

KNOWLEDGE ORGANISER

YEAR 9 – TERM 1



THOMAS HALL SCHOOL

Think Like An
Environmentalist

Community, Collaboration and Challenge

ATTENDANCE MATTERS



EVERY DAY COUNTS

Missing just 1 day every 2 weeks is the same as missing 10% of the school year.

LEARNING

Being in school allows you the best opportunity to learn.



WELLBEING

Attending school supports your mental and emotional health.

FUTURE SUCCESS

Regular attendance at school is vital for building the key skills needed for future employment



EQUIPMENT



School Bag



Knowledge Organiser



Black and Green Pens



Pencil case



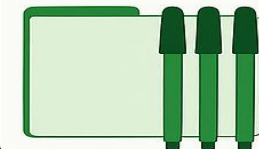
Calculator



Pencil



Rubber



Whiteboard and whiteboard pen



Highlighters



Ruler

SCHOOL DAY

9:00–9:05

AM Reg

9:05–10:20

Lesson 1

10:20–11:35

Lesson 2

11:35–12:05

Break 1

12:05–13:20

Lesson 3

13:20–13:50

Break 2

13:50–15:05

Lesson 4

15:05–15:30

PM Reg – assembly or guided reading

Multiplication Grid

x	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	2	4	6	8	10	12	14	16	18	20	22	24
3	3	6	9	12	15	18	21	24	27	30	33	36
4	4	8	12	16	20	24	28	32	36	40	44	48
5	5	10	15	20	25	30	35	40	45	50	55	60
6	6	12	18	24	30	36	42	48	54	60	66	72
7	7	14	21	28	35	42	49	56	63	70	77	84
8	8	16	24	32	40	48	56	64	72	80	88	96
9	9	18	27	36	45	54	63	72	81	90	99	108
10	10	20	30	40	50	60	70	80	90	100	110	120
11	11	22	33	44	55	66	77	88	99	110	121	132
12	12	24	36	48	60	72	84	96	108	120	132	144

PERIODIC TABLE OF ELEMENTS

Chemical Group Block



1																	18															
1 H Hydrogen Nonmetal																	2 He Helium Noble Gas															
3 Li Lithium Alkali Metal	4 Be Beryllium Alkaline Earth Me...	Atomic Number										17 Cl Chlorine Halogen	Atomic Mass, u				5 B Boron Metalloid	6 C Carbon Nonmetal	7 N Nitrogen Nonmetal	8 O Oxygen Nonmetal	9 F Fluorine Halogen	10 Ne Neon Noble Gas										
Name												Symbol		Chemical Group Block																		
11 Na Sodium Alkali Metal	12 Mg Magnesium Alkaline Earth Me...																	13 Al Aluminum Post-Transition M...	14 Si Silicon Metalloid	15 P Phosphorus Nonmetal	16 S Sulfur Nonmetal	17 Cl Chlorine Halogen	18 Ar Argon Noble Gas									
19 K Potassium Alkali Metal	20 Ca Calcium Alkaline Earth Me...	21 Sc Scandium Transition Metal	22 Ti Titanium Transition Metal	23 V Vanadium Transition Metal	24 Cr Chromium Transition Metal	25 Mn Manganese Transition Metal	26 Fe Iron Transition Metal	27 Co Cobalt Transition Metal	28 Ni Nickel Transition Metal	29 Cu Copper Transition Metal	30 Zn Zinc Transition Metal	31 Ga Gallium Post-Transition M...	32 Ge Germanium Metalloid	33 As Arsenic Metalloid	34 Se Selenium Nonmetal	35 Br Bromine Halogen	36 Kr Krypton Noble Gas															
37 Rb Rubidium Alkali Metal	38 Sr Strontium Alkaline Earth Me...	39 Y Yttrium Transition Metal	40 Zr Zirconium Transition Metal	41 Nb Niobium Transition Metal	42 Mo Molybdenum Transition Metal	43 Tc Technetium Transition Metal	44 Ru Ruthenium Transition Metal	45 Rh Rhodium Transition Metal	46 Pd Palladium Transition Metal	47 Ag Silver Transition Metal	48 Cd Cadmium Transition Metal	49 In Indium Post-Transition M...	50 Sn Tin Post-Transition M...	51 Sb Antimony Metalloid	52 Te Tellurium Metalloid	53 I Iodine Halogen	54 Xe Xenon Noble Gas															
55 Cs Cesium Alkali Metal	56 Ba Barium Alkaline Earth Me...																	72 Hf Hafnium Transition Metal	73 Ta Tantalum Transition Metal	74 W Tungsten Transition Metal	75 Re Rhenium Transition Metal	76 Os Osmium Transition Metal	77 Ir Iridium Transition Metal	78 Pt Platinum Transition Metal	79 Au Gold Transition Metal	80 Hg Mercury Transition Metal	81 Tl Thallium Post-Transition M...	82 Pb Lead Post-Transition M...	83 Bi Bismuth Post-Transition M...	84 Po Polonium Metalloid	85 At Astatine Halogen	86 Rn Radon Noble Gas
87 Fr Francium Alkali Metal	88 Ra Radium Alkaline Earth Me...																	104 Rf Rutherfordium Transition Metal	105 Db Dubnium Transition Metal	106 Sg Seaborgium Transition Metal	107 Bh Bohrium Transition Metal	108 Hs Hassium Transition Metal	109 Mt Meitnerium Transition Metal	110 Ds Darmstadtium Transition Metal	111 Rg Roentgenium Transition Metal	112 Cn Copernicium Transition Metal	113 Nh Nihonium Post-Transition M...	114 Fl Flerovium Post-Transition M...	115 Mc Moscovium Post-Transition M...	116 Lv Livermorium Post-Transition M...	117 Ts Tennessine Halogen	118 Og Oganesson Noble Gas
		57 La Lanthanum Lanthanide	58 Ce Cerium Lanthanide	59 Pr Praseodymium Lanthanide	60 Nd Neodymium Lanthanide	61 Pm Promethium Lanthanide	62 Sm Samarium Lanthanide	63 Eu Europium Lanthanide	64 Gd Gadolinium Lanthanide	65 Tb Terbium Lanthanide	66 Dy Dysprosium Lanthanide	67 Ho Holmium Lanthanide	68 Er Erbium Lanthanide	69 Tm Thulium Lanthanide	70 Yb Ytterbium Lanthanide	71 Lu Lutetium Lanthanide																
		89 Ac Actinium Actinide	90 Th Thorium Actinide	91 Pa Protactinium Actinide	92 U Uranium Actinide	93 Np Neptunium Actinide	94 Pu Plutonium Actinide	95 Am Americium Actinide	96 Cm Curium Actinide	97 Bk Berkelium Actinide	98 Cf Californium Actinide	99 Es Einsteinium Actinide	100 Fm Fermium Actinide	101 Md Mendelevium Actinide	102 No Nobelium Actinide	103 Lr Lawrencium Actinide																

01 Adjectives

THAT DESCRIBE: <i>age:</i> young, old <i>colour:</i> red, blue <i>condition:</i> new, used <i>size:</i> large, medium <i>speed:</i> fast, slow <i>etc.</i>	COMPARATIVE: smaller, better...	SUPERLATIVE: the smallest, the worst, the best...
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08 Verbs

ACTION: to run, to organise, to read, to think... > Transitive or > Intransitive	LINKING: to be, to look, to appear, to seem, to smell...	HELPING (= AUXILIARY): can, may, will, must, should, to be, to have...
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07 Pronouns

PERSONAL (subject): I, you, he, she, it, we, you, they	DEMONSTRATIVE: this, these, that, those	INTERROGATIVE: how, where, when, which...?
PERSONAL (reflexive): myself, yourself, himself, herself, itself, ourselves, yourselves, themselves	PERSONAL (object): me, you, him, her, it, us, you, them	INDEFINITE: somebody, anyone...
	POSSESSIVE: mine, yours, his, hers, its, ours, yours, theirs	RELATIVE: that, which, whose, whom...

06 Prepositions

PLACE / DIRECTION: in, at, on, under, above, across, among, between...	TIME: in, at, on, over, until, about, during, before, after, while, through...	OTHER (agent, phrase...): by, with, on, over, to, up, within, beyond, for...
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05 Nouns

COMMON NOUNS: house, dog, laptop...			
PROPER NOUNS: (Capitalised) London, Paris, James, William, Julia, Jennifer...	> VERBAL: swimming...	> COLLECTIVE: choir, jury...	> COMPOUND: mother-in-law...
	> COUNTABLE: book, day...	> UNCOUNTABLE: traffic, calm...	> ABSTRACT V. CONCRETE: wit vs. road...

02 Adverbs

PLACE: here, there, outside, everywhere, upstairs, nowhere, somewhere...	TIME: ago, before, since, yet, for, still, afterwards...	MANNER: just, quite, quickly, hardly, well, carefully, barely, almost, scarcely, beautifully...
	FREQUENCY: often, never, sometimes, always	

03 Conjunctions

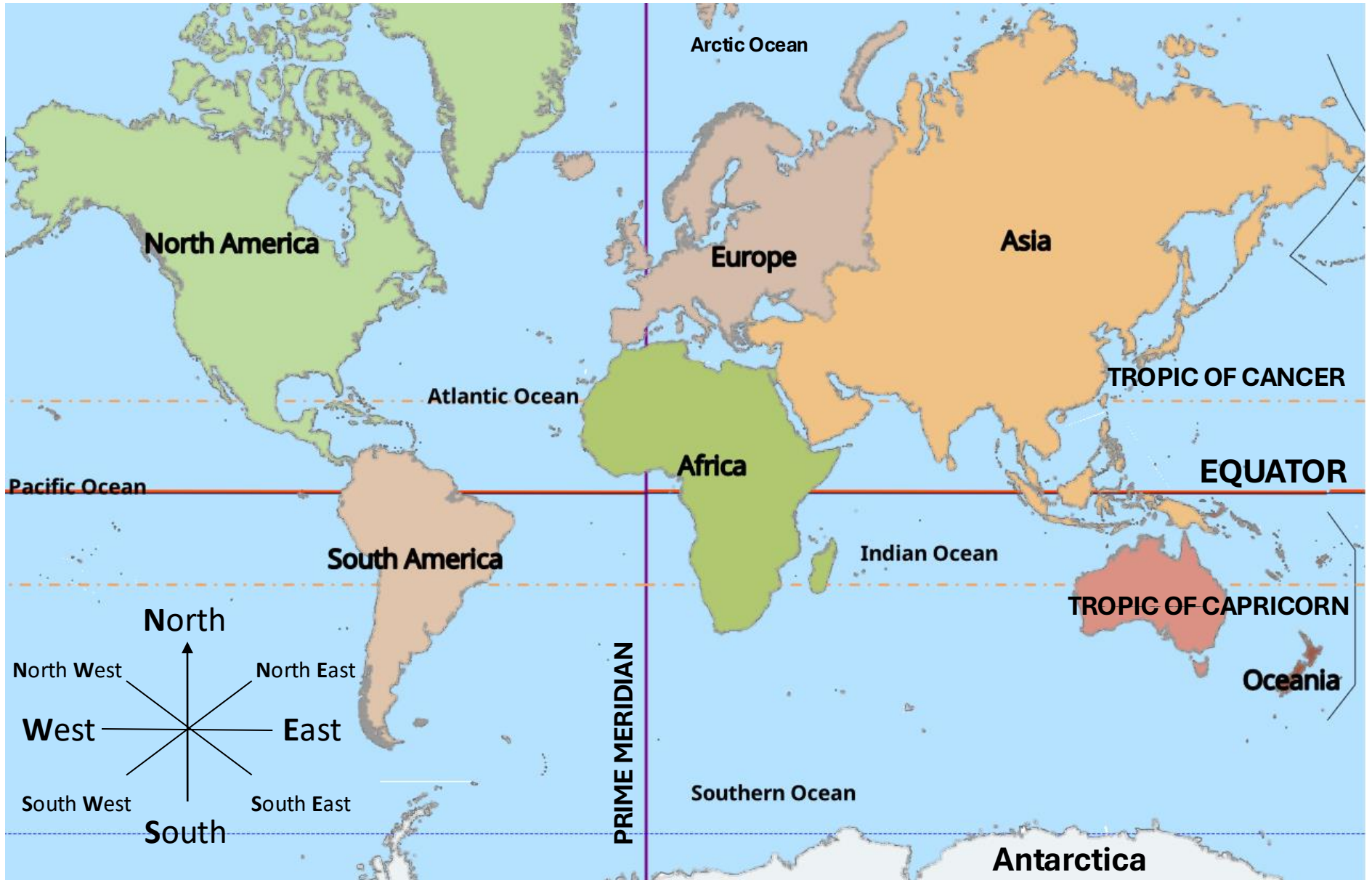
COORDINATING: and, or, but, yet, nor, for, so	CORRELATIVE: both... and..., either... or..., just as... so..., whether... or..., neither... nor..., not only... but also...	SUBORDINATING: after, since, if, while, although, before, because, unless
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04 Determiners

TELLS US WHICH: each, every, some, none, all...	TELLS US WHOSE: my, your, her, his, its, our, your, their (= possessive adjectives or determiners)
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World Map

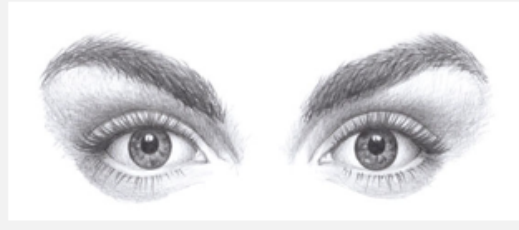


Year 9 Facial Features

Art

Term 1

- **Topic:** Portraiture
- **Focus Areas:** Drawing skills, proportion, tonal values, mixed media, identity, artist analysis
- **Objective:** Understand the historical and cultural relevance of portraits.
- **Activity:** Class discussion and visual analysis of famous portraits



Proportions of the Face

- **Objective:** Learn facial proportions (e.g., eyes halfway down head, spacing, etc.).
- **Activity:** Draw front-facing face using guidelines.

