

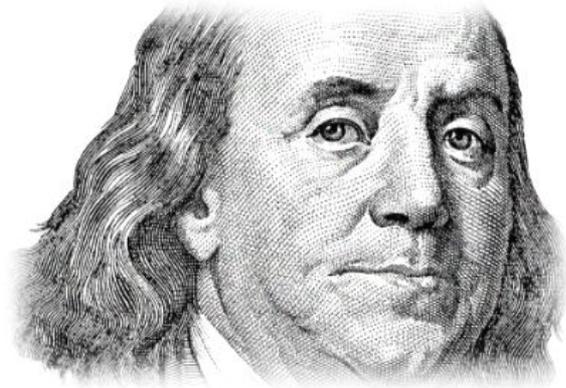


Wilsthorpe School

Derby Road, Long Eaton, Derbyshire, NG10 4WT



Two Counties Trust



“An investment
in KNOWLEDGE
always pays the
best interest.”

Benjamin Franklin



**Preparation for Learning-
Knowledge Organisers
Year 7 Autumn Term**



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Every school day you should be studying at least 1 section of your Knowledge Organiser (KO).

The timetable on the next page tells you which subjects you should be studying on which days (it doesn't matter if you have that subject on that day or not, you should follow the timetable).

If you do not have Languages on your timetable you should work on spellings or the punctuation/grammar facts provided by Mr Meir during Enhancement classes.

You are to use your exercise book to show the work you have done. Each evening you should start a new page and put the date clearly at the top.

You need to bring your KO and exercise book with you everyday to school.

Your parents should tick off your work every evening using the grid in your KO on page 4 and 5.

Parents should also sign off your reading using the Reading Log on page 6.

Your KO and exercise book will be checked regularly during tutor time and you will also be tested during lessons on the content of your organiser.

Using your Knowledge Organiser

Self-testing

You can use your KO and workbook in a number of different ways but you should not just copy.

Use the 'Preparation for Learning - How to self test with your Knowledge Organiser' booklet to help you. It can also be found on the school website.

Below are some possible tasks you could do in your workbooks. Regardless of the task you should always check and correct your work in a different coloured pen.

- Use a 'clock' to divide information into smaller sections.
- Give yourself a spelling test.
- Draw diagrams and annotate them with extra information.
- Create factfiles.
- Create flowcharts.

- Ask someone to write questions for you
- Write your own challenging questions
- Create mind maps
- Create flash cards
- Look, cover, write and check
- Mnemonics
- Draw a comic strip of a timeline



Week 1.

Day	Subject 1	Subject 2	Signed off
Monday	Maths	Food and Textiles	
Tuesday	English	Product Design	
Wednesday	Science	PE	
Thursday	Geography	Music	
Friday	History		

Week 2.

Day	Subject 1	Subject 2	Signed off
Monday	Spanish	Maths	
Tuesday	French	English	
Wednesday	Computing	Science	
Thursday	Art	Geography	
Friday	Drama		

Week 3

Day	Subject 1	Subject 2	Signed off
Monday	History	Spanish	
Tuesday	Food and Textiles	French	
Wednesday	Product Design	Computing	
Thursday	PE	Art	
Friday	Music		

Week 4

Day	Subject 1	Subject 2	Signed off
Monday	Drama	History	
Tuesday	Maths	Food and Textiles	
Wednesday	English	Product Design	
Thursday	Science	PE	
Friday	Geography		

Week 5

Day	Subject 1	Subject 2	Signed off
Monday	Music	Drama	
Tuesday	Spanish	Maths	
Wednesday	French	English	
Thursday	Computing	Science	
Friday	Art		

Week 6

Day	Subject 1	Subject 2	Signed off
Monday	Geography	Music	
Tuesday	History	Spanish	
Wednesday	Food and Textiles	French	
Thursday	Product Design	Computing	
Friday	PE		

Example

Day	Subject 1	Subject 2	Signed off
Monday	✓ French	✓ English	<i>signature</i>
Tuesday	✓ Computing	✓ Science	<i>signature</i>
Wednesday	✓ Art	✓ Geography	<i>signature</i>
Thursday	✓ Drama	✓ History	<i>signature</i>
Friday	✓ Maths		<i>signature</i>



Week 7

Day	Subject 1	Subject 2	Signed off
Monday	Art	Geography	
Tuesday	Drama	History	
Wednesday	Maths	Food and Textiles	
Thursday	English	Product Design	
Friday	Science		

Week 8

Day	Subject 1	Subject 2	Signed off
Monday	PE	Art	
Tuesday	Music	Drama	
Wednesday	Spanish	Maths	
Thursday	French	English	
Friday	Computing		

Week 9

Day	Subject 1	Subject 2	Signed off
Monday	Science	PE	
Tuesday	Geography	Music	
Wednesday	History	Spanish	
Thursday	Food and Textiles	French	
Friday	Product Design		

Week 10

Day	Subject 1	Subject 2	Signed off
Monday	Computing	Science	
Tuesday	Art	Geography	
Wednesday	Drama	History	
Thursday	Maths	Food and Textiles	
Friday	English		

Week 11

Day	Subject 1	Subject 2	Signed off
Monday	Product Design	Computing	
Tuesday	PE	Art	
Wednesday	Music	Drama	
Thursday	Spanish	Maths	
Friday	French		

Week 12

Day	Subject 1	Subject 2	Signed off
Monday	English	Product Design	
Tuesday	Science	PE	
Wednesday	Geography	Music	
Thursday	History	Spanish	
Friday	Food and Textiles		

Week 13

Day	Subject 1	Subject 2	Signed off
Monday	French	English	
Tuesday	Computing	Science	
Wednesday	Art	Geography	
Thursday	Drama	History	
Friday	Maths		

Week 14

Day	Subject 1	Subject 2	Signed off
Monday	Food and Textiles	French	
Tuesday	Product Design	Computing	
Wednesday	PE	Art	
Thursday	Music	Drama	
Friday	Spanish		

Week 15

Day	Subject 1	Subject 2	Signed off
Monday	Maths	Food and Textiles	
Tuesday	English	Product Design	
Wednesday	Science	PE	
Thursday	Geography	Music	
Friday	History		



1

Place Value

My Place Value Grid

Th	H	T	U	.	$\frac{1}{10}$	$\frac{1}{100}$
Thousands	Hundreds	Tens	Units		Tenths	Hundredths

Addition & Subtraction (Positive Numbers)

$\begin{array}{r} 38 \\ 93 \\ \hline 131 \end{array}$	$\begin{array}{r} 67.2 \\ 56 \\ \hline 16 \end{array}$
$\begin{array}{r} 1.234 \\ + 4.1 \\ \hline 5.334 \end{array}$	$\begin{array}{r} 2.18 \\ - 1.9 \\ \hline 0.9 \end{array}$

Line up the numbers and decimal points

When subtracting, if the digit on the top is smaller you will need to borrow

2

Rounding

Rounding
5 or more
Raise the score!
4 or less
Give it a rest!

