soixante-douze
Les mois	43 quarante-trois	53 cinquante-trois	63 soixante-trois	73 soixante-treize
janvier	44 quarante-quatre	54 cinquante-quatre	64 soixante-quatre	74 soixante-quatorze
février	45 quarante-cinq	55 cinquante-cinq	65 soixante-cinq	75 soixante-quinze
mars	46 quarante-six	56 cinquante-six	66 soixante-six	76 soixante-seize
avril	47 quarante-sept	57 cinquante-sept	67 soixante-sept	77 soixante-dix-sept
mai	48 quarante-huit	58 cinquante-huit	68 soixante-huit	78 soixante-dix-huit
juin	49 quarante-neuf	59 cinquante-neuf	69 soixante-neuf	79 soixante-dix-neuf
juillet	80 quatre-vingt		90 quatre-vingt-dix	
août	81 quatre-vingt-et-un		91 quatre-vingt-onze	
septembre	82 quatre-vingt-et-deux		92 quatre-vingt-douze	
octobre	83 quatre-vingt-et-trois		93 quatre-vingt-treize	
novembre	84 quatre-vingt-et-quatre		94 quatre-vingt-quatorze	
décembre	85 quatre-vingt-et-cinq		95 quatre-vingt-quinze	
	86 quatre-vingt-et-six		96 quatre-vingt-seize	
	87 quatre-vingt-et-sept		97 quatre-vingt-sept	
	88 quatre-vingt-et-huit		98 quatre-vingt-dix-huit	
	89 quatre-vingt-et-neuf		99 quatre-vingt-dix-neuf	
	100 cent	600 six cents	105 cent cinq	1,001 mille et un
	200 deux cents	700 sept cents	149 cent quarante-neuf	1,500 mille cinq cents
	300 trois cents	800 huit cents	181 cent quatre-vingt-un	1,766 sept cent soixante-six
	400 quatre cents	900 neuf cents	501 cinq cent un	2,001 deux mille un
	500 cinq cents	1,000 mille	565 cinq cent soixante-cinq	40,000 quarante mille
				74,000 soixante-quatorze mille
				100,000 cent mille
				1,000,000 un million
				3,000,000 trois millions
				1,000,000,000 un-milliard

Title:					
<u>Detail</u>	<u>WWW</u>	<u>EBI</u>	<u>Tenses</u>	<u>WWW</u>	<u>EBI</u>
Connectives	1 2 3		Present tense	1 2 3	
Opinions	1 2 3		Past Perfect	1 2 3	
Reasons (adjectives)	1 2 3		Imperfect	1 2 3	
Intensifiers	1 2 3		Conditional	1 2 3	
Time expressions	1 2 3		Simple Future	1 2 3	
Adverbs	1 2 3		Pluperfect	1 2 3	
Negatives	1 2 3		Perfect Conditional	1 2 3	
			Subjunctive	1	
Comparatives	plus moins		Modal Verbs	1	
Superlatives	le plus le moins le pire le meilleur		Other Persons	1 2 3	
			<u>Quality of Work</u>	Si j'avais le choix	
Si clause	1 2 3				
Openers	1 2 3		1 Excellent	Quand j'étais plus jeune	
Exclamation	1 2 3		2 Good	Pour que je sois contente	
Questions	1 2 3			Quand je serai plus âgé	
<u>Total:</u>			4 Poor	vu que	
				tandis que	
				Si je pourrais	
				Pour que je puisse	

Connectives

car / parce que = because
 mais = but
 puisque = since
 aussi = also
 donc = therefore
 puis = then
 après = after
 Ensuite = next/then
 ou = or
 cependant = however
 par conséquent = as a result
 étant donné que = given that
 tandis que = whereas
 vu que = considering that
 Malgré = despite
 Afin que = so that
 Pourvu que = given that
 Sauf = except
 En outre = furthermore
 Pour que = so that

Openers

D'abord = Firstly
 Par contre = On the other hand
 Premièrement = Firstly
 Deuxièmement = Secondly
 Troisièmement = Thirdly
 Finalement = Finally
 Pour moi = As for me

Subjunctive

Pour que je sois = so that I am
 Pour que je puisse = so that I can
 Il faut que = It is necessary that
 Il est essentiel qu'il aie = it is essential that there is...
 Il est nécessaire qu'on fasse = it is necessary that we do

Questions

Pourquoi? = Why
 Qui? = Who?
 Quand? = When?
 Comment? = How?
 Quel (le) = What?
 N'est-ce pas? = Isn't it?
 As-tu / Avez-vous? = Do you have?

Intensifiers

très = very
 assez = quite
 un peu = a little
 vraiment = really
 beaucoup = a lot

Complex Opinions

Je pense que = I think that
 J'estime que = I consider that
 Je crois que = I believe that
 Il me semble que = It seems to me that
 Je trouve que = I find that
 À mon avis = In my opinion
 En ce qui me concerne = Concerning me
 Je suis d'accord car = I agree because

Time Expressions

Aujourd'hui = Today
 Hier = Yesterday
 Demain = Tomorrow
 En été = In summer
 En hiver = In winter
 L'année dernière = Last year
 L'année prochaine = Next year
 À l'avenir = In the future
 La semaine dernière = Last week
 Le mois prochain = Next month

Adjectival Agreement

un garçon intelligent = a clever boy
 une fille intelligente = a clever girl
 un pull bleu = a blue jumper
 une veste grise = a grey blazer
 une cravate violette = a purple tie
 une chemise blanche = a white shirt

Adverbs

d'habitude = usually
 normalement = normally
 quelquefois = sometimes
 tous les jours = every day
 généralement = generally

Superlatives

le / la moins = the least
 le / la plus = the most
 le / la pire = the worst
 le / la meilleur (e) = the best

Exclamation

Quelle surprise! = What a surprise!
 Quelle chance! = What luck!
 Quel dommage! = What a shame!
 Quelle horreur! = What horror!