Features – Eyes

- **Objective:** Study eye anatomy and shading.
- **Activity:** Tonal eye drawings using pencil.



Features – Nose

- **Objective:** Understand light, shadow and form on the nose.
- **Activity:** Pencil tonal studies of noses.

Features – Mouth

- **Objective:** Understand shape, symmetry, and volume.
- **Activity:** Drawing different mouth expressions.

Features – Ears & Hair

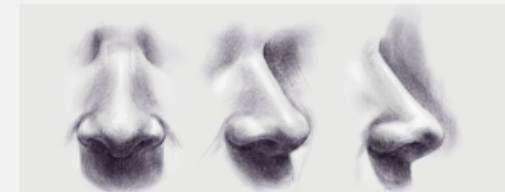
- **Objective:** Understand ear placement and hair texture.
- **Activity:** Hair & ear sketching techniques.

Drawing the Whole Face

- **Objective:** Combine features with proportion rules.
- **Activity:** Full face portrait from photo reference.

Week 8: Tone and Shading Techniques

- **Objective:** Explore tonal range and blending.
- **Activity:** Tonal value scales and shading exercises.



Identity in Portraiture

- **Objective:** Understand how artists express identity and personality.

Planning Own Portrait

- **Objective:** Develop ideas for self-portrait or portrait of someone significant.
- **Activity:** Thumbnail sketches and composition plans.

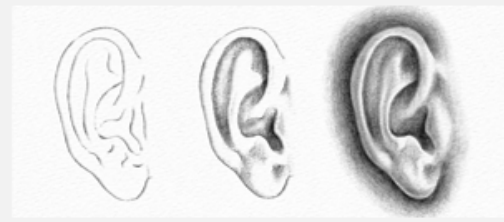
Objective: Refine chosen concept, materials, and pose.

Activity: Detailed planning sheet and test drawings.

Create a personal portrait that expresses identity or style.

Mixed Media Exploration

- **Objective:** Experiment with collage, acrylic, ink, pastels.
- **Activity:** Create 2–3 test pieces using different materials.
- **Objective:** Show skills learned in a controlled portrait drawing.
- **Activity:** Produce final tonal pencil portrait from photograph.



Year 9 Mixed Media Portraits

Art

Term 1

Unit Title: Mixed Media Portraits

Focus: Observational drawing, experimentation, media layering, creative expression through portraiture

- Develop techniques through experimentation
- Use a range of materials purposefully
- Improve mastery of drawing, painting, collage, and mixed media
- Suggested Artists: **Wangechi Mutu**, **Kehinde Wiley**, **Frida Kahlo**, **Vik Muniz**, **Loui Jover**
- Teesha Moore, Tim Marrs, Hannah Hoech

Media Exploration: Collage and Texture

- Objective: Experiment with collage techniques
- Activities:
 - Use found materials to build backgrounds or textures
 - Try torn paper, magazine collage, patterned materials
- Sketchbook Task: Create a collage portrait experiment



Media Exploration: Paint and Ink

Objective: Layer paint/ink over collage or drawing

Activities: Test layering of acrylic, watercolor, or ink. Explore wash techniques, resist, spatter

Task: Create a test portrait section using paint + collage



Media Exploration: Stitching / Thread

- Objective: Add tactile elements and stitching
- Activities:
 - Try hand-stitching paper, adding fabric or textured papers
 - Mixed media surface building
- Extension: Students experiment in sketchbooks or create mini sample portraits



Objective: Plan final piece

- Activities:
 - Thumbnail sketches of layout
 - Decide on media combinations
 - Annotate process and influences
 - Homework: Finalize portrait reference (photo/mirror/digital)

Begin final mixed media portrait

- Draw basic layout/composition
- Begin applying initial layers (collage/paint/texture)



Final Touches and Evaluation

- Objective: Finish portrait and self-assess
- Activities:
 - Add final detail, highlights, and textures
 - Peer assessment and gallery walk



Computing

Binary Addition

The Rules of Binary Addition

Work Right to Left and apply these simple rules:

1. $0+0=0$
2. $0+1=1$
3. $1+0=1$
4. $1+1=0$ Carry 1
5. $1+1+1=1$ Carry 1

1 1	1 1 1 0	14
+	1 1 0 0	12
=	1 1 0 1 0	26
Carry 0	Col 4	Col 3
Carry 1	Col 2	Col 1

Hardware

Computer hardware refers to the **physical parts of a computer and related devices**. Internal hardware devices include motherboards, hard drives, and RAM.

Computer Components

Motherboard



Hard Disk Drive

CPU (Central Processing Unit)



Fan



PSU (Power Supply Unit)



RAM (Random Access Memory)



Types of Computer Storage

Storage is a **mechanism that enables a computer to retain data**, either temporarily or permanently. **Storage** is among the key components of a computer system and can be classified into several forms, although the types we cover are:

Internal Storage:

Most often refers to a **computer's internal hard drive**. This is the primary storage device used to store a user's files and applications. The computer's internal memory, **RAM (Random Access Memory)** and **ROM (Read Only Memory)** is also classed as internal storage.



External Storage:

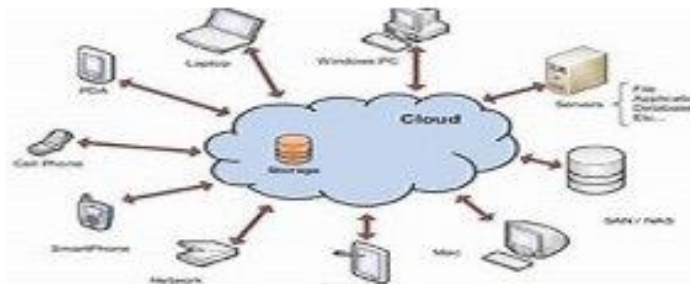
Commonly referred to as an external drive, external storage is storage that's not part of the internal parts of a computer. These drives often connect to the computer using a connection, such as USB (Universal Serial Bus).



Common types of external storage are **Flash Drives (USB Sticks)** and **DVDs**.

Cloud Storage

Cloud storage is a cloud computing model in which data is stored on remote servers accessed from the internet, or "cloud".



Software

Computer software refers to the programs and other operating information used by a computer.

The main piece of software on a computer is the

Operating System

The part of the operating system we see on screen is known as the User Interface.

- Graphical User Interface (GUI).
The most popular type of system. They combine menu driven interfaces with icons.
- Command Line Interface (CLI).
Users need to learn the commands to make it work.
- Menu Driven Interface.
A list of options organised under various headings or menus

Most used Operating Systems (OS)

- Microsoft – Windows
- Apple – iOS
- Google - Android



Drama

Year 9

Drama

Term 1

Performance style

- **Verbatim Theatre** is a form of **documentary drama** that uses **real people's words** from interviews or testimonies.
- Every line spoken on stage is taken **word-for-word** from real speech – no fiction added.
- It aims to present **truthful stories**, often about **social issues, injustice, or lived experience**.

Themes and Intentions

Common themes include:

- **Injustice** (e.g. discrimination, poverty)
- **Resilience** (e.g. survivors' stories)
- **Social change** (e.g. protest or activism)

Key Techniques

Recorded Delivery – Actors wear headphones and repeat the exact recording live, capturing tone, pace, and pauses.

Editing/Testimony Collage – Choosing and arranging quotes to create a powerful narrative.

Multi-roling – One actor playing several characters.

Changing context – putting the verbatim text into a different scenario.

Source material and further reading

Living Newspapers from 1930s America
Boston Marathon bombing court transcripts
Polar Bear news article
Monkey Bars by Chris Goode
London Road by Alecky Blythe
Little Revolution by Alecky Blythe

Reflection and Evaluation

- Was it **truthful and respectful**?
- Did it **communicate a message clearly**?
- What **impact** did it have on the audience?
- How could the **delivery** be improved?

Performance Skills

• **Listening** carefully to natural speech patterns (hesitation, repetition, emotion).
• Using **vocal tone, pitch, pace**, and **physicality** to match real people's mannerisms.
• Keeping staging simple and **truthful** – avoiding exaggeration or comedy unless used respectfully and intentionally.
Good verbatim should **honour the original voice**.

Verbatim Theatre

Drama

Year 9

Drama

Term 1

Analysis Structure

What? (e.g The actor playing Tom marched downstage)

Why? (e.g To show that they were angry)

How? (e.g They used a straight posture and stomped their feet, with an angry facial expression.)

Successful? (This successfully showed their anger)

Vocal and Physical Skills



Vocal

Accent
Pitch
Pace
Pause
Diction
Power



Physical

Posture
Facial Expression
Tension
Gait
Gesture
Eye Contact

Stage Positions

Upstage Right	Upstage	Upstage Left
Stage Right	Centre Stage	Stage Left
Downstage Right	Downstage	Downstage Left

Lighting Design Terminology

Light positions:

Front Light

Back Light

Side Light

Up Light

Top Light

Gel – changes light colour

Blackout – no light at all

Crossfade – move from one lighting state to another

Fixture – a theatre light

Warm wash – full stage coverage of light in a warm colour (orange, yellow etc.)

Cold wash – full stage coverage of light in cold colour (pale blue).

Spotlight – a single light focused on a particular person or part of the stage.

Set Design Terminology

Staging type: end-on, traverse, thrust, proscenium arch, in-the-round, promenade.

Naturalistic or non-naturalistic

Stage Flat - a wooden structure to make walls

Rostrum - a raised platform

Painted Backdrop - a decorated back cloth

Cyclorama - a white backdrop that can be lit or projected onto

Static set - cannot be moved or changed

Flexible set - can change location

Fly rail - bars in the ceiling for hanging items

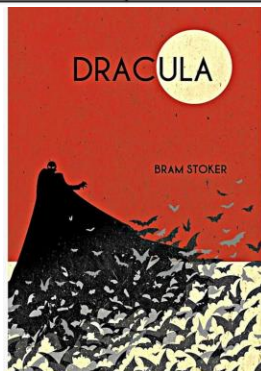
Stage Furniture - large items on the stage (e.g table)

Set dressing - small items to decorate the set

Theatre Evaluation

3. Key Terminology

Gothic fiction	Refers to a style of writing that is characterised by elements of fear, horror, death, and gloom and extreme emotions.
epistolary novel	A novel written as a series of documents, usually in the form of letters. Although newspaper clippings, diary entries and other documents can be used e.g. police reports, doctors notes.
literary Conventions	Defining features of particular literary genres, such as novel, short story, ballad, sonnet, and play.
characterisation	A literary device in which in an author builds up a character in a narrative.
setting	The time and place in which the story takes place in a piece of literature. Setting can establish the mood or atmosphere of a scene or story.
tone	The choice of writing style the writer employs to convey specific feelings, emotions or attitudes.
mood	The feelings or atmosphere perceived by a reader in a piece of literature, established by the writer's methods e.g. through language or setting.
symbolism	The use of symbols to express ideas or qualities.



Dracula

2. Key Characters

Count Dracula: a mysterious Transylvanian nobleman. Lives in an old, crumbling castle in the Carpathian Mountains.

Abraham Van Helsing: a Dutch professor, described as one of the most advanced scientists of his day.

Jonathan Harker: a solicitor whose firm sends him to Transylvania to complete a real estate business deal with Dracula. Engaged to Mina Murray.

Mina Murray: Jonathan Harker's fiancée. She works as a schoolmistress.

Lucy Westenra: Mina's best friend. She is a beautiful and lively young woman.