Round to nearest ten

63 → 60

65 → 70

524 → 520

528 → 530

Round to nearest hundred

435 → 400

462 → 500

7328 → 7300

7356 → 7400

Decimal Place (dp): the number of digits to the right of the decimal point

Significant Figures (sf): the number of digits except the zeros at the beginning or the end

3

Addition & Subtraction (Negative Numbers)

$\begin{array}{r} (+) - (+) \\ 5 - 2 \\ \hline \end{array}$	$\begin{array}{r} (+) + (-) \\ 5 + (-2) \\ \hline \end{array}$
$\begin{array}{r} (+) - (-) \\ 4 - (-2) \\ \hline \end{array}$	$\begin{array}{r} (+) + (+) \\ 4 + 2 \\ \hline \end{array}$
$\begin{array}{r} (-) - (+) \\ -6 - 3 \\ \hline \end{array}$	$\begin{array}{r} (-) + (-) \\ -6 + (-3) \\ \hline \end{array}$
$\begin{array}{r} (-) - (-) \\ -4 - (-4) \\ \hline \end{array}$	$\begin{array}{r} (-) + (+) \\ -4 + 4 \\ \hline \end{array}$

Change the calculation around so it easiest for you
Use a number line if it helps

7 - 19 = -12

4

Averages Definitions

The range is the difference between the lowest value and the highest value.

Range

Mode

The mode is the value that appears most often in a set of data.

Median

The median is the middle number in a list of numbers ordered from lowest to highest.

The mean is the total of all the values, divided by the number of values.

Mean

1, 4, 5, 6, 8, 8, 10

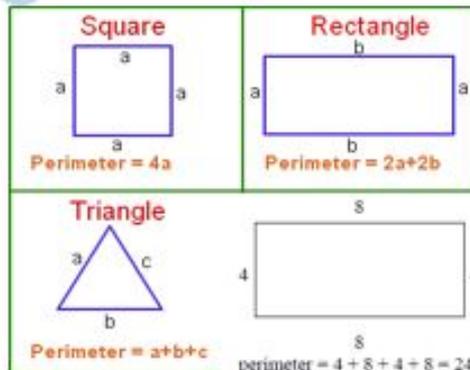
Range = 10 - 1 = 9 Mode = 8

Median = 6

Mean = (1+4+5+6+8+8+10) ÷ 7 = 6

5

Perimeter



To work out the perimeter of any shape you need to add all the sides together

6

Collecting Like Terms

Simplify these expressions

COLLECT LIKE TERMS

2a) 2n + 3n + n = 6n

2b) 4p + 2p - p = 5p

2c) 8q - 2q - 3q = 3q

6b + 4c - 2b + 7c

= 4b + 11c

You can only collect terms if they are the same, in this one you can't add the b and c together at the end



1 Factors, Multiples & Prime Numbers

A **FACTOR** is a number that can be multiplied to get another number.

eg 2 & 3 are factors of 6 because $3 \times 2 = 6$

A **MULTIPLE** is a number that appears in another number's multiplication table.

eg 5 is a multiple of 1 and 5 because $1 \times 5 = 5$

A **PRIME NUMBER** has exactly two factors, itself and one. A prime number can only be fully divided by itself and one.

eg 3 has only two factors, itself and one, and so is a prime number.

The first 8 prime numbers are 2, 3, 5, 7, 11, 13, 17, 19 and 2 is the only even prime number.

2 Highest Common Factor

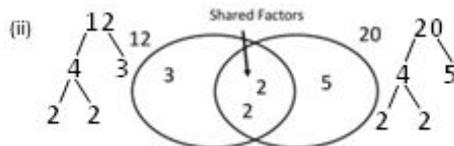
The **HIGHEST COMMON FACTOR** is the biggest factor that divides into a pair of numbers.

This can be found by (i) listing all the factors of both numbers and looking for the biggest common one, or (ii) by using a factor tree and Venn diagram.

eg What is the HCF of 12 and 20?

(i) 1, 2, 3, 4, 6, and 12 are all factors of 12 and 1, 2, 4, 5, 10, and 20 are all factors of 20

The biggest number in both lists is 4 so the HCF is 4



3 Lowest Common Multiple

The **LOWEST COMMON MULTIPLE** is the smallest multiple of both of a pair of numbers.

This can be found by (i) listing multiples of both numbers and looking for the smallest common one, or (ii) by using a factor tree and Venn diagram.

eg What is the LCM of 12 and 20?

(i) 12, 24, 36, 48, 60, and 72 are all multiples of 12 and 20, 40, 60, 80, and 100 are all multiples of 20

The smallest in both lists is 60 so the LCM is 60

(ii) Draw a factor tree for both numbers and keep listing factors until you get to prime numbers

Write the prime factors in a Venn Diagram with the shared factors in the middle

Multiply the numbers in the middle for HCF and all numbers in the diagram for LCM

4 Multiplication and Area

Learning your times tables is extremely important and you can use TTRockStars to practice.

When multiplying larger numbers there are two main methods – you can use whichever you prefer, as long as you are accurate!

$$\begin{array}{r} 96 \\ 32 \times \\ \hline 192 \\ 2880 \\ \hline 3072 \end{array}$$

192 ← this is 96×2
2880 ← this is 96×30
3072 ← this is 96×32

x	30	5
7	210	35

$210 + 35 = 245$

triangle



$A = \frac{1}{2}bh$

rectangle



$A = bh$

5 Division

You will also need to know your times tables to be able to divide successfully.

The most common method for dividing is using the bus stop method. There are other methods you can use – use whichever you are comfortable with, as long as you get it right!

$$186 \div 6 = 31$$

$$\begin{array}{r} 031 \\ 6 \overline{) 186} \\ \underline{6} \\ 18 \\ \underline{18} \\ 0 \\ \underline{0} \\ 6 \\ \underline{6} \\ 0 \end{array}$$

6 Substitution

Substitution is the replacement of letters with numbers.

$$\begin{array}{l} a = -2 \\ b = -3 \end{array} \quad 2a + b$$

$$-4 + -3$$

$$\begin{array}{l} a = 2 \\ b = 3 \end{array} \quad 2a + b$$

$$4 + 3 = 7$$

$$\begin{array}{l} a = -2 \\ b = 3 \end{array} \quad 2a + b$$

$$-4 + 3 = -1$$

Expanding & Factorising Single Brackets

To expand single brackets you need to multiply everything in the bracket by what is next to it

$7(x + 2)$

$7x + 14$

To factorise in to a single bracket you need to find the Highest Common Factor of all the terms

$7x + 14$

$7(x + 2)$



Key Concepts	Each lesson you will move up the Progress Pathway towards higher order thinking skills. Understand the following definitions.
Understand	Perceive the intended meaning of words, texts, skills and texts.
Apply	To complete a task using your understanding.
Analyse	Detailed examination by breaking the text down and looking at it closely. Analysing the effect of a range of language and structure techniques.
Evaluate	Using all the skills to make a judgement about the effect.
Create	Bring everything you have learnt together to create a text/response to a text incorporating methods previously studied.