Negatives

ne... pas = not
 ne... jamais = never
 ne... que = only
 ni... ni = neither... nor
 ne... plus = no longer/not anymore

Comparatives

plus... que = more... than
 moins... que = less... than
 mieux que = better than
 pire que = worse than

Reasons (Adjectives)

c'est... = it is...
c'était... = it was...
ce sera... = it will be...
ce serait... = it would be...

intéressant = interesting
 passionnant = exciting
 sympa = nice
 époustouflant = mind-blowing
 triste = sad
 affreux = terrible
 épouvantable = dreadful
 bizarre = strange
 sale = dirty
 propre = clean
 bruyant = noisy
 tranquille = calm
 beau/joli = nice
 cher = expensive
 différent = different
 ennuyeux = boring
 mauvais/mal = bad
 paresseux = lazy
 vieux = old
 propre = clean
 facile = easy
 moche/ laid = ugly
 grand = big
 petit = small

French

Tense Timeline

CYCLE 1

All Years

— = MINUS tense

+ = PLUS tense

Imperfect

I used to play

Je jouais

Present

I play

Je joue

Simple Future

I will play

Je jouerai

Conditional Perfect

I would have played

J'aurais joué

Pluperfect

I had played

J'avais joué

Past Perfect

I played

J'ai joué

Near Future

I am going to play

Je vais jouer

Conditional

I would play

Je jouerais



Present Tense Regular Verbs

ER verb habiter = to live

IR verb finir = to finish

RE verb attendre = to wait

Je (J')	habit e	<i>I live</i>	Je (J')	fin is	<i>I finish</i>	Je (J')	attend s	<i>I wait</i>
Tu	habit es	<i>You live (s/informal)</i>	Tu	fin is	<i>You finish (s/informal)</i>	Tu	attend s	<i>You wait (s/informal)</i>
Il	habit e	<i>He lives</i>	Il	fin it	<i>He finishes</i>	Il	attend _	<i>He waits</i>
Elle	habit e	<i>She lives</i>	Elle	fin it	<i>She finishes</i>	Elle	attend _	<i>She waits</i>
On	habit e	<i>We live</i>	On	fin it	<i>We finish</i>	On	attend _	<i>We wait</i>
Nous	habit ons	<i>We live</i>	Nous	fin issons	<i>We finish</i>	Nous	attend ons	<i>We wait</i>
Vous	habit ez	<i>You live (pl/formal)</i>	Vous	fin issez	<i>You finish (pl/formal)</i>	Vous	attend ez	<i>You wait (pl/formal)</i>
Ils	habit ent	<i>They live (m/mixed)</i>	Ils	fin issent	<i>They finish (m/mixed)</i>	Ils	attend ent	<i>They wait (m/mixed)</i>
Elles	habit ent	<i>They live (f)</i>	Elles	fin issent	<i>They finish (f)</i>	Elles	attend ent	<i>They wait (f)</i>

Present Tense Irregular Verbs

avoir = to have

être = to be

faire = to do

aller = to visit

Je (J')	ai	<i>I have</i>	Je (J')	suis	<i>I am</i>	Je (J')	fais	<i>I do</i>	Je (J')	vais	<i>I go</i>
Tu	as	<i>You have (s/informal)</i>	Tu	es	<i>You are (s/informal)</i>	Tu	fais	<i>You do (s/informal)</i>	Tu	vais	<i>You go (s/informal)</i>
Il	a	<i>He has</i>	Il	est	<i>He is</i>	Il	fait	<i>He does</i>	Il	va	<i>He goes</i>
Elle	a	<i>She has</i>	Elle	est	<i>She is</i>	Elle	fait	<i>She does</i>	Elle	va	<i>She goes</i>
On	a	<i>We have</i>	On	est	<i>We are</i>	On	fait	<i>We do</i>	On	va	<i>We go</i>
Nous	avons	<i>We have</i>	Nous	sommes	<i>We are</i>	Nous	faisons	<i>We do</i>	Nous	allons	<i>We go</i>
Vous	avez	<i>You have (pl/formal)</i>	Vous	êtes	<i>You are (pl/formal)</i>	Vous	faites	<i>You do (pl/formal)</i>	Vous	allez	<i>You go (pl/formal)</i>
Ils	ont	<i>They have (m/mixed)</i>	Ils	sont	<i>They are (m/mixed)</i>	Ils	font	<i>They do (m)</i>	Ils	vont	<i>They go (m/mixed)</i>
Elles	ont	<i>They have (f)</i>	Elles	sont	<i>They are (f)</i>	Elles	font	<i>They do (f)</i>	Elles	vont	<i>They go (f)</i>

French

Verbs

CYCLE 1

All Years

Pluperfect	Past Imperfect	Past Perfect	Present Tense	Near Future	Simple Future	Conditional	Perfect Conditional
------------	----------------	--------------	---------------	-------------	---------------	-------------	---------------------

INFINITIVE: porter = to wear (Regular er)

I had worn			I used to wear			I wore			I am wearing/I wear			I am going to wear			I will wear			I would wear			I would have worn		
Je (J')	avais	porté	Je (J')	port	ais	Je (J')	ai	porté	Je (J')	port e	Je (J')	vais	porter	Je (J')	porter	ai	Je (J')	porter	ais	Je (J')	aurais	porté	
Tu	avais	porté	Tu	port	ais	Tu	as	porté	Tu	port es	Tu	vas	porter	Tu	porter	as	Tu	porter	ais	Tu	aurais	porté	
Il	avait	porté	Il	port	ait	Il	a	porté	Il	port e	Il	va	porter	Il	porter	a	Il	porter	ait	Il	aurait	porté	
Elle	avait	porté	Elle	port	ait	Elle	a	porté	Elle	port e	Elle	va	porter	Elle	porter	a	Elle	porter	ait	Elle	aurait	porté	
On	avait	porté	On	port	ait	On	a	porté	On	port e	On	va	porter	On	porter	a	On	porter	ait	On	aurait	porté	
Nous	avions	porté	Nous	port	ions	Nous	avons	porté	Nous	port ons	Nous	allons	porter	Nous	porter	ons	Nous	porter	ions	Nous	aurions	porté	
Vous	aviez	porté	Vous	port	iez	Vous	avez	porté	Vous	port ez	Vous	allez	porter	Vous	porter	ez	Vous	porter	iez	Vous	auriez	porté	
Ils	avaient	porté	Ils	port	aient	Ils	ont	porté	Ils	port ent	Ils	vont	porter	Ils	porter	ont	Ils	porter	aient	Ils	auraient	porté	
Elles	avaient	porté	Elles	port	aient	Elles	ont	porté	Elles	port ent	Elles	vont	porter	Elles	porter	ont	Elles	porter	aient	Elles	auraient	porté	