Arthur Holmwood: Lucy's fiancé and friends with Seward, Morris and Harker. Arthur is the son of Lord Godalming and inherits that title upon his father's death.

John Seward: a talented young doctor, and a former student of Van Helsing's. Seward is the manager of an insane asylum. A suitor for Lucy.

Quincey Morris: a straight talking American from Texas. Another suitor for Lucy.

Renfield: a patient at Seward's mental asylum.

Mrs. Westenra: Lucy's mother.



4. Key Vocabulary

	Definition
insidious	Something dangerous or unpleasant gradually and secretly causing harm.
redemption	The action of saving, or being saved from sin, error or evil.
supernatural	A manifestation or event attributed to some force beyond scientific understanding or the laws of nature.
superstition	A widely held but irrational belief in supernatural influences, especially as leading to good or bad luck.
asylum	An institution for the care of people who are mentally ill.
aquiline	Describing a person's nose as hooked or curved like an eagle's beak.
pallor	an unhealthy pale, appearance
prodigious	Unnatural or abnormal
malignant	Evil in nature or effect; malevolent.
macabre	Used to describe something that is strange or disturbing as it is connected with death or gruesome acts.
melodramatic	Showing much stronger emotions than are necessary or usual for a situation.
grotesque	Repulsively ugly or distorted, especially in a comical or frightening way.
Feminism	The belief that women should be allowed the same rights, opportunities and power as men.
New Woman	A feminist ideal that became popular in the late 19 th century and influenced feminism in 20 th century.
repulsion	A feeling of intense distaste or disgust.

3. Key Terminology

motif	A dominant or recurring idea in an artistic work.
exposition	Refers to part of the story used to introduce background information about events, settings, characters etc. to the reader.
rising action	A related series of incidents in a literary plot that build toward the point of greatest excitement/interest.
climax	The point of highest tension in a narrative.
falling action	Occurs immediately after the climax, when the main problem of the story has been resolved.



English

1. Context

Author: Bram Stoker (1847-1912)

Nationality: Irish

Other notable works: *'The Jewel of Seven Stars', 'The Lair of the White Worm'*

Dates: written between 1891-1897, published in 1897

Era: Victorian, late 19th Century

Genre: Gothic, horror

Set: Transylvania, Romania; London; Whitby, North Yorkshire

Form: Epistolary

Author biography

- Bram Stoker was born in Dublin, Ireland, in 1847.
- Studied maths at Trinity College and graduated in 1867.
- Joined the Irish civil service and also worked as a freelance journalist and drama critic.
- Married an actress, Florence Balcombe, and had one son, Noel.
- Moved to London where he moved in literary circles, which included figures such as Oscar Wilde, Arthur Conan Doyle, and Alfred Lord Tennyson.
- His early novels and short stories did not achieve much success.
- His greatest literary achievement came with the publication of *Dracula* in 1897.
- The novel was not an immediate popular success but is now regarded as a classic.
- *Dracula* has been in print continuously since its first publication and has inspired countless films and other literary works.



Count Dracula and other literary works.

DRACULA BRAM STOKER



Social, Historical & Literary context Vampires

- Vampire legends have been a part of popular folklore in many parts of the world since ancient times.
- From the Middle Ages to the modern era, reports of corpses rising from the dead with supernatural powers achieved widespread acceptance.
- The *Dracula* family is based on a real fifteenth-century family.
- Most famous vampire was The Prince of Wallachia, Vlad Dracula, or Vlad the Impaler as he was commonly known.
- Count Dracula is supposed to be a descendant of Vlad, and not the prince himself.

The Gothic genre

- The word 'gothic' was first applied to Horace Walpole's novel: *The Castle of Otranto* 'A Gothic Story', published in 1764.
- The gothic genre became popular in the late 18th and 19th centuries, during a time of great discovery and change. Scientific discoveries were prompting people to question their previously held beliefs. People were prepared to suspend reason in search of new meaning.
- Gothic novels emphasised mystery, horror and the uncanny.
- Typical characteristics of the gothic genre are: castles, crumbling buildings, gloomy/remote locations, dark forests, damsels in distress, villains.
- Themes explored include: good versus evil; morality; beauty versus the grotesque; the struggle between reason and imagination.
- Gothic fiction shared some of the ideals of Romanticism which focused on the "sublime" power of nature.





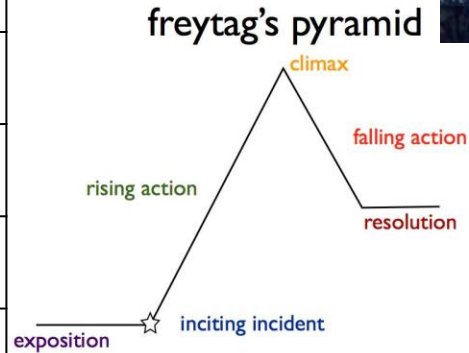
Gothic Writing

English

Basic features	Definition
Capital Letters	These must be at the starts of names, starts of sentences and use the pronoun 'I'.
Full stops	Unless using another piece of punctuation, these need to be at the end of sentences.
Question marks	Instead of a full stop denoting a question. E.g. When do you use a question mark?
Commas	Used to separate items in a list or a dependent clause from an independent clause. E.g. If I had to choose, I like blue, red and green.
Apostrophes	Indicating a contraction or possessive. E.g. The pie wasn't Peter's to eat.
Consistent tense	The tense you begin writing in should usually stay the same throughout your writing.
Paragraphs	A break in writing indicates the topic, person, place, time or focus of your writing has changed.
Homophone spellings	Easily mistaken spellings like there, their and they're; to, too and two or your and you're.
Semi-colons	A punctuation mark that can separate two independent clauses instead of a conjunction or full stop.
Colon	Colon can separate an independent clause and a dependent clause or start a list.
Simple, compound and complex sentences	Use a variety of these to make writing interesting. Simple sentences are just an independent clause. Compound sentences are two independent clauses usually joined with a conjunction and a complex sentence is an independent and dependent clause.



Horror



Supernatural





Gothic Writing

English

Darkness



Language Devices	Definition
Simile	A comparison using the words 'like' or 'as'.
Metaphor	A comparison that represent one thing as being the other.
Personification	When an object is represented as being human.
Onomatopoeia	Words that sound like a sound.
Alliteration	Two or more words starting with the same letter.
Imagery	A vivid, easy to imagine description.
Symbolism	When one thing is standing in the place of another.
Oxymoron	When two things are put together but are impossible.
Juxtaposition	When two opposing ideas or themes are used near each other.
Pathetic Fallacy	When nature creates a mood in a story.

LANGUAGE techniques (eg):

- List of 3
- Onomatopoeia
- Metaphor
- Alliteration
- Similes
- Senses
- Imagery
- Very detailed
- Emotive language

Word classes:

Noun: A naming word like: cat, kettle, pen

Proper Noun: Starts with a capital letter - person or place like: England, Shakespeare

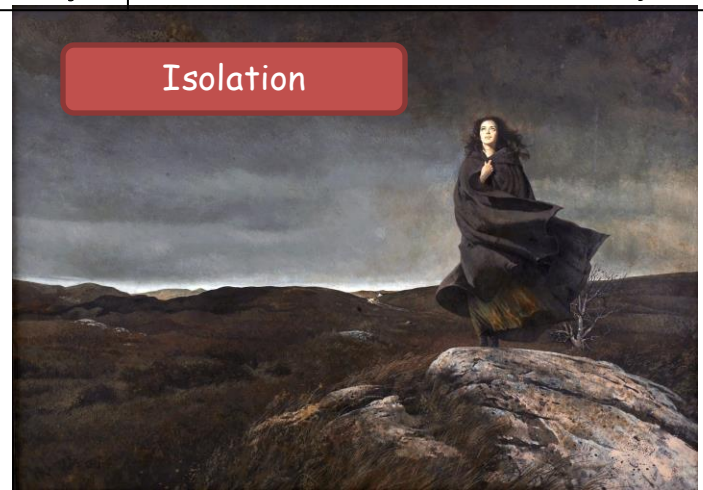
Adjective:

A describing word like: beautiful, grotesque, awesome

Verb: A doing/ thinking/ feeling word like: run, imagine, believe

Adverb: Describes how the verb is being carried out like: quickly, slow, high.

Isolation



Point de départ

Module 3- A loisir

Je regarde la télé I watch TV	avant les cours - before lessons tous les soirs - every evening le weekend - at the weekend dans le salon - in the living room dans le bus - on the bus dans ma chambre - in my bedroom avec ma famille - with my family seul(e) - alone	je regarde I watch	des chaînes sur YouTube - YouTube channels à la demande, sur Netflix - on demand on Netflix sur mon smartphone - on my smartphone sur mon ordinateur - on my computer sur ma tablette - on my tablet	c'est it is	varié varied facile easy
J'aime I like Je n'aime pas I don't like	les comédies - comedies les dessins animés - cartoons les documentaires - documentaries les feuilletons - soaps les infos - the news les jeux (télévisés) - gameshows les séries (policières) - (pôlice) series les émissions de cuisine / musique / sport / science- fiction / télé- réalité - cookery/ music/ sport/ science fiction / reality programmes		parce qu'ils /elles sont because they are		ridicules - ridiculous divertissant(e)s - entertaining intéressant(e)s - interesting passionnant(e)s - exciting plein(e)s d'action - full of action ennuyeux/euse - boring nuls/nulls - rubbish marrant(e)s - funny bêtes - stupid

Quels sont tes loisirs?

je bavarde / parle avec mes copains je fais du cyclisme / du vélo je lis/ je fais de la lecture je nage / je fais de la natation je ne lis pas beaucoup je ne joue jamais à des jeux vidéos je ne fais rien je télécharge des chansons je crée des playlists	I chat with my friends I go cycling I read I swim I don't read much I never play video games I don't do anything I download songs I create playlists
--	--

Les mots essentiels

Possessive adjectives	
mon/ma/mes	my
ton/ta/tes	your
son/sa/ses	his/her
Negatives	
ne...pas	not
ne...jamais	never
ne...rien	nothing

Tu as fait des achats?

Tu as fait des
achats?
Did you go
shopping?

j'ai fait les magasins/des achats - I went shopping j'ai lu une annonce pour les soldes - I saw an advert for the sales j'ai fait une balade/promenade - I went for a walk j'ai attendu une demi-heure - I waited half an hour j'ai dépensé trop d'argent - I spent too much money j'ai découvert un café - I discovered a café j'ai essayé plein de vêtements - I tried on lots of clothes
je suis allé(e) au centre commercial I went to the shopping centre

On va au cinéma

Module 3- A loisir

Tu viens au cinéma? Are you coming to the cinema?	Ça dépend. Qu'est-ce que tu vas voir? It depends. What are you going to see? Bonne idée! Je veux bien Good idea! I'd like to	Je vais regarder I'm going to watch	une comédie - a comedy un film d'animation - an animated film un film romantique - a romantic film un film d'action - an action film un film d'horreur - a horror film un film de science-fiction - a sci-fi film un film de superhéros - a superhero film	Rendez-vous où et à quelle heure? Where and when shall we met?	chez moi/toi at my house/your house A 19h - at 7pm A plus - See you later A demain - See you tomorrow A samedi - See you Saturday
Je peux vous aider? Can I help you?	je n'ai pas envie - I don't want to tu rigoles? - are you joking? désolé(e) je ne peux pas ce soir - sorry I can't tonight Je voudrais trois billets pour deux adultes et un enfant - I'd like 3 tickets for 2 adults and a child Ça fait combien? - How much is it? C'est quelle salle? - Which screen?				