Skills

Reading – Writing a 'PETER' paragraph to analyse
Point: Make a specific point linked to the question.
Evidence: Select a quotation to backup your point.
Technique: What language technique does the writer use?
Explanation: What is the effect of this
Reader: How does it impact the reader?

Writing – Persuasive Writing:
Rhetorical question: A question asked in order to create a dramatic effect rather than get an answer.
Direct address: Appealing directly to the reader using 'you'.
Inclusive language: Involving the reader with 'us', 'we', 'our'.
Hyperbole: Exaggeration to emphasise a point.
Statistics: Using facts and numbers to exemplify a point.
Emotive language: Words used to provoke emotions.

Writing Challenge

Task: "Money is the key to happiness."
 Write a speech persuading young people either for or against this statement.

Audience: Young people
Format: Speech
Text: Persuasive
Plan, use a range of persuasive devices, sentence types and punctuation, proofread.

Context

Industrial Revolution: a period of major changes in manufacturing with the move to large scale production in factories. This started in Great Britain during the late 1700s and early 1800s.
Workhouse: a place where those unable to support themselves were offered employment and accommodation, often in harsh living conditions.
William Blake (1757-1827): poet and printmaker who protested against the government, church and child labour in his poetry collection 'Songs of Innocence & Experience'.

Word	Our 'English' definition	WORD POWER
Apply	To make use of the things you know.	
Analyse	Detailed examination by breaking the text down and looking at it closely.	
Compare	Measure or note the similarity or differences between things.	
Connotation	When a word gives a deeper idea or feeling in addition to its literal meaning.	
Evaluate	Making a judgement about the effect.	
Evidence	Backing up your ideas with facts, information or quotations.	
Infer	Arrive at a conclusion from evidence and reasoning rather than from explicit statements.	
Imply	Indicate by suggestion rather than clearly saying it.	
Interpret	Explain the meaning of words, information or actions.	
Significant	Sufficiently great or important to be worthy of attention.	



Spelling and Vocabulary Tests

Your Grammar teacher will tell you which word list you should learn and when.

When you are tested on these words, you will be asked to write the word - spelt correctly - within a sentence that makes sense.

Ensure you know what the following word types are, so you are ready to apply your knowledge to reading and writing:

- **Adjectives**
- **Nouns**
- **Pronouns**
- **Verbs**

List 1a Accommodation Actually Alcohol Although Analyse Argument Assessment Atmosphere Audible Audience	List 1b Above Across Along Also Always Around Babies Below Between Both	List 2a Autumn Beginning Believe Beneath Buried Business Caught Chocolate Climb Column	List 2b Different Every First Following Half High Inside Might Morning Much	List 3a Achieve Brief Chief Field Hygiene Relief Siege Thief Ceiling Deceive	List 3b Name Near Never Number Often Only Opened Other Outside People
List 4a Concentration Conclusion Conscience Conscious Consequence Continuous Creation Daughter Decide Decision	List 4b Place Second Show Some Sometimes Started Still Stopped Suddenly Then	List 5a Definite Design Development Diamond Diary Disappear Disappoint Embarrass Energy Engagement	List 5b Think Thought Through Today Told Tries Turn Turned Two Used	List 6a Enquire Environment Evaluation Evidence Explanation February Fierce Forty Fulfil Furthermore	List 6b Walk Walked Walking Watch When Where Woke Woken Would Write



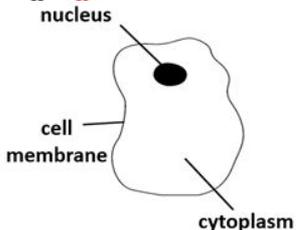


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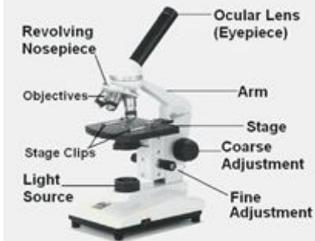
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Science

Animal cell

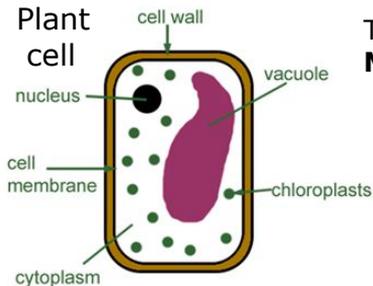


Microscope



Gases	Particles move randomly and with a range of speeds No fixed shape, no fixed volume
Liquids	No fixed shape, fixed volume
Solids	Particles vibrate about a fixed position Fixed shape, fixed position

Plant cell



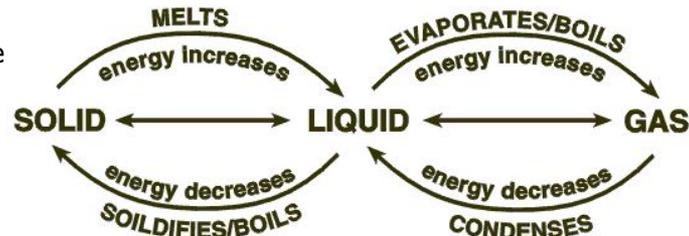
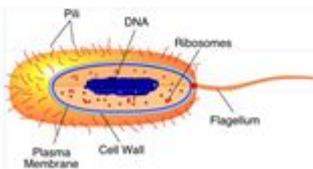
Total **magnification** = eyepiece magnification x objective
Magnification = image size/actual size

	SPERM CELL	Long tail for swimming Head for getting into the female cell
	EGG CELL	Large Contains lots of cytoplasm
	NERVE CELL	Long connections at each end Can carry electrical signals
	RED BLOOD CELL	Large surface area Contains haemoglobin, which joins with oxygen
	ROOT HAIR CELL	Large surface area
	LEAF PALISADE CELL	Large surface area Lots of chloroplasts
	MUSCLE CELL	Cells change length to help us move. Are long and thin and contain lots of mitochondria.
	CILIATED CELL	Have hairs, which sweep mucus along in the lungs or the ovum in the fallopian tubes.

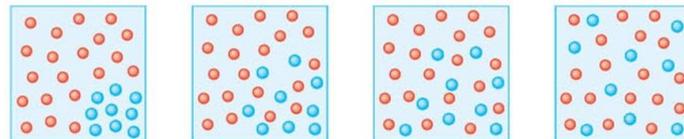
What does each **organelle** do?

Bacterium

Bacteria and archaea are prokaryotes. The simple cells, with no internal organization.



Diffusion is the movement of a substance from an area of high concentration to an area of low concentration. **Diffusion** happens in liquids and gases because their particles move randomly from place to place. **Diffusion** is an important process for living things; it is how substances move in and out of cells.



Resultant forces

The overall effect of all forces acting on a body. Forces are vectors so have direction as well as size.