INFINITIVE: finir = to finish (ir)

I had finished			I used to finish			I finished			I am finishing/I finish			I am going to finish			I will finish			I would finish			I would have finished		
Je (J')	avais	fini	Je (J')	finiss	ais	Je (J')	ai	fini	Je (J')	fin is	Je (J')	vais	finir	Je (J')	finir	ai	Je (J')	finir	ais	Je (J')	aurais	fini	
Tu	avais	fini	Tu	finiss	ais	Tu	as	fini	Tu	fin is	Tu	vas	finir	Tu	finir	as	Tu	finir	ais	Tu	aurais	fini	
Il	avait	fini	Il	port	ait	Il	a	fini	Il	fin it	Il	va	finir	Il	finir	a	Il	finir	ait	Il	aurait	fini	
Elle	avait	fini	Elle	finiss	ait	Elle	a	fini	Elle	fin it	Elle	va	finir	Elle	finir	a	Elle	finir	ait	Elle	aurait	fini	
On	avait	fini	On	finiss	ait	On	a	fini	On	fin it	On	va	finir	On	finir	a	On	finir	ait	On	aurait	fini	
Nous	avions	fini	Nous	finiss	ions	Nous	avons	fini	Nous	fin issons	Nous	allons	finir	Nous	finir	ons	Nous	finir	ions	Nous	aurions	fini	
Vous	aviez	fini	Vous	finiss	iez	Vous	avez	fini	Vous	fin issez	Vous	allez	finir	Vous	finir	ez	Vous	finir	iez	Vous	auriez	fini	
Ils	avaient	fini	Ils	finiss	aient	Ils	ont	fini	Ils	fin issent	Ils	vont	finir	Ils	finir	ont	Ils	finir	aient	Ils	auraient	fini	
Elles	avaient	fini	Elles	finiss	aient	Elles	ont	fini	Elles	fin issent	Elles	vont	finir	Elles	finir	ont	Elles	finir	aient	Elles	auraient	fini	

INFINITIVE: attendre = to wait (re)

I had waited			I used to wait			I waited			I am waiting/I wait			I am going to wait			I will wait			I would wait			I would have waited		
Je (J')	avais	attendu	Je (J')	attend	ais	Je (J')	ai	attendu	Je (J')	attend s	Je (J')	vais	attendre	Je (J')	attendr	ai	Je (J')	attendr	ais	Je (J')	aurais	attendu	
Tu	avais	attendu	Tu	attend	ais	Tu	as	attendu	Tu	attend s	Tu	vas	attendre	Tu	attendr	as	Tu	attendr	ais	Tu	aurais	attendu	
Il	avait	attendu	Il	attend	ait	Il	a	attendu	Il	attend _	Il	va	attendre	Il	attendr	a	Il	attendr	ait	Il	aurait	attendu	
Elle	avait	attendu	Elle	attend	ait	Elle	a	attendu	Elle	attend _	Elle	va	attendre	Elle	attendr	a	Elle	attendr	ait	Elle	aurait	attendu	
On	avait	attendu	On	attend	ait	On	a	attendu	On	attend _	On	va	attendre	On	attendr	a	On	attendr	ait	On	aurait	attendu	
Nous	avions	attendu	Nous	attend	ions	Nous	avons	attendu	Nous	attend ons	Nous	allons	attendre	Nous	attendr	ons	Nous	attendr	ions	Nous	aurions	attendu	
Vous	aviez	attendu	Vous	attend	iez	Vous	avez	attendu	Vous	attend ez	Vous	allez	attendre	Vous	attendr	ez	Vous	attendr	iez	Vous	auriez	attendu	
Ils	avaient	attendu	Ils	attend	aient	Ils	ont	attendu	Ils	attend ent	Ils	vont	attendre	Ils	attendr	ont	Ils	attendr	aient	Ils	auraient	attendu	
Elles	avaient	attendu	Elles	attend	aient	Elles	ont	attendu	Elles	attend ent	Elles	vont	attendre	Elles	attendr	ont	Elles	attendr	aient	Elles	auraient	attendu	