Ma célébrité

Normalement, hier et demain

Normalement - Normally	je vais au cinéma - I go to the cinema j'écoute de la musique - I listen to music je lis des BD - I read comics nous jouons en ligne - we play online
Le weekend dernier - Last weekend	je suis allé(e) ... I went j'ai choisi - I chose j'ai visité - I visited
Le weekend prochain - Next weekend	je vais aller - I'm going to go je vais visiter - I'm going to visit on va prendre - we are going to take

Ma célébrité préférée est.. My favourite celebrity is.....	Il/Elle a beaucoup de talent He/She has lots of talent	
il / elle est he / she is	Il/Elle fait beaucoup de choses pour les bonnes causes He/She does a lot for charity	
C'est mon chanteur/euse préféré(e) He/She is my favourite singer	parce qu'ils/elles sont because they are	ridicules - ridiculous divertissant(e)s - entertaining intéressant(e)s - interesting passionnant(e)s - exciting plein(e)s d'action - full of action
C'est un(e) de mes acteurs/actrices préféré(e)s - He/She is one of my favourite actors/actresses		ennuyeux/euse - boring nuls/nuls - rubbish marrant(e)s - funny bêtes - stupid

French

GRAMMAIRE

Regular present tense verbs

ER VERBS e.g. Passer = to spend (time)

Je passe	<i>I spend</i>
Tu passes	<i>You spend</i>
Il/Elle/On passe	<i>He/She/One spends</i>
Nous passons	<i>We spend</i>
Vous passez	<i>You spend (form/pl)</i>
Ils/Elles passent	<i>They spend</i>

IR VERBS e.g. Finir = finish

Je finis	<i>I finish</i>
Tu finis	<i>You finish</i>
Il/Elle/On finit	<i>He/She/One finishes</i>
Nous finissons	<i>We finish</i>
Vous finissez	<i>You finish (form/pl)</i>
Ils/Elles finissent	<i>They finish</i>

RE VERBS e.g. vendre = to sell

Je vends	<i>I sell</i>
Tu vends	<i>You sell</i>
Il/Elle/On vend	<i>He/She/One sells</i>
Nous vendons	<i>We sell</i>
Vous vendez	<i>You sell (form/pl)</i>
Ils/Elles vendent	<i>They sell</i>

GRAMMAIRE Irregular present tense verbs

Faire = to do / to make

Je fais	<i>I do</i>
Tu fais	<i>You do</i>
Il/Elle/On fait	<i>He/She/One does</i>
Nous faisons	<i>We do</i>
Vous faites	<i>You do (form/pl)</i>
Ils/Elles font	<i>They do</i>

Aller = to go

Je vais	<i>I go</i>
Tu vas	<i>You go</i>
Il/Elle/On va	<i>He/She/One goes</i>
Nous allons	<i>We go</i>
Vous allez	<i>You go (form/pl)</i>
Ils/Elles vont	<i>They go</i>

Vouloir = to want

Je veux	<i>I want</i>
Tu veux	<i>You want</i>
Il/Elle/On veut	<i>He/She/One wants</i>
Nous voulons	<i>We want</i>
Vous voulez	<i>You want (form/pl)</i>
Ils/Elles veulent	<i>They want</i>

Pouvoir = to be able to

Je peux	<i>I can</i>
Tu peux	<i>You can</i>
Il/Elle/On peut	<i>He/She/One can</i>
Nous pouvons	<i>We can</i>
Vous pouvez	<i>You can (for/pl)</i>
Ils/Elles peuvent	<i>They can</i>

GRAMMAIRE Modal verbs

Grammar

Aujourd'hui	<i>Today</i>
Demain (soir)	<i>Tomorrow (night)</i>
Ce matin / ce soir	<i>This morning/evening</i>
Cet après-midi	<i>This afternoon</i>
La semaine prochaine	<i>Next week</i>

★ **S'il fait beau**
If the weather's nice

★ **S'il fait mauvais**
If the weather's bad

★ **Si j'ai assez d'argent**
If I have enough money

Ça va être...
It's going to be

cool / génial / sympa
cool / great / nice

Qu'est-ce qu'on va faire? *What are we going to do?*

Near Future Tense = Aller + infinitive (going to do)

Je vais <i>I am going</i>	aller au parc	<i>to go to the park</i>
	visiter le musée	<i>to visit the museum</i>
On va / Nous allons <i>We are going</i>	manger au resto	<i>to eat at a restaurant</i>
	acheter un jeu vidéo	<i>to buy a videogame</i>
	voir un spectacle	<i>to see a show</i>
	faire les magasins	<i>to go shopping</i>
Use the present tense of the verb ALLER from above ↗	prendre le bus	<i>to take the bus</i>

Qu'est-ce que tu as fait le week-end dernier? <i>What did you do last weekend?</i>	J'ai / Nous avons... <i>I / We...</i>	...passé (le week-end) <i>...spent (the weekend)</i>	...participé à une compétition <i>...took part in a competition</i>	fait du vélo <i>...went cycling</i>
	...joué au tennis <i>...played tennis</i>	...fêté (mon anniv) <i>...celebrated my birthday</i>	...regardé un match / film <i>...watched a match / a film</i>	fait de la natation <i>...went swimming</i>

Hier <i>Yesterday</i>
Avant-hier <i>The day before yesterday</i>
Le week-end dernier <i>Last weekend</i>
La semaine dernière <i>Last week</i>
Il y a deux semaines <i>Two weeks ago</i>
D'abord / Enfin <i>Firstly / Finally</i>
Ensuite / puis <i>Next / then</i>
Après <i>After</i>
Plus tard <i>Later</i>
★ Après avoir (mangé) <i>After having (eaten)</i>
★ Avant de (partir) <i>Before (leaving)</i>



The Past: The Perfect Tense with Avoir

We use the perfect tense to say what we did or have done in the past. To form it you need 2 parts:

PART 1: Avoir (the verb to have) + **PART 2:** Past participle (e.g. visited/done/eaten)

PART 1: Avoir = <i>To have</i>		+	PART 2: The Past participle							
			ER verbs + é		IR verbs + i		RE verbs + u		Irregulars	
J'ai	<i>I have</i>		visit é	<i>visited</i>	fin i	<i>finished</i>	perdu	<i>lost</i>	fait	<i>did</i>
Tu as	<i>You have</i>		regard é	<i>watched</i>	vomi i	<i>vomited</i>	attendu	<i>waited</i>	pris	<i>took</i>
Il / Elle / On a	<i>He / She has</i>		écout é	<i>listened</i>	dormi i	<i>slept</i>	vendu	<i>sold</i>	bu	<i>drank</i>
Nous avons	<i>We have</i>		mang é	<i>ate / eaten</i>					vu	<i>saw</i>
Vous avez	<i>You all have</i>		achet é	<i>bought</i>					lu	<i>read</i>
Ils / Elles ont	<i>They have</i>									

Je suis allé(e) ... <i>I went...</i>
Nous sommes allé(e) ... <i>I went...</i>
au parc / au stade <i>...to the parc / stadium</i>
à la piscine <i>...to the pool</i>
aux magasins <i>...to the shops</i>

The Past: The Perfect Tense with Être

Some specific 'special' verbs take **Être (To be)** instead of Avoir...

Être verbs agree with the subject! If it's feminine, add an 'e'. If it's plural, add an 's'

PART 1: Être = <i>To be</i>		+	PART 2: The Past participle (+e) (+s)			
			allé(e)(s)		sorti(e)(s)	
Je suis	<i>I am</i>		allé(e)(s)	<i>went</i>	sorti(e)(s)	<i>went out</i>
Tu es	<i>You are</i>		resté(e)(s)	<i>stayed</i>	parti(e)(s)	<i>left</i>
Il / Elle est	<i>He/She is</i>		arrivé(e)(s)	<i>arrived</i>	venu(e)(s)	<i>came</i>
Nous sommes	<i>We are</i>		retourné(e)(s)	<i>returned</i>	revenu(e)(s)	<i>came back</i>
Vous êtes	<i>You lot are</i>		rentré(e)(s)	<i>went back (home)</i>	devenu(e)(s)	<i>became</i>
Ils / Elles sont	<i>They are</i>					

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Score 5 ingredients...

- ✓ ALL bullet points of task covered
- ✓ At least 2 opinions with a reason
- ✓ Past tense used
- ✓ Present tense used
- ✓ Future tense used
- ✓ Talk about self and at least 1 other person
- ✓ Connective used
- ✓ Adjective used
- ✓ DIFFERENT adjective to last used
- ✓ Adverb used
- ✓ Intensifier used
- ✓ Interesting vocabulary used



Some Score 8 ingredients...

- ✓ Comparative used
- ✓ Conditional tense used
- ✓ An idiom used

Intensifiers...

vraiment	really	tout à fait	completely
trop	too	un peu	a bit
incroyablement	unbelievably		
très	very		
assez	quite		

Adverbs...

malheureusement	unfortunately
heureusement	fortunately
d'abord	firstly
normalement	normally
généralement	generally
de temps en temps	from time to time
souvent	often
finalelement	finally

Conditional...

Je voudrais	I would like
Ce serait	It would be
On pourrait + infinitive	We could..
On devrait + infinitive	We should

Opinions

j'aime bien - I like	Ça me plaît beaucoup - I like it a lot
j'aime beaucoup - I like a lot	Ça me plaît de m'amuser - I like having fun
j'aime assez - I quite like	Ça me plaît de sortir - I like going out
je n'aime pas beaucoup - I don't much like	Ça me plaît de faire ... - I like doing/going ...
je n'aime pas tellement - I don't really like	Ça me plaît d'aller ... - I like going
je n'aime pas trop - I don't really like too much	
je n'aime pas du tout - I don't like at all	
je déteste - I hate	

chouette	great
affreux (euse)	horrible
ennuyeux (euse)	boring
agréable	pleasant
amusant (e)	funny
nul (le)	rubbish
dégoûtant (e)	disgusting
pratique	practical
dangereux (euse)	dangerous
parfait (e)	perfect
mauvais (e)	bad
passionnant (e)	fascinating

bête	silly
sympa	nice
une perte de temps	waste of time
laid (e)	ugly
fabuleux (euse)	fabulous
impoli (e)	rude
désastreux (euse)	disastrous
casse-pieds	annoying
pas mal	not bad
rien de spécial	nothing
spécial	special
ordinaire	ordinary
effrayant (e)	scary

Linking words...

et	and
mais	but
quand	when
ou	or
qui	who, which
parce que/ car	because
puisque	as, since
cependant	however
néanmoins	nevertheless
puis	then
si	if
donc	therefore
où	where
par conséquent	as a result
alors	then/ so /at that time
tandis que	whereas
par contre	on the other hand

Comparatives...

plus ...que	- more ...than
je suis plus grand(e) que toi	- I am bigger than you
moins ...que	- less ... than
elle est moins grande que moi	- she is less tall than me

BUT

good = bon	better= meilleur(e)
bad = mauvais(e)	worse= pire



Giving reasons for opinions...

selon...	- according to ..
je pense que	- I think that
je trouve que	- I think that
je crois que	- I believe that
j'estime que	- I reckon that
a mon avis	- in my opinion
c'est	- it is
ce n'est pas	- it isn't (it is not)
ça peut être	- it can be
il/elle peut être	- he/she can be
je peux être	- I can be

Idioms...

c'est dommage que	- it's a shame that
quand je m'ennuie	- when I'm bored
j'en ai marre	- I'm fed up
j'en ai marre de travailler	- I'm fed up of working
ça vaut le peine (worth the effort)	- it's worth it
une perte de temps	- a waste of time
une perte d'argent	- a waste of money
tant pis !	- too bad !
ça m'est égal	- I don't mind

Content

- Cover **ALL** aspects of the task!
- Opinions
- A lot of information

Response

- Variety of appropriate vocab (is it relevant?)
- Complexity
- Three time frames
- Clear message
- Does it fit the task?

Don't forget to refer to **THREE** time frames...

Present

Time phrases...

normalement - normally
quelquefois - sometimes
parfois - sometimes
d'habitude - usually
de temps en temps - from time to time
tous les jours - every day
toujours - always
souvent - often
en général - in general
généralement - for the most part
la plupart du temps - most of the time
maintenant - now

Past

Time phrases...

l'année dernière - last year
récemment - recently
l'autre jour - the other day
la semaine dernière - last week
hier - yesterday
L'été dernier - last Summer
le weekend dernier - last weekend
il y a deux ans - ... 2 years ago
Il y a une semaine - a week ago
Pendant les grandes vacances - in the Summer holidays

Future

Time phrases...

demain - tomorrow
la semaine prochaine - next week
le weekend prochain - next weekend
l'année prochaine - next year
après les examens - after exams
après avoir quitté le collège - after leaving school
à l'avenir - in the future
dans mes rêves - in my dreams
l'été prochain - next Summer

Points to note:

- content
- quality
- needs detail
- opinions
- complexity
- time frames.