When a force is applied to an object it can lead to a change in the objects

- Speed
- Direction of movement
- Shape (think about a rubber band)

Forces can also be divided into 2 types, contact forces and non contact forces. 1. Contact forces for example friction, are caused when two objects are in contact. 2. Other forces for example gravity, are non contact forces. The two objects do not need to be in contact for the force to occur.

We measure forces using Newton meters.

Forces are measured in Newtons (N)

$$1\text{kN} = 1000\text{N}$$

Forces can cause energy stores to be transferred. There are 8 main energy stores: Thermal, Kinetic, Gravitational Potential, Chemical, Magnetic, Electrostatic, Elastic.

Balanced forces

When forces act in the opposite direction and are the same size. The resultant force is 0N.

This means:

If the object is moving it continues at a constant speed.

If the object is not moving it remains stationary.



Unbalanced forces

When forces are not equal and opposite then there is a resultant force and the forces are unbalanced.

This means:

If the object is moving it will speed up or slow down in the direction of the resultant force.

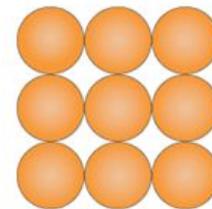
If the object is not moving it will move in the direction of the resultant force.

Atoms are the smallest part of a substance.

Elements are the building blocks that everything in the universe is made from. Elements are pure substances.

They are made up of atoms that are all the same

Science



When two elements combine together to form a compound if there is a metal element it forms the first part of the name and the non metal forms the second part of the name. The ending of the non metal changes to ide.

Compounds are when 2 or more different atoms are chemically bonded together.

If there are more than 2 elements and oxygen is in the compound then the oxygen becomes ate.

What elements are in the following compounds?:

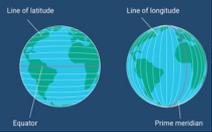
1. Magnesium chloride
2. Iron sulphate
3. Calcium oxide
4. Potassium bromide
5. Copper sulphate



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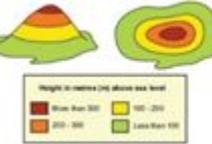
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7 continents



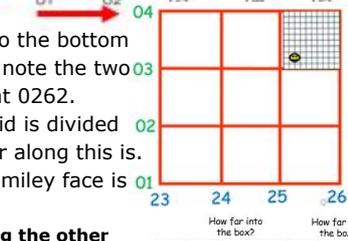
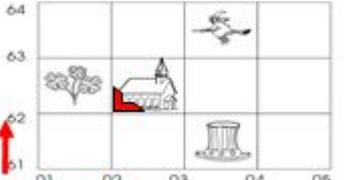
Contour Lines

The closer together the contour lines, the steeper the land.



Grid references

- Go along the bottom of the map until you reach bottom left hand corner of the grid square which will give you two numbers (easting).
- Then go up the side of the map to the bottom left hand corner of your square and note the two numbers (northing). The church is at 0262.
- For 6 figures, you imagine the grid is divided into ten across and estimate how far along this is. Then repeat for the northings (the smiley face is at 253032).



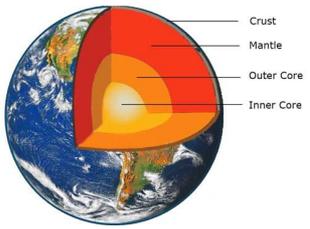
This skill takes practice! 1) Try finding the other items on the first grid. 2) Design your own grid with symbols and find the 6 figure references for them.

WORD POWER

(ensure you learn the meanings and spellings)

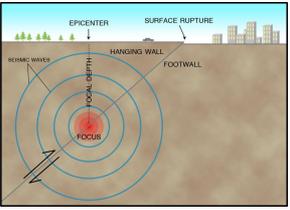
geography	contours	Ordnance Survey	symbols
location	cartography	topography	relief
country	scale	map legend	grid reference
continent	measurement	latitude	longitude

Without Geography, You're Nowhere



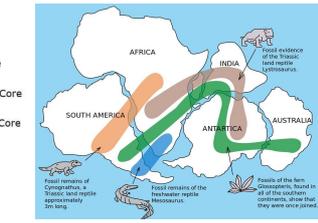
Restless Earth Structure of the Earth

Research: Create a fact file about a volcanic eruption (e.g. Mount St Helens 1980, Eyjafjallajokull 2010)