Past Pluperfect			Past Imperfect			Past Perfect			Present			Near Future			Simple Future			Conditional			Perfect Conditional		
INFINITIVE: aller = to go (Irregular)																							
I had gone			I was going / I used to go			I have gone / I went			I am going / I go			I am going to go			I will go			I would go			I would have gone		
Je (J')	étais	allé(e)	Je (J')	all	ais	Je (J')	suis	allé(e)	Je (J')	v	ais	Je (J')	vais	aller	Je (J')	ir	ai	Je (J')	ir	ais	Je (J')	serais	allé(e)
Tu	étais	allé(e)	Tu	all	ais	Tu	es	allé(e)	Tu	v	as	Tu	vas	aller	Tu	ir	as	Tu	ir	ais	Tu	serais	allé(e)
Il	était	allé(e)	Il	all	ait	Il	est	allé(e)	Il	v	a	Il	va	aller	Il	ir	a	Il	ir	ait	Il	serait	allé(e)
Elle	était	allé(e)	Elle	all	ait	Elle	est	allé(e)	Elle	v	a	Elle	va	aller	Elle	ir	a	Elle	ir	ait	Elle	serait	allé(e)
On	était	allé(e)	On	all	ait	On	est	allé(e)	On	v	a	On	va	aller	On	ir	a	On	ir	ait	On	serait	allé(e)
Nous	étions	allé(e/s)	Nous	all	ions	Nous	sommes	allé(e/s)	Nous	all	ons	Nous	allons	aller	Nous	ir	ons	Nous	ir	ions	Nous	serions	allé(e/s)
Vous	étiez	allé(e/s)	Vous	all	iez	Vous	êtes	allé(e/s)	Vous	all	ez	Vous	allez	aller	Vous	ir	ez	Vous	ir	iez	Vous	seriez	allé(e/s)
Ils	étaient	allé(e/s)	Ils	all	aient	Ils	sont	allé(e/s)	Ils	v	ont	Ils	vont	aller	Ils	ir	ont	Ils	ir	aient	Ils	seraient	allé(e/s)
Elles	étaient	allé(e/s)	Elles	all	aient	Elles	sont	allé(e/s)	Elles	v	ont	Elles	vont	aller	Elles	ir	ont	Elles	ir	aient	Elles	seraient	allé(e/s)
INFINITIVE: faire = to do / make (Irregular)																							
I had done			I was doing / I used to do			I have done / I did			I am doing/ I do			I am going to do			I will do			I would do			I would have done		
Je (J')	avais	fait	Je (J')	fais	ais	Je (J')	ai	fait	Je (J')	f	ais	Je (J')	vais	faire	Je (J')	fer	ai	Je (J')	fer	ais	Je (J')	aurais	fait
Tu	avais	fait	Tu	fais	ais	Tu	as	fait	Tu	f	ais	Tu	vas	faire	Tu	fer	as	Tu	fer	ais	Tu	aurais	fait
Il	avait	fait	Il	fais	ait	Il	a	fait	Il	f	ait	Il	va	faire	Il	fer	a	Il	fer	ait	Il	aurait	fait
Elle	avait	fait	Elle	fais	ait	Elle	a	fait	Elle	f	ait	Elle	va	faire	Elle	fer	a	Elle	fer	ait	Elle	aurait	fait
On	avait	fait	On	fais	ait	On	a	fait	On	f	ait	On	va	faire	On	fer	a	On	fer	ait	On	aurait	fait
Nous	avions	fait	Nous	fais	ions	Nous	avons	fait	Nous	f	aisons	Nous	allons	faire	Nous	fer	ons	Nous	fer	ions	Nous	aurions	fait
Vous	aviez	fait	Vous	fais	iez	Vous	avez	fait	Vous	f	aitez	Vous	allez	faire	Vous	fer	ez	Vous	fer	iez	Vous	auriez	fait
Ils	avaient	fait	Ils	fais	aient	Ils	ont	fait	Ils	f	ont	Ils	vont	faire	Ils	fer	ont	Ils	fer	aient	Ils	auraient	fait
Elles	avaient	fait	Elles	fais	aient	Elles	ont	fait	Elles	f	ont	Elles	vont	faire	Elles	fer	ont	Elles	fer	aient	Elles	auraient	fait
<p>DR/MRS VANDERTRAMP verbs take être not avoir</p> <p>Descendre – je suis descendu(e)(s) - to come down (stairs)</p> <p>Rester – je suis resté(e)(s) - to stay</p> <p>Monter – je suis monté(e)(s) - to climb</p> <p>Revenir – je suis revenu (e)(s) - to return</p> <p>Sortir – je suis sorti(e)(s) - to go out</p> <p>Venir – Je suis venue (e)(s) - to come</p> <p>Aller – je suis allé(e)(s) - to go</p> <p>Naître - je suis né(e)(s) - to be born</p>												<p>Devenir – je suis devenu(e)(s) - to become</p> <p>Entrer – je suis entré(e)(s) - to enter</p> <p>Rentrer – je suis rentré(e)(s) - to re-enter</p> <p>Tomber – je suis tombé(e)(s) - to fall</p> <p>Retourner – je suis retourné(e)(s) - to return</p> <p>Arriver- je suis arrivé(e)(s) - to arrive</p> <p>Mourir – je suis mort(e)(s) - to die</p> <p>Partir – je suis parti(e)(s) - to leave</p>											

Performing Arts - DRAMA

Conventions

CYCLE 1

Year 8

Box A – Drama Skills

Box B – Tier Three Words

Box C – Vocal skills

Body Language – Using your body to communicate your character. E.g. an old man would have hunched body language.

Facial Expressions – Using your face to communicate your characters emotions.

Voice – altering the tone, pitch, and pace of your voice to fit your character.

Levels – How high or low your character is to the ground. Can be used to communicate status, class or power.

Proxemics – How close or far away you stand to other characters on stage based on your relationship.

Posture – How you stand during your performance to represent your character

Gestures – using body parts to communicate non-verbally. E.g waving, thumbs up, shaking head.

Stimulus

a starting point.

Actor

a person who takes on a character or role.

Director

leads the theatre makers in achieving the artistic vision

Devising

creating a performance from a stimulus.

Artistic Vision

how a performance is visualised. It can be described as the 'image' of the performance.

PITCH

PACE

PAUSE

ACCENT/ DIALECT

TONE

VOLUME

Box D – Rehearsal Techniques

Box E – Devising and Stimulus

Box F - Characterisation

Conscience Alleyway

The group takes on 2 contrasting viewpoints to provide a tunnel or circle of thoughts to explore a dilemma or circumstance.

Improvisation

An actor invents and creates content on the spot based on a given stimulus.

Thought Track

A character tracks their thoughts, verbalising them in soliloquy form to the audience.

Cross Cutting/ Split Scene

Two scenes are performed with a specific link such as same time but different location.

What is Devising?