I	
Je vais	I go
Je fais	I do/make
Je joue	I play
Je travaille	I work
Je mange	I eat
Je bois	I drink
Je finis	I finish
Je prends	I take
Je voyage	I travel
Je sors	I go out
Je dors	I sleep
Je parle	I talk
Je peux	I can
Je lis	I read

HE/SHE/WE	
Il/elle/on va	
Il/elle/on fait	
Il/elle/on joue	
Il/elle/on travaille	
Il/elle/on mange	
Il/elle/on boit	
Il/elle/on finit	
Il/elle/on prend	
Il/elle/on voyage	
Il/elle/on sort	
Il/elle/on dort	
Il/elle/on parle	
Il/elle/on peut	
Il/elle/on lit	

I	
Je suis allé(e)	I went
J'ai fait	I did
J'ai joué	I played
J'ai travaillé	I worked
J'ai mangé	I ate
J'ai bu	I drank
J'ai fini	I finished
J'ai pris	I took
J'ai voyagé	I travelled
Je suis sorti(e)	I went out
J'ai dormi	I slept
J'ai parlé	I talked
J'ai pu	I was able
J'ai lu	I read

HE/SHE/WE	
Il/elle/on est allé(e)	
Il/elle/on a fait	
Il/elle/on a joué	
Il/elle/on a travaillé	
Il/elle/on a mangé	
Il/elle/on a bu	
Il/elle/on a fini	
Il/elle/on a pris	
Il/elle/on a voyagé	
Il/elle/on est sorti(e)	
Il/elle/on a dormi	
Il/elle/on a parlé	
Il/elle/on a pu	
Il/elle/on a lu	

I	
Je vais aller	I will go
Je vais faire	I will do/make
Je vais jouer	I will play
Je vais travailler	I will work
Je vais manger	I will eat
Je vais boire	I will drink
Je vais finir	I will finish
Je vais prendre	I will take
Je vais voyager	I will travel
Je vais sortir	I will go out
Je vais dormir	I will sleep
Je vais parler	I will talk
Je vais pouvoir	I will be able
Je vais lire	I will read

HE/SHE/WE	
Il/elle/on va aller	
Il/elle/on va faire	
Il/elle/on va jouer	
Il/elle/on va travailler	
Il/elle/on va manger	
Il/elle/on va boire	
Il/elle/on va finir	
Il/elle/on va prendre	
Il/elle/on va voyager	
Il/elle/on va sortir	
Il/elle/on va dormir	
Il/elle/on va parler	
Il/elle/on va pouvoir	
Il/elle/on va lire	

Score 5 Checklist.

- ✓ ALL bullet points of task covered
- ✓ At least 2 opinions with a reason
- ✓ Past tense used
- ✓ Present tense used
- ✓ Future tense used
- ✓ Talk about self and at least 1 other person
- ✓ Connective used
- ✓ Adjective used
- ✓ DIFFERENT adjective to last used
- ✓ Adverb used
- ✓ Intensifier used
- ✓ Interesting vocabulary used

Opinions - past tense

j'ai bien aimé - I liked
j'ai beaucoup aimé - I really liked
je n'ai pas beaucoup aimé - I didn't really like
j'ai détesté - I hated
ça m'a beaucoup plu - I really liked it
Giving reasons - past tense
j'ai pensé que - I thought that
j'ai trouvé que - I thought that
j'étais de l'opinion que - I was of the opinion that
j'étais d'accord que - I agreed that
je n'étais pas d'accord que - I didn't agree that
c'était - it was
ce n'était pas - it wasn't

Giving reasons - future/conditional

ce sera - it will be
ce serait - it would be

Future tense expressions :

Quand je serai grand(e) - When I'm older
J'ai l'intention de + infinitive - I intend to
Je rêve de + infinitive - I dream of

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Score 8/9 ingredients...

- ✓ ALL bullet points of task covered
- ✓ At least 2 opinions with a reason
- ✓ Past tense used
- ✓ Present tense used
- ✓ Future tense used
- ✓ Talk about self and others
- ✓ Connective used
- ✓ Adjective used
- ✓ DIFFERENT adjective to last used
- ✓ Adverb used
- ✓ Intensifier used
- ✓ Interesting vocabulary used
- ✓ Comparative /superlative used
- ✓ Conditional tense used
- ✓ Imperfect tense used
- ✓ An idiom used
- ✓ Subjunctive used
- ✓ Modal verb used
- ✓ Après avoir/être used
- ✓ Si clause used
- ✓ Range of negatives used
- ✓ Direct object pronouns used



Opinions

J'apprécie beaucoup - I like a lot
J'aime beaucoup - I like a lot
J'aime assez - I quite like
pour moi - for me
selon... - according to ...
je pense que - I think that
je trouve que - I think that
je crois que - I believe that
j'estime que - I reckon that
à mon avis - in my opinion
c'est - it is
ce n'est pas - it isn't (it is not)
ça peut être - it can be
il/elle peut être - he/she can be
je peux être - I can be
chouette *great*
affreux (euse) *horrible*
ennuyeux (euse) *boring*
agréable *pleasant*
amusant (e) *funny*
nul (le) *rubbish*
dégoûtant (e) *disgusting*
pratique *practical*
dangereux (euse) *dangerous*
parfait (e) *perfect*
mauvais (e) *bad*
passionnant (e) *exciting*

Ça me plaît beaucoup - I like it a lot
Ça me plaît de sortir - I like going out

Opinions - past tense

j'ai bien aimé - I liked
j'ai beaucoup aimé - I really liked
je n'ai pas beaucoup aimé - I didn't really like
j'ai détesté - I hated
ça m'a beaucoup plu - I really liked it

bête	<i>silly</i>
sympa	<i>nice</i>
une perte de temps	<i>waste of time</i>
laid (e)	<i>ugly</i>
fabuleux (euse)	<i>fabulous</i>
impoli (e)	<i>rude</i>
désastreux (euse)	<i>disastrous</i>
Casse-pieds	<i>annoying</i>
pas mal	<i>not bad</i>
rien de spécial	<i>nothing</i>
spécial	
effrayant (e)	<i>scary</i>

Direct object pronouns: avoid repetition

Find if the word you are referring to is **feminine**, **masculine**, or **plural** and choose your pronoun: **La, Le, Les** then follow the rules below it goes in front of the verb: **Je les aime = I like them**

Je l'aime = I like it, I like him, I like her

In a negative sentence it goes between 'ne' and the verb:

Je ne les aime pas = I don't love them

je ne l'aime pas = I don't love it, him, her

When using a verb followed by an infinitive, the pronoun goes in front of the infinitive **Je veux la manger = I want to eat it**

In the perfect tense it goes in front of 'avoir'

Je l'ai mangé(e) = I ate it

je les ai vu(e)s = I saw them

Adding contrasting opinions

mais - but

heureusement - fortunately

aussi - also

malheureusement - unfortunately

en plus - also, in addition

en fait - in fact

également - equally, also

cependant - however

c'est vrai que - it's true that

pourtant - however

on dit que - they say that

il faut dire que - you have to say that

je suis d'accord - I agree

je ne suis pas d'accord - I don't agree

Adverbs

vraiment - really (truly)

tellement - really (so)

incroyablement -

incredibly

extrêmement -

extremely

particulièrement -

particularly

seulement - only

certainement - certainly

Après avoir/être

après avoir mangé - after having eaten

après avoir fini - after having finished

après avoir acheté - after having bought

après être rentré(e) - after having returned home

après être allé(e) - after having gone...

après être arrivé(e) - after having arrived

Opinions - past

j'ai pensé que - I thought that

j'ai trouvé que - I thought that

c'était - it was **ce n'était pas** - it wasn't

Subjunctive

Bien que ce soit - although it is

Je ne pense pas que ce soit - I don't think it is

Il faut qu'on fasse - we/you must do

Pour que je puisse - so that I can

C'est dommage que l'équipe d'Arsenal ait perdu -

It is a shame that Arsenal lost

Si Clauses

Si j'avais su..... j'aurais été... - If I had known,I would have been

Si j'avais plus de temps/d'argent ...je ferais/j'achèterais - If I had more time/money...I would do/buy

Si j'étais plus riche.....je donnerais - If I were more rich...I would give

Si j'avais l'opportunité...je voyagerais - If I had the opportunity...I would travel

Idioms

c'est dommage que - it's a shame that

quand je m'ennuie - when I'm bored

j'en ai marre - I'm fed up

ça vaut le peine - it's worth it (worth the effort)

ça coûte les yeux de la tête - it costs an arm and a leg

une perte de temps - a waste of time

ça m'est égal - I don't mind

ce n'est pas grave - it doesn't matter

il/elle a l'air triste - he/she appears to be sad

The Comparative and Superlative (the best, the worst, the biggest etc)

plus ...que - more ...than -

je suis plus grand(e) que toi - I am bigger than you

moins ...que - less ... than -

elle est moins grande que moi - she is less tall than me

aussi ...que - as...as-

nous sommes aussi grand(e)s que notre père -

we are as tall as our dad

BUT Good - bon better- **meilleur(e)** le/la meilleur(e)= the best

bad - mauvais(e) worse- pire le/la pire - the worst

Superlative

Le sport le plus populaire - the most popular sport

La ville la plus visitée - the most visited town

les matières les plus intéressantes : the most interesting subjects

Ecosystems: Tier 3

Abiotic – The non-living elements of an ecosystem e.g. climate, soil and water.

Biotic – Organisms found in an ecosystem e.g. plants, insects & animals.

Ecosystem – a community of plants and animals sharing an environment with non-living things.

Producer – A type of organism produce their own food usually by photosynthesis.

Consumer – Organisms that consume other organisms to obtain their energy.

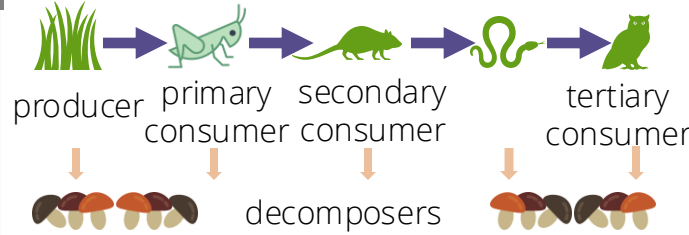
Decomposer – Organisms that break down dead plants and animals.

Food chain – The flow of energy from producer to tertiary consumer.

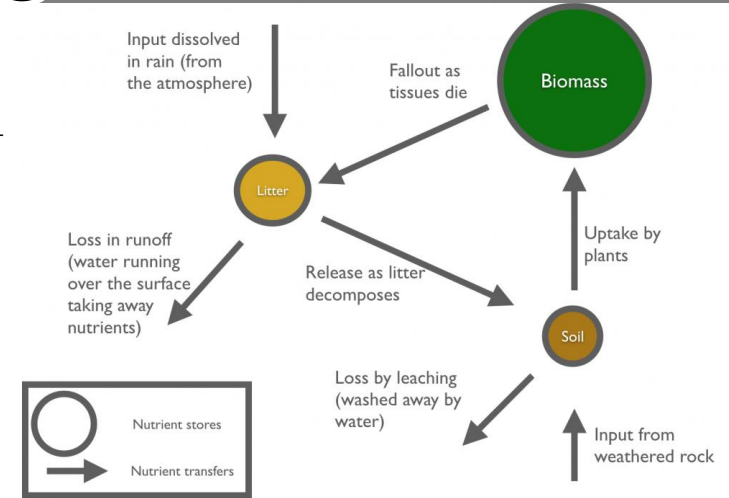
Food web – A diagram showing lots of food chains and how they overlap.

Nutrient cycle – The transfer of nutrients through an ecosystem.

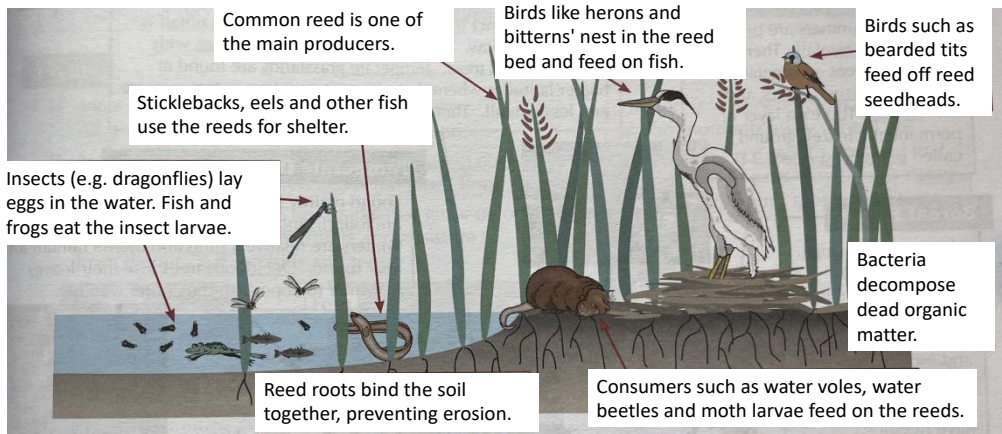
Food Chain



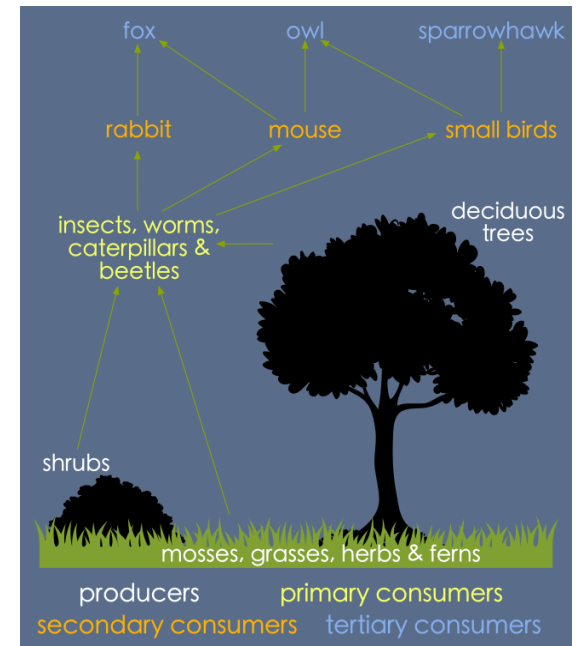
The Nutrient Cycle



Small Scale e.g.: Slapton Ley Reed Beds, Devon



Food Web



Rainforests: Tier 3

Biome – Areas of the planet with a similar climate and landscape, where similar animals and plants live.