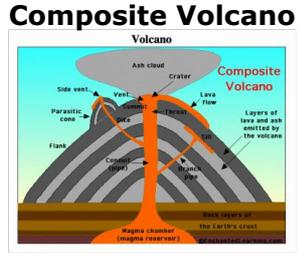


WORD POWER

crust
magma
destructive
shield



Continental Drift and Evidence

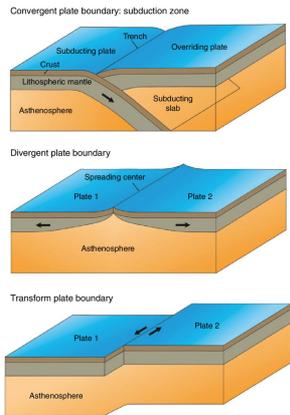


WORD POWER

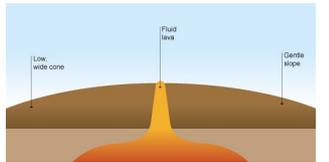
mantle
convection
collision
volcano

Geography

Plate Boundaries



Shield Volcano



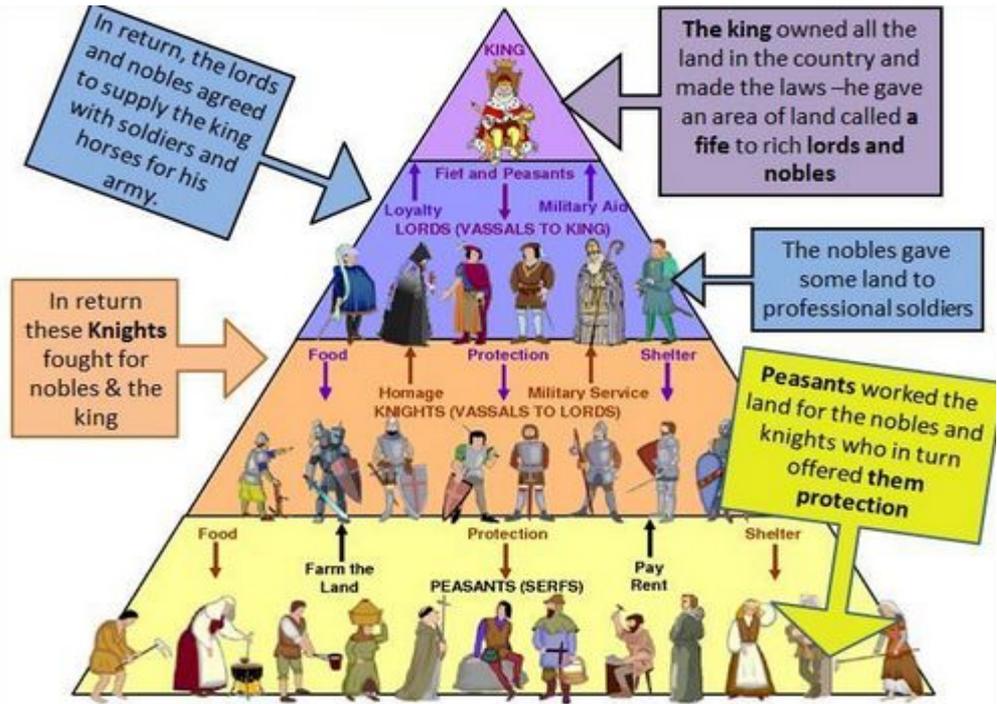
WORD POWER

outer core
subduction
conservative
earthquake

inner core
constructive
composite
seismic



Word Power	Key events of 1066
heir	King Edward died
succession	King Harold I crowned
contender	The Vikings invade!
Earl	The battle of Gate Fulford
Earldom	The battle of Stamford Bridge
Invasion	The Normans invade!
Feudal	The battle of Hastings



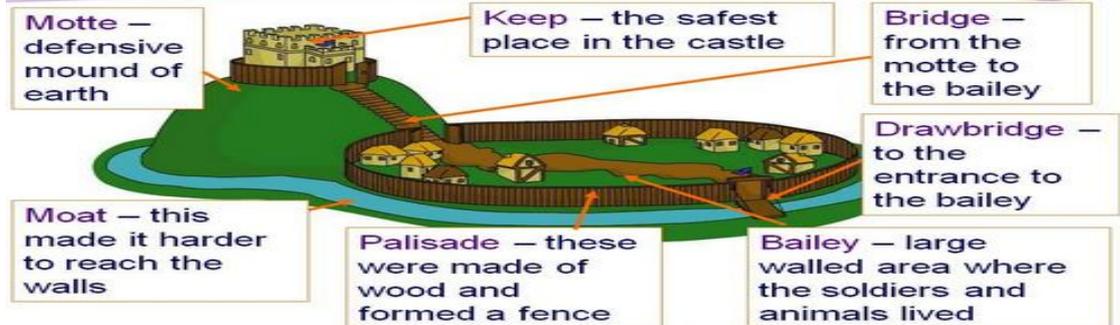
A: William of Normandy



B: Harold Godwinson



C: Harald Hardraada





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España



Inglaterra



Me gusta(n)



No me gusta(n)

Spanish

www.memrise.com
- scan the QR code
for online practise.



1	uno	11	once	21	veintiuno
2	dos	12	doce	22	veintidós
3	tres	13	trece	23	veintitrés
4	cuatro	14	catorce	24	veinticuatro
5	cinco	15	quince	25	veinticinco
6	seis	16	dieciséis	26	veintiséis
7	siete	17	diecisiete	27	veintisiete
8	ocho	18	dieciocho	28	veintiocho
9	nueve	19	diecinueve	29	veintinueve
10	diez	20	veinte	30	treinta

Meses (months)

enero	julio
febrero	agosto
marzo	septiembre
abril	octubre
mayo	noviembre
junio	diciembre

Adjectives

divertido/ divertida	amusing	serio/seria	serious
generoso/ generosa	generous	simpático/ simpática	nice/kind
listo/lista	clever	tonto/tonta	silly
tímido/ tímida	shy	tranquilo/ tranquila	quiet/calm



Verbs

Ser (to be)		Tener (to have)		Vivir (to live)	
I am	soy	I have	tengo	I live	vivo
You are	eres	You have	tienes	You live	vives
He/she/ it is	es	He/she/ it has	tiene	He/she/ it lives	vive

un hermano (a brother)	una hermana (a sister)
un hermanastro (step/half-brother)	una hermanastra (step/half-sister)



Wilsthorpe School

Derby Road, Long Eaton, Derbyshire, NG10 4WT

j'aime je n'aime pas
 j'adore je déteste

1	un	11	onze	21	vingt et un
2	deux	12	douze	22	vingt-deux
3	trois	13	treize	23	vingt-trois
4	quatre	14	quatorze	24	vingt-quatre
5	cinq	15	quinze	25	vingt-cinq
6	six	16	seize	26	vingt-six
7	sept	17	dix-sept	27	vingt-sept
8	huit	18	dix-huit	28	vingt-huit
9	neuf	19	dix-neuf	29	vingt-neuf
10	dix	20	vingt	30	trente



A **noun** is a naming word. All nouns have a **gender** in French. Different **articles** (the words for 'a' and 'the') are used for masculine and feminine nouns.

	masculine singular	feminine singular	masculine/ feminine plural
the	le	la	les
a/ some	un	une	des

Le or la in front of a vowel loses a letter:

~~l~~e Europe – l'Europe ~~l~~e anglais – l'anglais

C'est...
 génial
 cool
 bien
 ennuyeux
 nul
 essentiel
 important

It's...
 great
 cool
 good
 boring
 rubbish
 essential
 important

avoir	to have
j'ai	I have
tu as	you have
il/elle a	he/she has
être	to be
je suis	I am
tu es	you are
il/elle est	he/she is

et	and
aussi	also
mais	but
très	very
assez	quite

French



To listen to the pronunciation of the adjectives visit [View - ActiveTeach](#) and enter the code **6YUDFwrM**

beau/belle	good-looking
branché(e)	trendy
charmant(e)	charming
cool	cool
curieux/curieuse	curious
de taille moyenne	average height
drôle	funny
généreux/généreuse	generous
gentil(le)	nice
grand(e)	tall
impatient(e)	impatient
intelligent(e)	intelligent
modeste	modest
petit(e)	small
poli(e)	polite

Les Couleurs

Test your knowledge <https://www.bbc.co.uk/bitesize/topics/zjx947h/articles/z6bs2sq>



Ethical, Legal, Cultural and Environmental Concerns

When considering the **ethical implications** of technology, you need to consider it from different sides of the argument and take into account different possible points of view.

Identify the different groups involved and think of the advantages and disadvantages to each of those groups.



Environmental Implications

- Gathering the raw materials to create the technology
- Manufacturing impacts on the environment
- Transportation of the technology including fuel and packaging
- Using the technology including constant charging
- Disposing of the technology once it is at the end of its life

Cultural Implications

Cultural issues cover a broad range of topics including race, religion, ethnicity, culture, sexual orientation, and/or disability.



A "**Digital Divide**" is when people are discriminated against because they do not have the same access to technology as other cultural groups.

The Computer Misuse Act 1990

Makes it illegal to gain unauthorised access to a computer system.

Privacy Issues



People value their privacy and do not like it when governments and security services have too much access. If private data that is collected about you by the government is stored then it is also possible that this data could be cracked and could get into the hands of people who should not have that data.