Have you carried out sufficient research? Is your devised piece predictable? What genre is your piece of theatre? What are your intentions for your audience? What are your intentions for your character? Devising means to create.

Stimulus

A text, object, image, poem, song or newspaper article to inspire a piece of drama.

There are several rehearsal techniques to explore and cement a character.

Hot Seating– asking specific questions to a person who is in role and sustains their character whilst answering.

Role on The Wall – Creating a detail role on the wall for your character allows you to create a background story for your character giving you a greater understanding.

Uta Hagan's Given Circumstances – Detailed responses to questions regarding several aspects of your character. For example: WHAT SURROUNDS ME? (Animate and inanimate objects-complete details of environment) WHAT ARE THE GIVEN CIRCUMSTANCES? (Past, present, future and all of the events).

BOX A: Brazilian Samba**Surdo****Maracas****Caixa
(ky-sha)****Repinique****Agogo bells****BOX D: African Drumming****Djembe**

You can hit different parts of the drum to create different sounds (timbres)

BOX B: KEY WORDS

Key Word	Definition
Polyrhythm	Many different rhythms performing together
Timbre	Different sounds produced by instruments
Samba	Brazilian dance music used in carnival
Accurate	Performing the music correctly
Fluent	Being able to perform confidently without help
Confident	When performers know what they are performing and know they will get it right
Dynamics	Changes in volume of the music

BOX E: KEY WORDS

Key Word	Definition
Djembe	African drum
Timbre	Different sounds produced by instruments
Call & Response	Performance technique where one performer plays and other performers copy
Accurate	Performing the music correctly
Fluent	Being able to perform confidently without help
Confident	When performers know what they are performing and know they will get it right
Dynamics	Changes in volume of the music

BOX A: WHAT IS THE BLUES?

Blues is a style of popular music originating from the south American states in the 1900s

It was created by the black community and was based on work

This chord sequence has helped to build the majority of popular music since its inception



It is based on a simple chord sequence that is repeated

BOX D: THE 12 BAR BLUES

I	I	I	I
IV	IV	I	I
V	IV	I	I

Play each chord 4 times before moving to the next one

I = Chord 1
 IV = Chord 4
 V = Chord 5
 E.g. In C major:
 1 = CEG
 4 = FAC
 5 = GBD

BOX B: CHORDS**Chord**

When you play 3 notes together

C major Chord**Root note**

The first note of the chord and the chord's name

BOX B: ROBERT JOHNSON

Robert Johnson was one of the first popular Blues musicians who lived from 1911-1938 and was from Mississippi.

One of the earliest Blues recordings was his recording of 'Crossroads'

**BOX E: KEY WORDS**

BLUES - Popular Music from USA.

ROOT NOTE – The first note of a chord.

BASS LINE – Low-pitched instrument part that usually uses root notes.

PULSE – A continuous beat to count the music.

ACCURATE – Performing the music correctly.

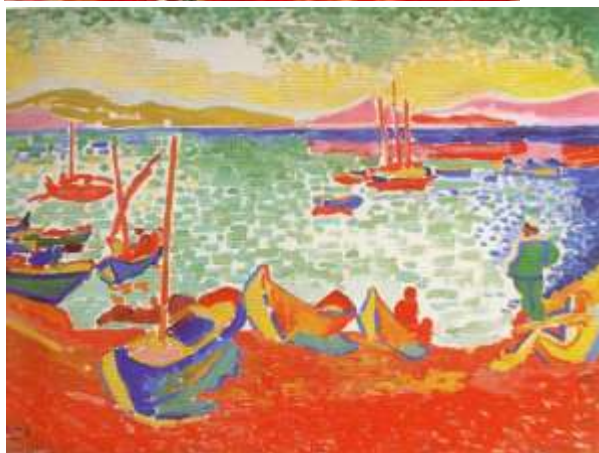
FLUENT – Being able to perform confidently and independently.
CONFIDENT - When performers know what they are performing and know they will get it right.

SEVENTH CHORDS – The seventh note of a scale added to a chord. E.g. C7 is made by taking the major triad of G (C - E - G) and adding an B (C - E - G - B).

Section A – Fauvism

Fauvism is the style of les Fauves (French for "the wild beasts"), a loose group of early twentieth-century modern artists whose works emphasized painterly qualities and strong colour.

The Fauvists saw colours as warm or cold.



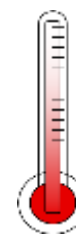
This is a painting by Andre Derain called 'Boats in the Port of Collioure' made in 1905. The cool colours in the sky are dominant and appear to go away from us. The warm colours in the beach appear to come towards us. This gives us the feeling of distance.

Temperature is the warmth or coolness of a colour.

Charles Hayter's colour wheel of 1813 is probably the first to introduce the warm and cool contrast.



Temperature



Research has shown that certain colours stimulate us and increase our temperature slightly, and some colours relax us and decrease our temperature.

Warm colours appear to come towards us and cool colours appear to go away from us. Artists can use this to create the impression of distance in their work.



Warm dominant

Equally warm
and cool

Cool dominant

KEY TERMS AND VOCABULARY

Fauvism – A group of artists who experimented with colour. Using complementary colours and warm and cold colours to create the illusion of depth.

Complementary Colours- Colours that are opposite each other on the colour wheel that bring out the best in each other.

Tertiary colours- We use the six tertiary colours to mix all primary and secondary colours. We see this in the Double primary Colour system used by artists and designers.

Background – Elements that are seen as far away in an artwork.