Biodiversity – The variety of life in the world or a particular habitat.

Debt reduction – National debt relief in return for protecting rainforests.

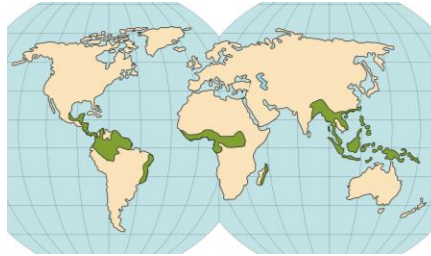
Deforestation – The chopping down and removal of trees.

Ecotourism – Responsible travel to natural areas that conserves the environment and benefits locals.

Logging – Cutting down trees and selling the timber.

Soil erosion – Removal of topsoil faster than it can be replaced.

Location



10°N and 10°S of the Equator

South America (Amazon), the DRC (Africa), Indonesia & Malaysia (Asia)

Characteristics

Climate - High temperatures (27°C) and high rainfall (2000mm +)

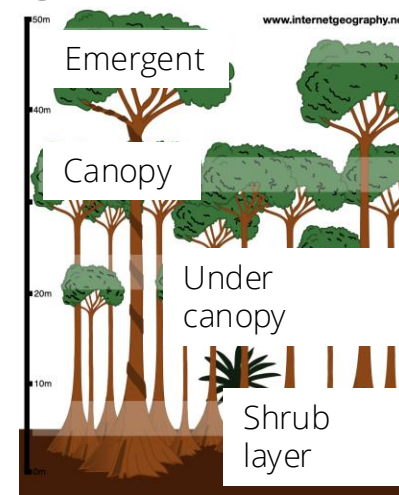
Water – Distinct wet season lasting several months. Leaching during this time.

Soil – Not very fertile. Nutrients concentrated in the topsoil & quickly absorbed.

Biotic – Highest biodiversity in the world. Thousands of species of plants and animals.

People – Traditional tribes live sustainably. Exploitation for \$\$ gain by non-indigenous.

Adaptations



Emergents and lianas grow to reach the sunlight.

Buttress roots anchor the trees in the shallow soil.

Smooth bark to deter epiphytes.

Plants have **thick, waxy leaves & drip tips** to channel water.

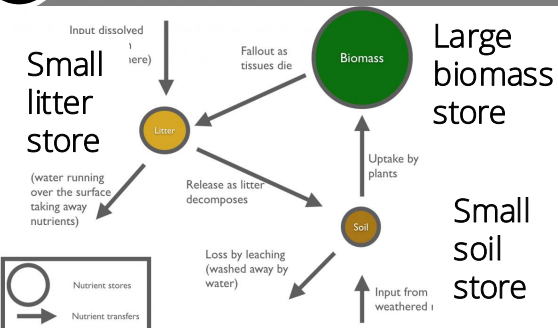
Poison Dart Frog - bright colours deter predators.

Sloths - long, sharp claws that help them cling onto branches.

Spider Monkey - prehensile tail to be able to grasp the branches of trees.

Jaguars - large claws, which enable them to climb small trees and catch their prey.

The Nutrient Cycle



Value of Tropical Rainforests

Services

- Carbon sink
- Wildlife habitats
- Biodiversity
- Water and nutrient cycling
- Employment opportunities
- Protection against soil erosion

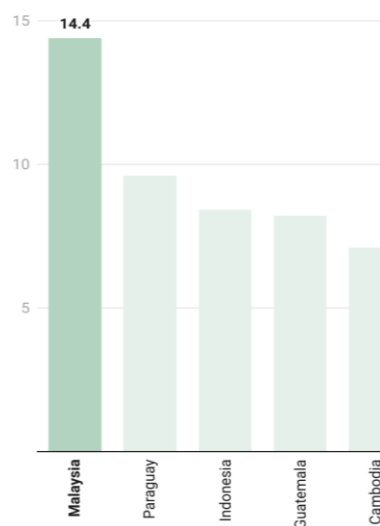
Goods

- Native food crops (fruit and nuts)
- Energy from hydro electric power
- Wild meat and fish
- Water
- Building materials (timber)
- Medicines

Malaysia Deforestation Rates

- Between 2000 and 2012 Malaysia had the **highest deforestation rate** in the world (by % area), losing **14.4%** of its forest cover.
- The rate of deforestation **fluctuated** between 2012 and 2015.
- It steadily **declined** between 2016 and 2020.
- Between 2001 and 2021 **17%** of rainforest cover was lost.

Percentage Forest Loss 2000 - 2012

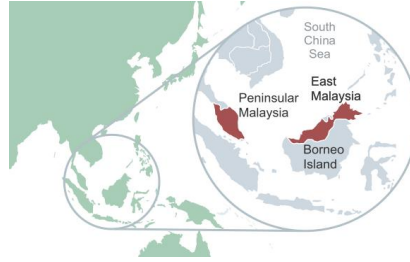


Malaysia Causes of Deforestation

- Agriculture** – Malaysia is the second-largest producer of palm oil in the world.
- Logging** – Hard wood (mahogany & teak) valued for furniture. Small trees pulped/charcoal.
- Road building** – Increased accessibility encourages development e.g. in Sarawak.
- Mineral extraction** – Bauxite mined in Peninsular Malaysia. Oil and Gas in Borneo.
- Energy development** – High rainfall creates ideal conditions for HEP e.g. Bakun Dam, Sarawak.
- Settlement and population growth** – Trans-migration Policy – 15000 ha rainforest cleared.

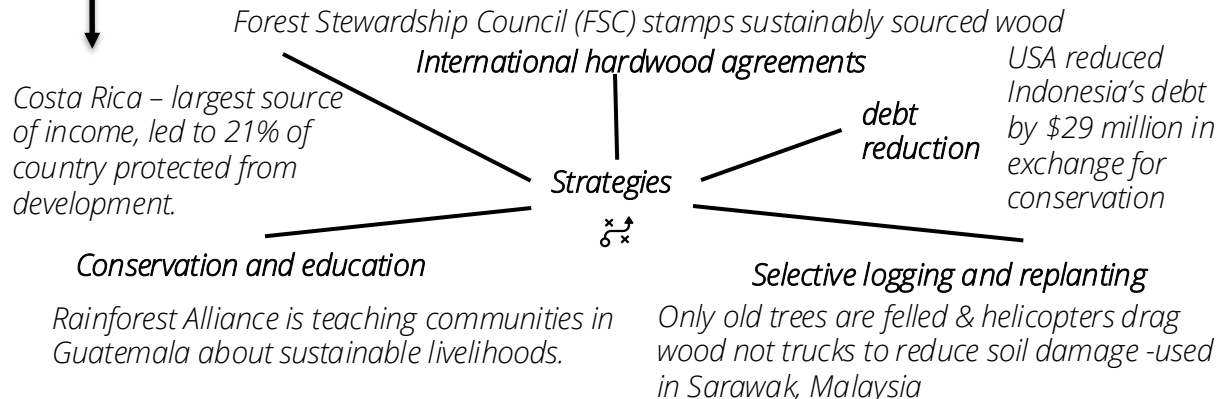
Malaysia

- Malaysia is in southeast Asia.



- At 192,838 km², the Malaysian rainforest is the 24th largest in the world.

Sustainable Management in T Rainforests



Malaysia: Impacts of Deforestation

- Economic Development**
 - Raw materials used by processing industries increasing the value of exported products.
 - Commercial farming and mining generate employment and tax income.
 - Cheap, renewable energy = development.
 - Loss of biodiversity affects tourism.
 - Long-term economic losses due to forests being destroyed and rivers polluted.
- Social Impacts**
 - Education, health care and social conditions are improved from tax revenue.
 - Decline in indigenous tribes e.g. Orang Asli.
- Environmental Impact**
 - Exposed land increases soil erosion
 - Decline in biodiversity
- Climate Change**
 - Local environment becomes hotter and drier.
 - Reduction in carbon sink due to deforestation.

1. Historical Terms needed throughout the subject

Tier 3	Definition
source	Evidence created at the time of the event being studied
interpretation	An opinion based on evidence written after the event being studied
inference	To make a guess from a source (of evidence)
provenance	Information of who wrote a source and when
PANDA	Strategy to use to evaluate the provenance of a source
PEEL	Strategy for extended writing: Point, Evidence, Explain, Link

2. Timeline of Hitler's Rise to Power - Loser to Leader

- 1919 Hitler joins the **DAP** (German Worker's Party), which later becomes the Nazi Party.
- 1919 **Treaty of Versailles**: Germany blamed for WWI, forced to sign this treaty and pay reparations, lost land, army reduced (100,000 men, 6 battleships), demilitarised the Rhineland – this crippled Germany.
- 1921 Hitler forms the **SA (Sturmabteilung/Brownshirts)**, led by Ernst Röhm.
- 1923 **Munich Putsch**: Failed Nazi coup in Munich – Hitler planned to seize control in Bavaria and Berlin; Hitler jailed.
- 1933 **Reichstag Fire**: Communists blamed (Marinus van der Lubbe accepts the blame), Hitler imposes emergency rule so the Reichstag can be surpassed.
- 1933 **Enabling Act**: Hitler given full powers for 4 years; democracy ends. This gave the Chancellor equal powers to the President.
- 1934 **Night of the Long Knives**: Hitler kills SA leaders, purging political rivals

3. Tier vocabulary that describe key historical concepts

Tier 2	Definition
communist	A political party in Germany who were the Nazis biggest rivals.
constitution	A set of rules used to govern a country
President	Elected every 7 years, run the country
propaganda	Information designed to make people believe a certain thing; often in posters.
Tier 3	Definition
armistice	Ending of hostilities in a war
Reichstag	German parliament building
rearmament	Building an army up to be strong enough to protect in battle.
Aryan	Purity of German race, blonde hair blue eyes
Mein Kampf	Hitler's autobiography, written during his time in prison.
Fuhrer	Leader (used after 1926)
Gestapo	Secret state police set up in 1933 by Goering, imprisoned opposition to Nazis.
chancellor	Chosen by the president
Oath of allegiance	Hitler made the army swear this after the Night of the Long Knives to say they gave him 'unconditional obedience'.
NSDAP	The Nazi party, National Socialist German Worker's Party

Maths

YEAR 9 — REASONING WITH ALGEBRA... Straight Line Graphs

@whisto_maths

What do I need to be able to do?

By the end of this unit you should be able to:

- Compare gradients
- Compare intercepts
- Understand and use $y = mx + c$
- Find the equation of a line from a graph
- Interpret gradient and intercepts of real-life graphs

Keywords

Gradient: the steepness of a line
Intercept: where two lines cross. The y-intercept where the line meets the y-axis
Parallel: two lines that never meet with the same gradient
Co-ordinate: a set of values that show an exact position on a graph
Linear: linear graphs (straight line) — linear common difference by addition/ subtraction
Asymptote: a straight line that a graph will never meet
Reciprocal: a pair of numbers that multiply together to give 1
Perpendicular: two lines that meet at a right angle

Compare Intercepts

$y = mx + c$ ← The value of **c** is the point at which the line crosses the y-axis **Y intercept**

The coordinate of a y intercept will always be $(0, c)$

Lines with the same y-intercept cross in the same place

$y = mx + c$

The coefficient of x (the number in front of x) tells us the gradient of the line

$y = mx + c$ ← The value of **c** is the point at which the line crosses the y-axis **Y intercept**

y and x are **coordinates**

The equation of a line can be rearranged. Eg
 $y = c + mx$
 $c = y - mx$
 Identify which coefficient you are identifying or comparing

Lines parallel to the axes

All the points on this line have a x coordinate of 10

Lines parallel to the **y axis** take the form $x = a$ and are **vertical**

Lines parallel to the **x axis** take the form $y = a$ and are **horizontal**

All the points on this line have a y coordinate of -2

eg $(3, -2)$ $(7, -2)$ $(-2, -2)$ all lay on this line because the y coordinate is -2

It can be ONLY positive or negative value including 0

Plotting $y = mx + c$ graphs

$y = 3x - 1$ → 3 x the x coordinate then - 1

x	-3	0	3
y	-10	-1	8

Draw a table to display this information

This represents a coordinate pair $(-3, -10)$

You only need two points to form a straight line

Find the equation from a graph

$(0, 1)$
The y-intercept

The Gradient $\frac{6}{3} = 2$

$y = 2x + 1$

The direction of the line indicates a positive gradient

Positive gradients

Negative gradients

Real life graphs

A plumber charges a £25 callout fee, and then £12.50 for every hour. Complete the table of values to show the cost of hiring the plumber.