Creative Commons Licensing

A standardised way to grant copyright permissions to a creative work without giving away all the rights of the original creator. This is used when creators want to allow other to be able to use their works but with some limitations.

The Freedom of Information Act 2000

Provides public access to information held by public organisations such as the local councils, national parks, art galleries, museums, health services, schools, police, armed forces etc.

The Data Protection Act 1998 - GDPR

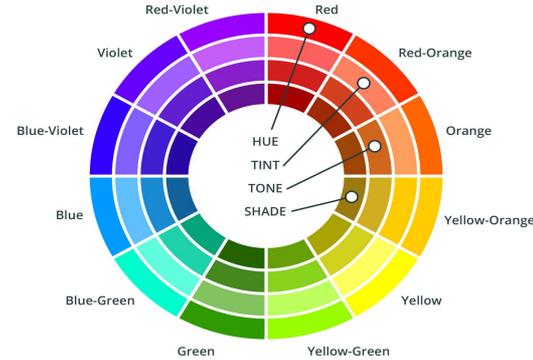
Developed to provide protection for individuals on how data that collected, processed and stored about them.

- Processed fairly and lawfully
- Obtained only for one or more specified purposes
- Data shall be adequate, relevant and not excessive
- Data shall be accurate and kept up to date.
- Not be kept for longer than is necessary
- Actions taken to protect against accidental loss, destruction or damage to data.
- Shall not be transferred to a country with lower data protection laws

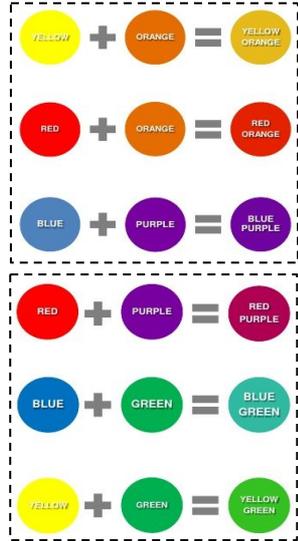


Formal Elements

Colour	Colours are made up of mainly Primary, Secondary and Tertiary colours (see below).
Tone	Refers to the darkness or lightness of a colour. You can use a range of different tonal values to create contrast in your work.
Texture	Texture refers to the surface quality and appearance of a surface. For example, smooth, coarse, soft, rough, etc.
Shape/Form	A shape is a two-dimensional area. Shapes have height and width but not depth. Form is a three dimensional shape e.g. cube, sphere, cone, cylinder etc.
Line	A line is a mark made on a surface that joins together different points. Lines can vary in length, width, direction and shape.
Pattern	A pattern is created by repeating lines, shapes, tones or colours. Patterns can be man-made or natural.



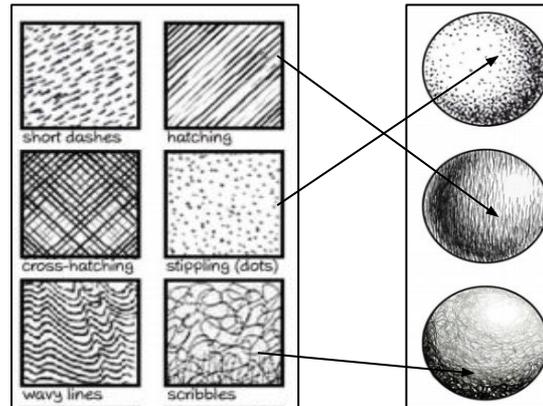
Aim to practise using a range of combinations to achieve a variety of different colours. Adding white to a colour creates a tint, adding grey to a colour makes a tone and then adding black to a colour makes a shade.



Art Terminology

Blending	A technique used to combine two colours. For best results aim to create a gradual transition from one color to another.
Mark-making	This term is used to describe how we apply marks on to a surface. Pencils and brushes are the most common tool for mark making.
Complimentary Colours	Colours that compliment each other are opposite on the colour wheel, for example, red and green, blue and yellow and orange and purple.
Primary Colours	The primary colours are red, blue and yellow. These colours enable artists to make secondary and tertiary colours (see top right).
Secondary Colours	Secondary colours are made by mixing two primary colours together, for example, blue and yellow make green.

Drawing Techniques



Research Albrecht Durer. He uses cross hatching techniques in his work.





Exploring and Performing Plays: War Horse

Performance skills are the specific skills that performers use on stage to create meaning.

Space	Space refers to how actors or items are positioned on stage.
Blocking	Blocking is the process of placing actors in space on stage.
Tone	Tone is the emotional sound of the voice.
Pitch	Pitch is how high or low the voice sounds.
Pace	Pace is the speed that lines are delivered.
Volume	Volume refers to how loud or quiet the voice is.
Body Language	Body language is how your posture or stance conveys your feelings or personality.
Gesture	Gesture is the way you communicate with your hands or another specific part of the body.
Facial Expression	Facial expression is the way your face moves to convey an emotional state.

Rehearsal techniques are used to help develop characters or build ideas for drama.

Still image	A still image (also known as a tableau or freeze frame) is when you use yourself to create a physical picture, often within a group.
Thought tracking	Thought tracking is when an actor speaks the thoughts of their character out loud. This is often used to reveal what a character is really feeling, even if they don't say it.
Hot seating	Hot seating is a rehearsal technique where an actor sits in the 'hot seat' whilst others ask questions. By answering questions, the actor is able to consider the backstory of their character.
Off text improvisation	Off-text improvisation is a rehearsal technique where actors can improvise (make up) a new scene that is not in the play in order to better understand their character.
Writing in role	Writing in role is a rehearsal technique where there the actor has to write from their character's perspective , typically in a familiar format like a diary entry, letter or email.



STOMP! Keywords DR P SMITT

Dynamics	How loud or quiet a sound is
Rhythm	A pattern of long and/or short notes
Pitch	How high or low a sound is
Structure	The way music is put together- beginning, middle, end
Melody	The tune
Instruments/ Timbre	The instruments or sounds used to make music
Tempo	The speed of the music
Texture	How many different things (rhythms or tunes) are happening at the same time



Wider Listening



Pieces of Music which clearly use stomp principles and the musical elements

<https://www.youtube.com/watch?v=tZ7aYQtIldg>

<https://www.youtube.com/watch?v=93t6bCnAvk4>

<https://www.youtube.com/watch?v=I0XdDKwFe3k>

<https://www.youtube.com/watch?v=5-0lrHhpyGM>

PEGS
(Points for
Effective
Groupwork)

1. Practise Active Listening
2. Help and Encourage Each Other
3. Explain your Ideas and Tell Why
4. Complete Tasks
5. Everyone Participate





The 5 key components of a warm up

Warm Up: Preparing the body for activity in order to reduce the risk of injury

Component 1: **Pulse Raising** exercises - to slowly raise heart rate and gradually increase body temperature
e.g. jogging / cycling

Component 2: **Mobility** exercises that take joints through their full range of movement e.g. open gate / close gate / arm swings

Component 3: **Stretching** can include static or dynamic type stretches e.g. lunges, walking hamstring stretch.