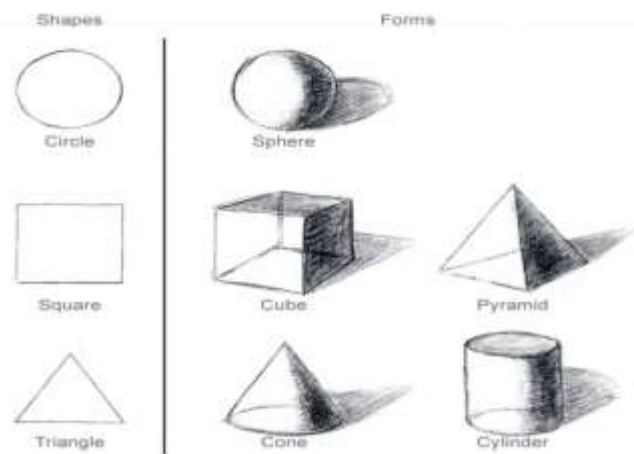
Foreground – What we see in the front or close to us when looking at an artwork.

Warm colours – Colours that stand out and come forward when seen in an artwork. These include red and Orange.

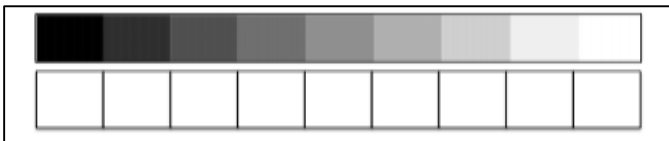
Cold Colours – Colours that seem to go back in an artwork. These include Blues and greens.

SECTION D: 3d FORM

For a 3d object to look 3d on a page we need to use marks that show light and dark tone.

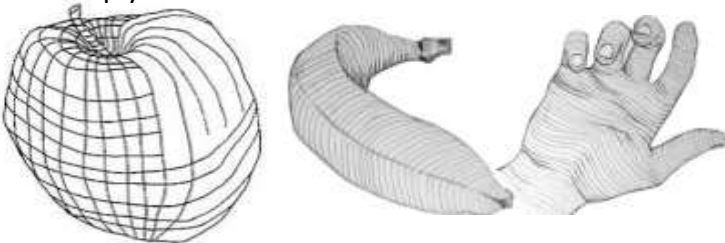


Shading can be smooth blended shading or other techniques like stippling. But whichever type of shading used it must show a range of TONES



Tonal Bar- showing different tones you can use in your drawing

Contour lines- that follow the shape of an object can help your work look 3d



Types of marks that can be used for tonal shading or building up texture

Stippling



Scumbling



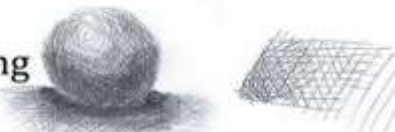
Shading



Smudging



Crosshatching



3d FORM: Shading applied to an object makes it look 3d

Dark tones recede, light tones project towards us so make it look 3d

SECTION E:

Textures- by building up different marks you can create realistic looking texture (how something looks like it feels)
This is also called **Implied Texture**

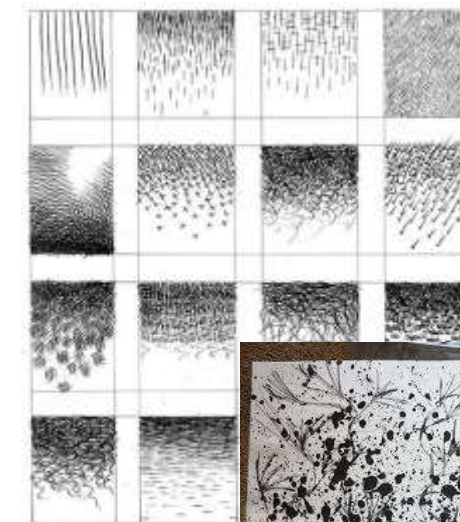


Texture can also be drawn that do not look like anything real these are called **Invented Textures**

SECTION F

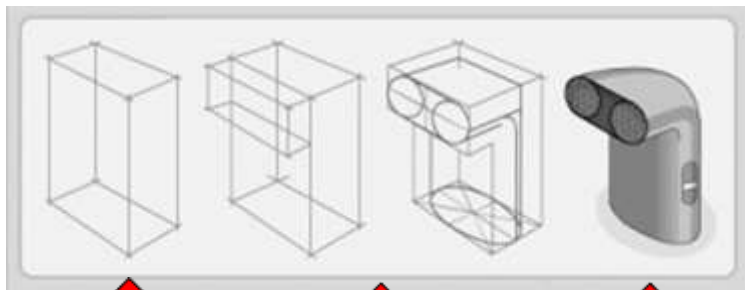
Expressive marks can be used to show mood or emotion or express something that can not be drawn .
The action of how you make a mark or the type of line you do might change how people view your work..

Eg paint might be sprayed on creating a disorganised random effect



BOX 1: Crating & Sketching

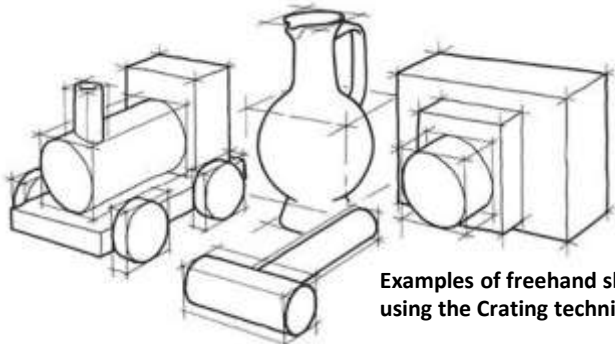
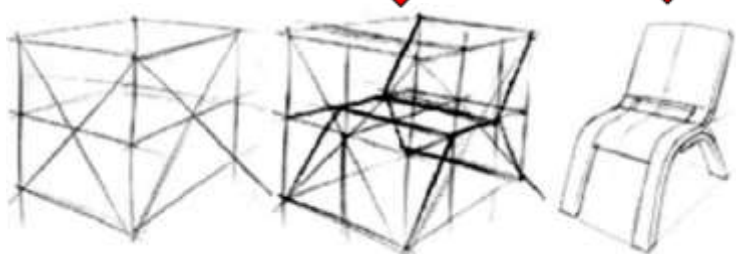
Crating is a technique used in three-dimensional drawing. Because it's hard to measure up and locate points when one is drawing a complex form, it is best to draw a box around it first. This box is known as the crate. From the crate it is possible to find any points within.