Time (h)	0	1	2	3	8
Cost (£)	£25				£125

The y-intercept shows the minimum charge. The gradient represents the price per mile.

In real life graphs like this values will always be positive because they measure distances or objects which cannot be negative.

Direct Proportion graphs

To represent direct proportion the graph must start at the origin

A box of pens costs £2.30. Complete the table of values to show the cost of buying boxes of pens.

Boxes	0	1	2	3	8
Cost (£)		£2.30			

When you have 0 pens this has 0 cost. The gradient shows the price per pen.

Compare Gradients

$y = mx + c$

The coefficient of x (the number in front of x) tells us the gradient of the line

The greater the gradient — the steeper the line

Parallel lines have the same gradient

Positive gradients

Negative gradients

Plotting more points helps you decide if your calculations are correct (if they do make a straight line)

Remember to join the points to make a line

Maths

YEAR 9 — REASONING WITH ALGEBRA... Forming and Solving Equations

@whisto_maths

What do I need to be able to do?

- By the end of this unit you should be able to:
- Solve inequalities with negative numbers
 - Solve equations with unknowns on both sides
 - Solve inequalities with unknowns on both sides
 - Substitute into formulae and equations
 - Rearrange formulae

Keywords

- Inequality:** an inequality compares two values showing if one is greater than, less than or equal to another
- Variable:** a quantity that may change within the context of the problem
- Rearrange:** Change the order
- Inverse operation:** the operation that reverses the action
- Substitute:** replace a variable with a numerical value
- Solve:** find a numerical value that satisfies an equation

Solve equations with brackets

$3(2x + 4) = 30$

Expand the brackets

$$6x + 12 = 30$$

$$-12 \quad -12$$

$$6x = 18$$

$$-6 \quad -6 \quad x = 3$$

Form and solve inequalities

Two more than treble my number is greater than 11

Find the possible range of values

$$3x + 2 > 11$$

Solve

$$x > 3$$

Inequalities with negatives

Method 1: Make x positive first

$$2 - 3x > 17$$

$$+3x \quad +3x$$

$$2 > 17 + 3x$$

$$-17 \quad -17$$

$$-15 > 3x$$

$$\div -3 \quad \div -3$$

$$-5 > x$$

x is true for any value smaller than -5

✓ CHECK IT!
 $2 - 3(-6) = 20$
TRUE / CORRECT

Rearranging Formulae (one step)

$$x = y + z$$

$$y = x - z$$

Using inverse operations or fact families will guide you through rearranging formulae

Rearranging can also be checked by substitution

Language of rearranging...

Make XXX the subject

Change the subject

Rearrange

Rearranging Formulae (two step)

In an equation (find x)

$$4x - 3 = 9$$

$$+3 \quad +3$$

$$4x = 12$$

$$\div 4 \quad \div 4$$

$$x = 3$$

In a formula (make x the subject)

$$xy - s = a$$

$$+s \quad +s$$

$$xy = a + s$$

$$\div y \quad \div y$$

$$x = \frac{a+s}{y}$$

The steps are the same for solving and rearranging

Rearranging is often needed when using $y = mx + c$

eg Find the gradient of the line $2y - 4x = 9$

Make y the subject first $y = \frac{4x+9}{2}$ Gradient = $\frac{4}{2}$

Equations with unknown on both sides

$$4x + 5 = 3x + 24$$

$$-3x \quad -3x$$

$$x + 5 = 24$$

$$-5 \quad -5$$

$$x = 19$$

Inequalities with unknown on both sides

Solving inequalities has the same method as equations

$$5(x + 4) < 3(x + 2)$$

$$5x + 20 < 3x + 6$$

$$2x + 20 < 6$$

$$2x < -14$$

$$x < -7$$

Check it!

$$5(-8 + 4) < 3(-8 + 2)$$

$$5(-4) < 3(-6)$$

$$-20 < -18$$

✓ -20 IS smaller than -18

Formulae and Equations

Formulae — all expressed in symbols

Substitute in values

Equations — include numbers and can be solved

Method 2: Keep the negative x

$$2 - 3x > 17$$

$$-2 \quad -2$$

$$-3x > 15$$

$$\div -3 \quad \div -3$$

$$x > -5$$

x is true for any value bigger than -5

This cannot be true...

When you multiply or divide x by a negative you need to reverse the inequality

$$x < -5$$

Maths

YEAR 9 — REASONING WITH ALGEBRA... Testing conjectures

@whisto_maths

What do I need to be able to do?

By the end of this unit you should be able to:

- Use factors, multiples and primes
- Reason True or False
- Reason Always, sometimes never true
- Show that reasoning
- Make conjectures about number
- Expand binomials
- Make conjectures with algebra
- Explore the 100 grid

Keywords

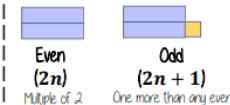
- Multiples:** found by multiplying any number by positive integers
- Factor:** integers that multiply together to get another number.
- Prime:** an integer with only 2 factors
- HCF:** highest common factor (biggest factor two or more numbers share)
- LCM:** lowest common multiple (the first time the times table of two or more numbers match)
- Verify:** the process of making sure a solution is correct
- Proof:** logical mathematical arguments used to show the truth of a statement
- Binomial:** a polynomial with two terms
- Quadratic:** a polynomial with four terms (often simplified to three terms)

Show that

- Numerical verification** Show the stages to a solution with numerical values
- Algebraic verification** Show algebraic properties of the solution
You may want to use pictorial images to support this
- Proof** Simple proofs using algebra

Compare the left hand side of an equation with the right hand side — are they the same or different?

Conjectures



Use numerical verification first
Use pictorial verification — the representations of numbers of odd and even

Exploring the 100 square

In terms of 'n' is used to make generalisations about relationships between numbers

Positions of numbers in relation to n form expressions
Eg one space to the right of n
 $n + 1$
Eg One row below n
 $n + 10$

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

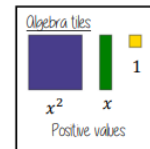
The size of the grid for generalisation changes the relationship statements

Expanding binomials

$$2(x + 2) \equiv 2x + 4$$



Algebra tiles can represent a binomial expansion
Has two terms



Algebra tiles
 x^2 x 1
Positive values

$$(x + 3)(x + 3) \equiv x^2 + 6x + 9$$

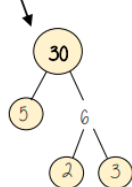


This is a quadratic
It has four terms which simplified to three terms

The order of the binomial has no impact on the outcome
eg $(x + 3)(3 + x)$

Factors, Multiples and Primes

Multiplication part-whole models



All three prime factor trees represent the same decomposition

HCF — Highest common factor

HCF of 18 and 30

18 1, 2, 3, 6, 9, 18

30 1, 2, 3, 5, 6, 10, 15, 30

Common factors are factors two or more numbers share

LCM — Lowest common multiple

LCM of 9 and 12

9 9, 18, 27, 36, 45, 54

12 12, 24, 36, 48, 60

Common multiples are multiples two or more numbers share

True or False?

Conjecture

A pattern that is noticed for many cases

1, 2, 4, ...
The numbers in the sequence are doubling each time.

Counterexamples

This sequence isn't doubling it is adding 2 each time

Only **one** counterexample is needed to disprove a conjecture

Always, Sometimes, Never true.

- Always** Every value always supports the statement
- Sometimes** Examples show the statement being true and counter examples to show when it is false.
- Never** No example supports the statement

Examples to try
• 0 and 1
• Fractions
• Negative numbers

Maths

YEAR 9 — CONSTRUCTING IN 2D/3D

3D Shapes

@whisto_maths

What do I need to be able to do?

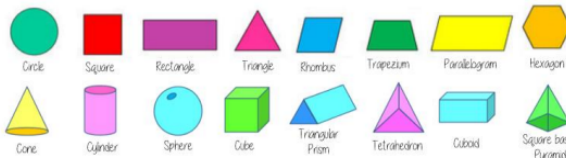
By the end of this unit you should be able to:

- Name 2D & 3D shapes
- Recognise Prisms
- Sketch and recognise nets
- Draw plans and elevations
- Find areas of 2D shapes
- Find Surface area for cubes, cuboids, triangular prisms and cylinders
- Find the volume of 3D shapes

Keywords

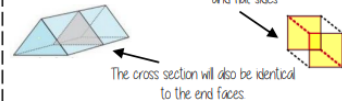
2D: two dimensions to the shape e.g length and width
3D: three dimensions to the shape e.g length, width and height
Vertex: a point where two or more line segments meet
Edge: a line on the boundary joining two vertices
Face: a flat surface on a solid object
Cross-section: a view inside a solid shape, made by cutting through it
Plan: a drawing of something when drawn from above (sometimes birds eye view)
Perspective: a way to give illustration of a 3D shape when drawn on a flat surface

Name 2D & 3D shapes



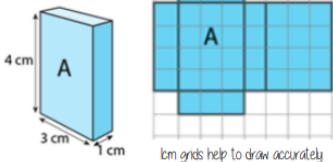
Recognise prisms

A solid object with two identical ends and flat sides



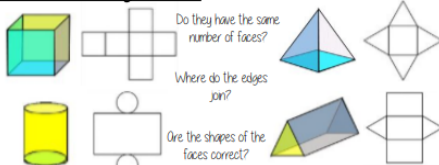
A cylinder although with very similar properties does not have flat faces so is not categorised as a prism

Nets of cuboids

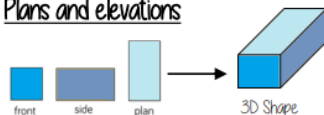


Visualise the folding of the net. Will it make the cuboid with all sides touching

Sketch and recognise nets



Plans and elevations



The direction you are considering the shape from determines the front and side views

Area of 2D shapes

Rectangle: $\text{Base} \times \text{Height}$
 Triangle: $\frac{1}{2} \times \text{Base} \times \text{Perpendicular height}$

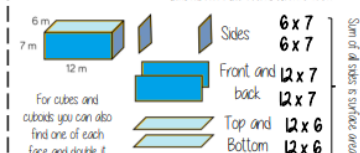
Parallelogram/Rhombus: $\text{Base} \times \text{Perpendicular height}$

Area of a trapezium: $\frac{(a+b) \times h}{2}$

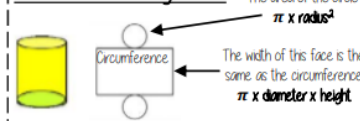
Area of a circle: $\pi \times \text{radius}^2$

Surface area

Sketching nets first helps you visualise all the sides that will form the overall surface area



Surface area - cylinders



Volumes

Volume is the 3D space it takes up - also known as capacity if using liquids to fill the space

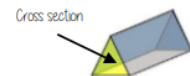


Counting cubes

Some 3D shape volumes can be calculated by counting the number of cubes that fit inside the shape.

Cubes/ Cuboids - base x width x height

Remember multiplication is commutative



Prisms and cylinders - area cross section x height

Height can also be described as depth

Areas - square units
 Volumes - cube units

Areas and volumes can be left in terms of pi

YEAR 9 — CONSTRUCTING IN 2D/3D... Constructions & congruency

@whisto_maths

What do I need to be able to do?