Component 4: **Dynamic Movements** that show a change in speed and direction e.g. shuttle runs

Component 5: **Skill Rehearsal** or practising the common movement patterns and skills that will be used in the activity e.g. dribbling drills for football, shooting in basketball



Accuracy refers to the closeness of a measured value to a standard or known value.

Technique a way of carrying out a particular task, especially the execution or performance of an artistic work or a scientific procedure.

Tactics an action or strategy carefully planned to achieve a specific end

Analyse examine (something) methodically and in detail, typically in order to explain and interpret it.

Invasion is the term used for any **game** where the aim is to attack an opponent's territory and score a goal or point. Usually consisting of teams of equal players these fast paced **games** focus on teamwork, keeping possession, scoring and defending.

Skeletal muscle – attached to the skeleton - this is voluntary



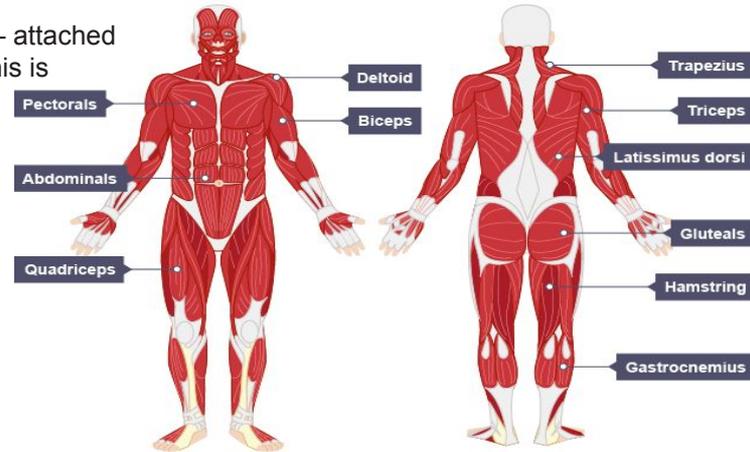
Demonstration a practical exhibition and explanation of how something works or is performed

Performance the action or process of performing a task or function

Prepare make (someone) ready or able to do or deal with something.

Evaluation to isolate strengths and weaknesses of an activity/ skill. Providing recommendations for further development

Skill the ability to do something well





Regulation	Key knowledge
Personal Protective Equipment (PPE) Regulations	Employers have a duty to provide personal protective equipment (PPE) to all staff to protect them from any health and safety risks at work. PPE can include things like safety helmets, gloves, eye protection, high-visibility clothing and safety footwear.
Health and Safety at Work Act (1974)	All employers must look after the health, safety and welfare of all of their employees. Employees must make proper use of equipment provided for their safety.

Key tools in Year 7				
				
Ball-peen hammer	Centre punch	Scriber	Engineer's square	Hacksaw

Properties of materials

Hardness: Ability to resist scratching & denting.

Toughness: Ability to resist repeated bending or shock loading.

Brittleness: The opposite of toughness - breaks suddenly without much distortion.

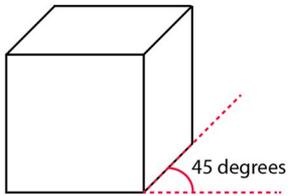
Classifications of metals

Pure metals: Metals that can be found on the periodic table. They are not mixed with any other element (eg. copper, silver, iron).

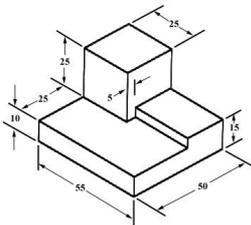
Alloys: Pure metals that have been mixed with other elements to improve their properties (eg. steel = iron + carbon).

Ferrous metals: Any metal that contains iron (eg. iron, steel).

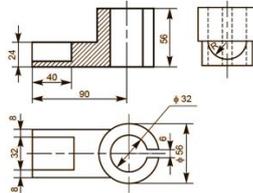
Types of drawing



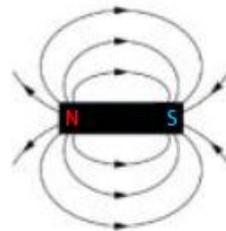
Oblique



Isometric



Orthographic



Magnetism

The magnetic field lines from a magnet always flow from the north pole to the south pole.





Guidelines to a healthy balanced diet.

1. Base meals on starchy foods.
2. Eat lots of fruit and vegetables.
3. Eat 2 portions of fish a week.
4. Cut down on saturated fats and sugars.
5. Try to eat less salt - no more than 6g a day.
6. Exercise at least twice a week.
7. Drink 6-8 glasses of water.
8. Don't skip breakfast.

SEWING MACHINE

An electrical machine for sewing or stitching fabric.

JANOME 2522LE



Cotton

Cotton comes from fine hairs on the seeds in a ripe seed pod of a cotton plant.

Advantages

Strong when wet
Durable
Reasonably cheap
Environmentally sustainable
Comfortable to wear

Disadvantages

Creases easily
Burns easily
Shrinks

Properties

1. Strong
2. Absorbent
3. Cool to wear
4. Hard wearing
5. Creases easily



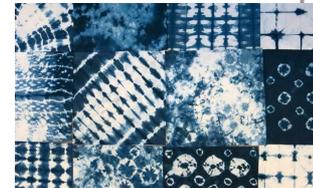
Eatwell Guide

Use the Eatwell Guide to help you get a balance of healthier and more sustainable food. It shows how much of what you eat overall should come from each food group.



Tie and Dye

Tie-dye is a modern dye technique which is typically brightly coloured and patterned. Tie and dye is a resist dyeing process which originates from the traditional Japanese technique, Shibori. You use cotton as it absorbs the dye and elastic bands which are tied around the fabric to create a barrier and stops the dye penetrating the fabric. Tie and dye is a quick process which creates original "one off patterns."