The Crating Technique – Step by Step

Crate sketched freehand

Start to add detail to shape

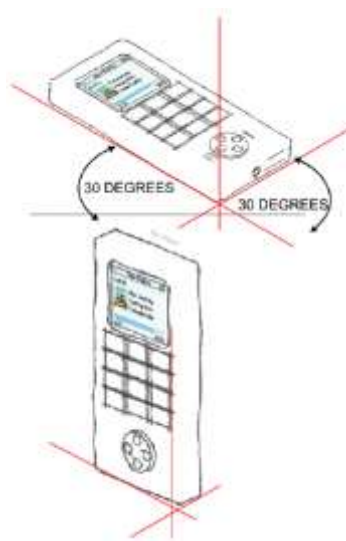
Detail and shading added to drawing



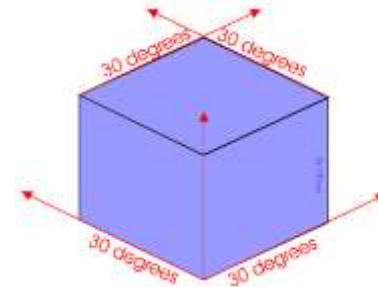
Examples of freehand sketching using the Crating technique

BOX 2: Isometric Drawing

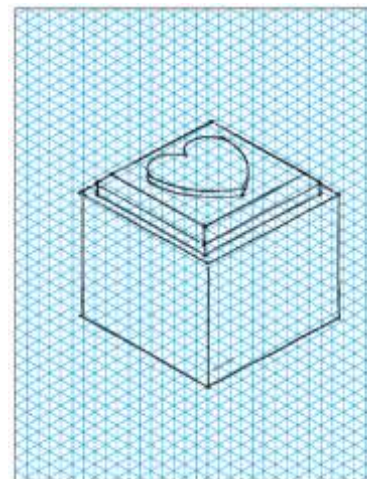
Isometric drawing is way of presenting designs/drawings in three dimensions. In order for a design to appear three dimensional, a 30 degree angle is applied to its sides. The cube opposite, has been drawn in isometric projection.



- When drawing in isometric there are many different techniques you can use.
- If you feel confident with drawing in isometric use blank paper otherwise use isometric paper (seen opposite).
- This paper has 30 degree lines and vertical lines already printed on it (similar to graph paper). Drawings can drawn directly onto the isometric grid or plain paper can be placed on top of the grid. The grid lines can be seen through the paper and can be used as a guide when constructing drawings.



- **FREE HAND SKETCHING IN ISOMETRIC:**
Designs drawn in isometric projection are normally drawn precisely using drawing equipment. However, designers find 'free hand' sketching in isometric projection useful.
- The mobile phone / music player opposite, has been sketched in free hand isometric projection. It allows the designer to draw in 3D quickly and with a reasonable degree of accuracy. The design is still drawn at a 30 degree angle, although this is estimated, rather than drawn with graphics equipment.

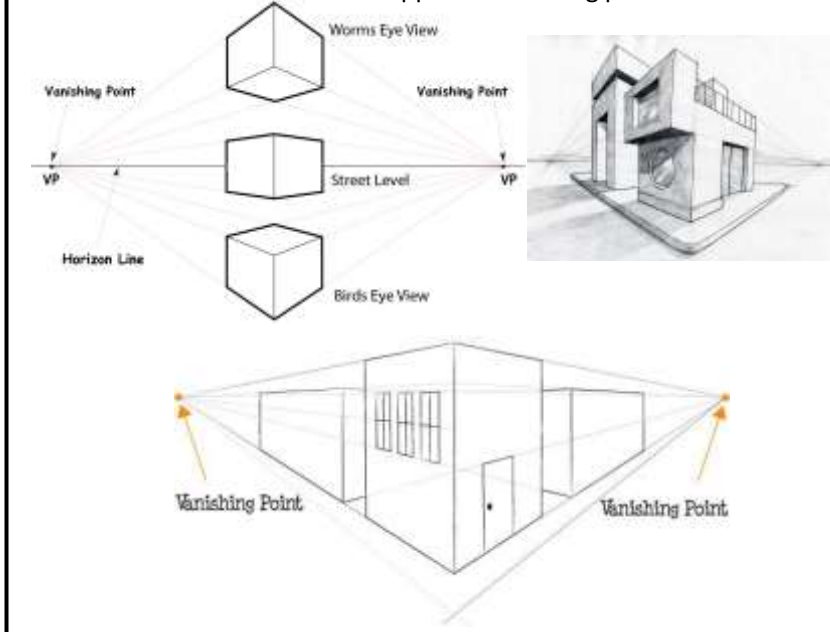
**BOX 3: Two Point Perspective**

Perspective (from the Latin: *perspicere* "to see through") is an approximate representation, generally on a flat surface (such as paper), of an image as it is seen by the eye. The two most characteristic features of perspective are that objects appear smaller as their distance from the observer increases; and that they are subject to *foreshortening*, meaning that an object's dimensions along the line of sight appear shorter than its dimensions across the line of sight.

Perspective drawing is a good technique to use when drawing in 3D. There are different styles including single point and two point perspective.

Two Point Perspective

A drawing has two-point perspective when it contains two vanishing points on the horizon line. In an illustration, these vanishing points can be placed randomly along the horizon. Two-point perspective can be used to draw the same objects as one-point perspective, rotated: looking at the corner of a house, or at two forked roads shrinking into the distance, for example. One point represents one set of parallel lines, the other point represents the other. Seen from the corner, one wall of a house would recede towards one vanishing point while the other wall recedes towards the opposite vanishing point.



BOX 4: Adhesives

Adhesives, also known as glue, cement or paste, are any non-metallic substances applied to one or both surfaces of two separate items or materials that binds them together and resists their separation.