<p>Maths</p> <ul style="list-style-type: none">- <i>Murderous Maths</i>- <i>Guinness World Records</i>- <i>The Boy Who Loved Math</i>- <i>Infinity and Me</i>- <i>50 Maths Ideas You Really Need to Know</i> by Tony Crilly	<p>English/Grammar</p> <ul style="list-style-type: none">- Literary classics- Carnegie/DSBA award-nominated books- Any KS3 English Revision Guides- <i>The Literature Book</i>- <i>CGP Grammar Guides</i>	<p>Science</p> <ul style="list-style-type: none">- <i>The Science Book</i>- <i>The Astronomy Book</i>- <i>The Physics Book</i>- <i>CGP and Collins Study Guides</i>- <i>Before The World Was Ready</i> by Claire Eamer- <i>Why Does Asparagus...?</i> by Andy Brunning	<p>Geography</p> <ul style="list-style-type: none">- <i>Horrible Geographies</i>- <i>Most Stupendous Atlas of the Whole World</i>- <i>The Travel Book</i> by Lonely Planet- <i>Our World</i>- <i>What Happened When in the World</i>
<p>History</p> <ul style="list-style-type: none">- <i>The History Book</i>- <i>Horrible Histories</i> books- <i>The My Story</i> series- <i>The Philip Ardagh</i> series- <i>The 'You Wouldn't Want to Be...'</i> series- <i>Anne Frank's Diary</i>	<p>French and Spanish</p> <p><i>French Short Stories for Beginners</i></p> <ul style="list-style-type: none">- <i>Bonne Idé</i> by Nicolette Hannam and Michelle Williams- <i>Usborne Language Guides: Spanish for Beginners</i>- <i>Bilingual Velveteen Rabbit</i> by Carol Ottolenghi	<p>Computing</p> <ul style="list-style-type: none">- <i>Compute-IT: Student's Book</i> 1, 2 and 3- <i>CGP KS3 Computing</i>- <i>Get Coding!</i>- <i>Hello Ruby: Adventures in Coding</i> by Linda Liukas- <i>Computational Fairy Tales</i> by Jeremy Kubica	<p>Art</p> <ul style="list-style-type: none">- Any Comics or Graphic Novels- <i>How to Draw Comic Book Heroes and Villains</i>, Christopher Hart Titles- <i>Making Comics</i> by Scott McCloud
<p>Drama</p> <ul style="list-style-type: none">- <i>The Secret Garden</i> by Jessica Swale	<p>Music</p> <ul style="list-style-type: none">- Biographies of your favourite musicians and bands- Music magazines- <i>The Classical Music Book</i>	<p>Technology</p> <ul style="list-style-type: none">- Any cookery/recipe books- <i>BBC Good Food</i> magazine- <i>Textile Designers at the Cutting Edge</i> by Bradley Quinn- Fashion magazines- <i>Kids Fight Plastic</i> by Martin Dorey	<p>Physical Education</p> <ul style="list-style-type: none">- Sports biographies and autobiographies- Sports rule books and coaching guides- Sports magazines- Programmes



Maths

Research one of the following Mathematicians and create a booklet about their lives - Albert Einstein or Ada Lovelace

English/Grammar

- Log into the Google Student Drive for a range of resources and activities
- Complete activities in the 'CGP Grammar Guides' available on ParentPay
- Write an analysis essay on a piece of Literature

Science

- Visit the Natural History Museum website <https://www.nhm.ac.uk/discover/human-evolution.html> and find out how we evolved from single cells to multicell organisms
- Complete the practice questions in 'CGP Science Complete Study Guide' available on ParentPay

Geography

Find one geographical item in the news each week.
Use BBC Bitesize:
<https://www.bbc.co.uk/bitesize/subjects/zrw76sg>
<https://www.ordnancesurvey.co.uk/mapzone/>

History

Watch, read and test your knowledge: <https://www.bbc.co.uk/bitesize/topics/zfphvcw>
Read 'Horrible History' books from the school library.
Watch: <https://www.bbc.co.uk/cbbc/shows/horrible-histories>

French and Spanish

Learn and test yourself on basic language
French: <https://www.languagesonline.org.uk/French/ET1/NewET1U1/index.htm>
For more Spanish vocabulary <https://www.activeteachonline.com/view> Code DVmZ4Wwo

Computing

Check out the following hyperlink to begin to explore the wonderful world of Computing and introduce yourself to 'hardware and software'.
<https://www.bbc.co.uk/bitesize/topics/zmpsgk7>

Art

- On the BBC Bitesize website go to: 'GCSE Art > Finding Inspiration. Watch the videos, make notes and complete the questions in the 'Test' section.
- Visit this website: <https://artsandculture.google.com/project/virtual-tours>

Drama

- Visit the theatre and write a review of the show you saw
- On the BBC Bitesize website go to: 'GCSE Drama > AQA GCSE Drama'. Complete the revision activities on 'Understanding drama...' and 'Performing characters'.

Music

-Using the internet, e.g. Youtube look at a performance by your favourite artist
-Comment on how confident they are, if they are performing accurately and lastly your opinion of the artist and why.

Technology

Find out how cotton is made. Write a brief summary about how cotton goes from the field to the factory. Use this website to help.
<https://kids.kiddle.co/Cotton>
Research FairTrade cotton and find out why it is so important.

Physical Education

-Research how to stay fit and healthy. This includes mental, physical and social.
Good resources include:
Youth Sport Trust
BBC Sport
This Girl Can
BBC bitesize



MEASURING PERIMETER & AREA

Measure the length and width of your garden – you can measure the path, the grass, the driveway, the patio – use these measurements to work out the perimeter and area and draw and label a diagram of your garden.

You could do the same activity for your bedroom or lounge if you want to stay inside.

ESTIMATING PRICES

When you go shopping to the supermarket, it is useful to keep a track in your head of what you are spending.

Go on to the Tesco or Asda website and pick 20 items.

Write down the prices of these items and round them to the nearest £1.

If you can do this in your head when you are shopping it will really help you to keep a track on how much you are spending.

POWER WORDS

Significant

Area

Perimeter

Substitution

Create a poster showing the definitions of these words.

Including pictures will really help you remember what they mean.

COOKING

A big part of numeracy is being able to work out how much of each ingredient you need when you are cooking. Why not try making some cornflake cakes?

To make 12 cornflake cakes you will need to measure out the following:

50g butter

100g milk or dark chocolate (broken into chunks)

3 tablespoons golden syrup

100g cornflakes

(1) Weigh out all the ingredients

(2) Ask an adult to help you melt the chocolate, butter and golden syrup

(3) Stir the chocolate, butter and golden syrup in with the cornflake cakes and put the mixture in to 12 cake cases

(4) Allow cooling and you are ready to share your cornflake cakes.

AVERAGES

Ask 10 of your classmates or friends how many brothers and sisters they have. Write down their responses. Work out the average number of brothers and sisters your friends have.

The average can be the mean, the mode or the median.



Things to do whilst at Wilsthorpe

1. Learn about 20 different jobs or careers.	5. Read, and have read to you, five books from the library.	9. Plan, design and make something useful.	13. Present a piece of work to the rest of the class.	17. Play a board or card game.	21. Listen to a famous piece of classical music. Tell a friend what you think.	25. Watch a live performance.
2. Grow a plant from a seed.	6. Visit a museum.	10. Help someone else learn/do something.	14. Visit a University.	18. Learn some 'power words' that will make other people wonder what they mean.	22. Sow on a button.	26. Get an award or certificate.
3. Find out 5 interesting things to do in a capital city of your choice.	7. Learn how to cook at least five different dishes.	11. Attend an after school club.	15. Watch the News.	19. Produce a piece of your own creative writing.	23. Learn a poem with a meaning.	27. Complete a park run.
4. Perform a random act of kindness.	8. Contribute to a sports day.	12. Do something for charity.	16. Watch some iconic films.	20. List the capital cities of the world.	24. Know about how to live a healthy lifestyle.	28. Do something nice for a friend or family member.