Adhesives may be found naturally or produced synthetically. The earliest human use of adhesive-like substances was approximately 200,000 years ago, when Neanderthals produced tar from the dry distillation of birch bark for use in binding stone tools to wooden handles.



Super glue (Cyanoacrylate) is another adhesive that join a wide range of materials together including plastics, very quickly. Great care must be taken when using this type of glue as it will just as easily glue fingers together.



Hot glue can be used to join a variety of materials. This glue usually gives a semi-permanent joint as surfaces glued together can sometimes come apart. The glue is a type of plastic that melts when hot and solidifies when it cools. Be careful to select that right type of glue stick - this depends on the material to be glued. General purpose glue sticks are usually used in schools.



P.V.A. or Wood Glue (Polyvinyl Acetate) Glues are very popular as they do not need preparation. These glues are supplied in a plastic container and can be used straight away. A good example of this is 'Evo-stik Woodworkers Adhesive'.

BOX 5: Surface Finishes

The main **surface finishes** for **Wood and Plastic** that are available include paints, wax and polishing. This can protect the wood and also add decoration.

Surface finishes for wood

Sanding Sealer
Used to SEAL the wood surface before applying a surface finish. Applied with brush and needs to be lightly sanded before applying final surface finish



Paint
Available in a wide range of colours. Applied with brush or spray can.



Wax
Applied with cloth and polished to a sheen. Wax Polish dries very quickly.



Finish for Plastic
Polishing
Once scratches have been removed from the edges of acrylic then a buffing wheel can be used to put the shine back onto the cut surfaces.



BOX 6: Materials

Hardwoods



Comes from deciduous trees

This is a broad-leaved tree which loses its leaves in the winter.

- Beech
- Oak
- Ash
- Teak

Softwoods



Comes from coniferous trees

This tree is an evergreen (green all year), needle-leaved, cone-bearing tree.

- Pine
- Spruce
- Cedar
- Fir

Manufactured Boards

Boards are available in many thicknesses

Boards are inexpensive so are often used instead of real woods

Manufactured boards are often covered with a thin layer of real wood which is called veneer this improves their appearance or properties.



Manufactured boards are timber sheets which are produced by gluing wood layers or wood fibers together

Manufactured boards are often made using waste wood

Manufactured boards have been developed mainly for industrial production as they can be made in very large sheets of consistent quality

Medium Density Fibre board (MDF)

This board is composed of fine wood dust and resin pressed into a board. This material can be worked, shaped and machined easily.



Plywood

Plywood is a material manufactured from thin layers or "plies" of wood veneer that are glued together with adjacent layers having their wood grain rotated at 90 degrees to one another.



BOX 7: Joining methods

Joints can either be **Temporary** or **Permanent** depending on the type of joint and if glue is used.

Permanent:

Temporary:

When we do not want to take the pieces apart again for example glues, welding & rivets.

When we will, or might need to take pieces apart again for example Screws, nuts/bolts & nails.

Temporary fixings



Joint with wood screws

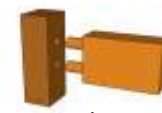


Nailed Joint

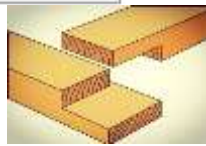
NUTS AND BOLTS



Permanent fixings



Dowel Joint



Corner Halving Joint



Joint with wood glue or PVA

BOX 1: Understanding how code works

All HTML webpage code has to start with `<html>`. You are creating a starting point for your webpage.

`body` refers to how you are going to edit the body of webpage.

Remember, every time you open a tag (for example `<style>`) you have to close it when you've finished adding code to that section. So here, we have finished editing the style of the webpage so the code used is `</style>`

`<h1>` `<h2>` `<h3>`
> etc allows you to add different styles of headings.

`<p>` allows you to insert paragraphs into your text.

```

My Favourite hero - Notepad
File Edit Format View Help
<html>
<title>Marvel heroes</title>

<style>
body {
background-color: red;
}
h1 {
color: dark-blue;
}
h2 {
color: dark-blue;
}
h3 {
color: yellow;
}
</style>
<body>
<h1 style="font-family:Arial" > welcome to a website about my favourite superhero </h1>
<h2 style="font-family:Courier new"> My favourite superhero is Batman </h2>
<h3 style="font-family:Courier new"> He is cool </h3>
<h4 style="font-family:Courier new"> Hello Year 9</h4>
<p> Batman is a fictional superhero appearing in American comic books published by DC Comics. The character was crea

<a href="http://batman.com/">The batman website </a>
</body>
</html>

```

The `<title>` refers to the title of the actual webpage. So on the tab of the window, it will say 'Mr Patel's amazing website'.

The `<style>` tag refers to the style your webpage is going to be.

The `background-colour` section allows you to choose the colour of the background. `h1,h2,h3` etc allow you include different colours to your headings. So every time you put `h1,h2` it'll create a new heading.

`<body>` allows you to insert information into the body of the webpage.

The section where it says `style="font-family:verdana"` allows you to insert a particular type of font for that section of the website. For example, here `h1` will have the font `verdana`.

`</body>` means we have now finish inserting text into the body of the webpage. `</html>` means we have now finished editing the webpage all together.

``
allows you to insert a website link into your page. You can also change what the link says.

`<img src = "batman.jpg....."` allows you to insert an image that is saved within your computer.

`alt= "image of batman"` allows you to give a title to the image. So I have called mine image of batman.

`Width:800px; height:600px>` allows me to determine the size of the image I want.

Knowledge Navigator - Make sure you understand how the code works.

BOX 2:
Practice task

Practice your revision below. Make sure you learn the meaning of all the key tags below.

Remember that HTML stands for HyperText Markup Language and it is mainly used for making websites.

<html>

<style>

<h1> <h2> <h3

<p>

<title>

background-colour

<img src = "batman.jpg

alt= "image of batman"

Width:800px; height:600px>