By the end of this unit you should be able to:

- Draw and measure angles
- Construct scale drawings
- Find locus of distance from points, lines, two lines
- Construct perpendiculars from points, lines, angles
- Identify congruence
- Identify congruent triangles

Keywords

Protractor: piece of equipment used to measure and draw angles
Locus: set of points with a common property
Equidistant: the same distance
Discorectangle: (a stadium) — a rectangle with semi circles at either end
Perpendicular: lines that meet at 90°
Arc: part of a curve
Bisector: a line that divides something into two equal parts
Congruent: the same shape and size

Draw and measure angles

Draw a 35° angle

Make a mark at 35° with a pencil and join to the angle point (use a ruler)

The angle

Make sure the cross is at the end of the line (where you want the angle)

Scale drawings

A picture of a car is drawn with a scale of 1:30

For every 1cm on my image is 30cm in real life

The car image is 10cm

Image: 10cm, Real life: 300cm

$\times 10$ $\times 30$

Locus of a distance from a point

All points are equidistant (the same distance) from the fixed point in the middle

Equipment needed

The radius is the distance from the fixed point

If the point is in the corner it can only make a quarter circle

Locus of a distance from a straight line

All points are equidistant (the same distance) from line

The ends of the line are fixed points

Equipment needed

The line is straight so a ruler is used for the straight lines parallel to your original line

Locus equidistant from two points

Also an angle bisector

Because if the points are joined, this new line intersects it at a 90°

Join the intersections with a ruler

All points on this line are equidistant from both points

Keep the compass the same size and draw two arcs from each point

Construct a perpendicular from a point

Use a compass and draw an arc that cuts the line. Use the point to place the compass

Keep the compass the same distance, and now use your new points to make new intersecting arcs

Connecting the arcs makes the bisector

If P is a point on the line the steps are the same

Locus of a distance from two lines

Also an angle bisector

This cuts the angle in half

From the angle vertex draw two arcs that cut the lines forming the angle

Keep the compass the same size and use the new arcs as centres to draw intersecting arcs in the middle

Join the vertex to the intersection

Congruent figures

Congruent figures are identical in size and shape — they can be reflections or rotations of each other

Congruent triangles

Side-side-side

All three sides on the triangle are the same size

Angle-side-angle

Two angles and the side connecting them are equal in two triangles

Side-angle-side

Two sides and the angle in-between them are equal in two triangles (it will also mean the third side is the same size on both shapes)

Right angle-hypotenuse-side

The triangles both have a right angle, the hypotenuse and one side are the same

Constructing Triangles

Side, Angle, Angle

Side, Angle, Side

Side, Side, Side

Link to steps → R

Congruent shapes are identical — all corresponding sides and angles are the same size

$\triangle ABC \sim \triangle KLM$

Because all the angles are the same, and $AC=KM$ $BC=LM$ triangles ABC and KLM are **congruent**

Film Music

Students learn about the **different techniques** in creating film music.

Film music sets **mood**, hints and **foreshadows** changes in the **plot** and **guides** our **emotions** without us noticing.

A great score can make completely **transform** a film.

"The sound and music are 50% of the entertainment in a movie,"

George Lucas (Star Wars/Indiana Jones).



8 Key Words

Leitmotif – short theme linked to a character or idea.

Diegetic – sound the characters can hear.

Non-diegetic – only the audience hears.

Mickey-mousing – music that mirrors on-screen moves.

Cue – piece of music timed to a scene.

Temp track – placeholder music film editors use while putting the film together.

Orchestration – choosing instruments for each cue.

Stinger – sudden accent or chord hit for shock (typical in thriller or action films)

Leitmotifs

Composers give each main **character** a catchy musical tag. When the **tag** returns, we **unconsciously** recall the character's **presence** or fate.

Underscore vs Diegetic

Underscore sits under **dialogue** (only the audience hears), while **diegetic** music comes from a place that the **characters** can hear (e.g. a party or a band).



James Bond Theme

Monty Norman's **surf-rock guitar** riff plus brass "**spy chords**" became the signature sound of cool danger (first heard **1962**). Researchers suggest it was inspired by a classical Indian music "**Raag Bhairavi**".

Every new Bond film **re-orchestrates** it, and **students** get a chance to **explore** and **interpret** this **motif** themselves.



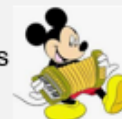
Timing & Mickey-Mousing

Animators and **action** scenes often **match** every punch or jump to **musical hits** – which is called '**mickey-mousing**'.

This is named after a **cartoon** that made almost all the music exactly **fit** the action.

Too much feels contrived, but a well-placed hit-point sharpens **impact**.

Students experiment with scenes to **adapt** the **timing** of their scores to the film **precisely**.



Modern Tools

Synths, **samples** and **temp tracks** let composers **sketch** ideas quickly and match tight deadlines.

Modern film and streaming **scores** mix **orchestra** with electronic layers for epic size and fresh textures.

(Picture - Delia Derbyshire)



Pop mixes and Variations

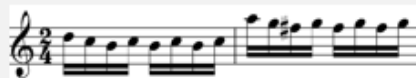
Students learn how pop songs are **built**, then are shown how **variations** (covers, remixes, key-changes, new textures) keep **familiar** material sounding **fresh**.

Students will learn to spot **hooks**, **verse-chorus** structures and common **variations** in the listening tasks and apply them by **re-arranging** a well-known tune.



9 Key Words

- Hook** – catchiest musical phrase.
- Verse-Chorus** – main pop structure.
- Bridge / Middle-Eight** – contrasting section.
- Cover** – new performance of an old song.
- Remix** – studio re-edit with fresh sounds.
- Mash-up** – two (or more) tracks mixed up.
- Modulation** – moving the whole song up or down in pitch.
- Sampling** – using a recorded snippet for use in a new track.
- Variation** – altering melody, harmony, rhythm or texture.



Types of Variation

Change the **melody** (add or drop notes), **harmony** (shift to **minors/majors**), or the **texture** (strip to acoustic or add full band).

Change the **groove** by rephrasing the **rhythm** or change the type of **scale** (e.g. to blues) to **transform** the **mood** of the song.

Even **small tweaks** can give **new life** each time a **chorus** is **repeated**.



'Imperial March' theme reborn.

Although born in film, John William's Star Wars riff can be re-imagined as surf rock, disco, orchestral pop, jazz – whatever a student wants to explore.

Demonstrate how much variation a single motif can survive despite all the changes.



Covers & Mash-ups

A **cover** keeps the song recognisable but changes the style e.g. a **punk** "Dancing Queen" or an **orchestral** "Iron Man"

Mash-ups push **variation** further by **splicing** two hits **together** into one track.

Key-Change Lift - A change in **pitch** of the song (called a **modulation**) is used to lift the final chorus – a very 1980s' pop idea.

The **Beatles** and others also used key changes – but generally more **artfully**.

Studio Variations

Remixes began by **DJs** altering **tempo**, adding **beats** or **filtering** vocals to adapt to new dance floors styles.

This keeps a pop song **alive** in **clubs** long after **radio play** and popular **streaming** fades.

Remixing can now often mean a major **re-imagining** of the song – **recording** new elements and using **modern sound production** techniques like **spatial** sound.



Year 9

Physical Education

Term 1

1 Cardiovascular Endurance:
The ability of the **heart, lungs, and blood vessels** to deliver oxygen to working muscles over an extended period of time.

Test: Multi-stage fitness test (bleep test), where students run back and forth in time with beeps that get faster.

Sport Example: Marathon running, swimming, and football all require sustained aerobic fitness to maintain performance.

2 Muscular Endurance:
The ability of a muscle or muscle group to perform repeated contractions without getting tired.

Test: Sit-up or press-up test over a set time period (e.g. 1 minute).

Sport Example: Rowing, cycling, and circuit training require muscles to work continuously.



3 Muscular Strength:
The maximum force a muscle can generate in a single effort.

Test: Handgrip dynamometer, which measures the strength of the hand and forearm.

Sport Example: Weightlifting, rugby scrummaging, and wrestling all require strong muscles to perform effectively.



4 Flexibility:
The range of movement possible at a joint.

Test: Sit and reach test, which measures hamstring and lower back flexibility.

Sport Example: Gymnastics, dance, martial arts, and yoga all rely on flexibility for complex movements and injury prevention.



5 Speed:
The ability to move the body or parts of the body quickly.

Test: 30-metre sprint test, which measures how fast you can run a short distance.

Sport Example: Sprinters, footballers, and basketball players need speed to break away from opponents.



6 Power:
The combination of **strength and speed**, producing an explosive movement.

Test: Vertical jump test, where students jump as high as they can and measure the difference between standing and jump reach.

Sport Example: Basketball jumps, shot put, and volleyball spikes all require explosive power.



Components of Fitness

Year 9

Physical Education

Term 1

7

Agility:

The ability to change direction quickly and under control.

Test: Illinois agility test, involving a timed course of sharp turns and sprints.

Sport Example: Netball, rugby, and tennis all require players to dodge opponents or change direction



8

Balance:

The ability to maintain the body's position, either static (still) or dynamic (moving).

Test: Stork stand test, where students balance on one leg with the other foot on the knee and hands on hips.

Sport Example: Gymnastics, skiing, skateboarding, and yoga all need good balance.



9

Coordination:

The ability to use two or more body parts together smoothly and effectively.

Test: Wall toss test, where students throw a ball against a wall and catch it with the opposite hand as many times as possible in 30 seconds.

Sport Example: Tennis (hand-eye coordination), cricket catching, and basketball passing all need good coordination.



10

Reaction Time:

The time taken to respond to a stimulus.

Test: Ruler drop test, where a ruler is dropped and the student catches it as quickly as possible.

Sport Example: Sprint starts in athletics, goalkeeping in football, and receiving a serve in tennis.



11

Body Composition:

The ratio of body fat to lean body mass (muscle, bone, water).

Test: Skinfold callipers (pinch test) or BMI (Body Mass Index) calculation.

Sport Example: Sumo wrestlers may have higher body fat, while marathon runners aim for lower fat and more lean muscle.



12

Skill-Related Fitness:






Fitness components like **agility, balance, coordination, power, reaction time, and speed** that enhance performance in sport. These are essential for **sport-specific skills** such as dribbling, passing, sprinting, or changing direction.

Example: Footballers need speed and agility to avoid tackles and react quickly to play



Science

Keywords

	Hazard	Anything that has the potential to cause harm or damage
	Risk	The harm or damage that could be caused by a hazard
	Accuracy	The closeness of a measurement to its true value
	Precision	How close measurements are to each other
	Reliable	Similar data can be reproduced under same conditions

Scientific Method

Hypothesis: What you predict will happen, based on prior knowledge e.g. As X increases, Y will increase because.....

Independent Variable: The thing that is being changed

Dependent Variable: The thing that is being observed/measured

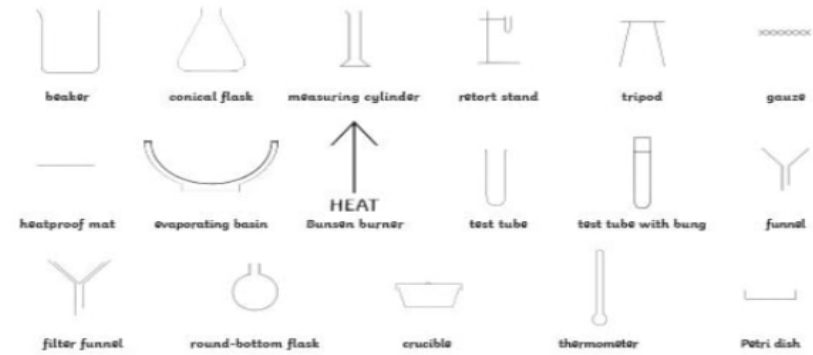
Control Variables: All the things that are being kept the same e.g. volume, concentration, mass, time

Method: Step by step instructions of how to change the independent variable, measure the dependent variable, control all other variables, repeat measurements, perform calculations on collected data

Conclusion: What have you found out? Was your hypothesis correct? Does your data support your hypothesis? Explain the results using scientific knowledge

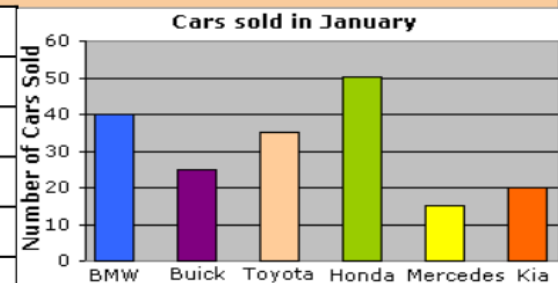
Evaluation: How reliable is your data (could someone follow your method and collect a similar set of results)? Are there anomalies? How could you make it more reliable?

Drawing Scientific Diagrams

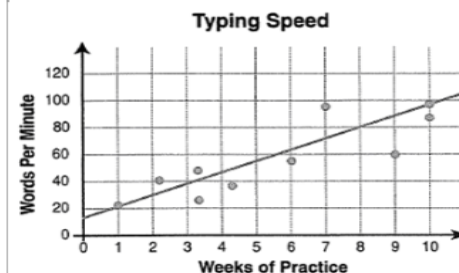


Presenting Data in a Graph

S	Scale
P	Pencil & ruler
A	Axis
T	Title
U	Units
L	Line of best fit if appropriate
A	Accuracy



Bar Graph:
Categoric/Discrete data



Line Graph:
Continuous data

Keywords

System	Organised collection of interdependent components, perform a function through transfer of energy and/or matter
Transfer	Change in location
Transformation	Change of state or form
Model	A representation or simulation of an object, system or event, that could be conceptual, mathematical or physical

Types of Scale

	CATEGORIC		CONTINUOUS	
Characteristic	NOMINAL	ORDINAL	INTERVAL	RATIO
IDENTITY				
MAGNITUDE				
EQUAL INTERVALS				
ABSOLUTE ZERO				

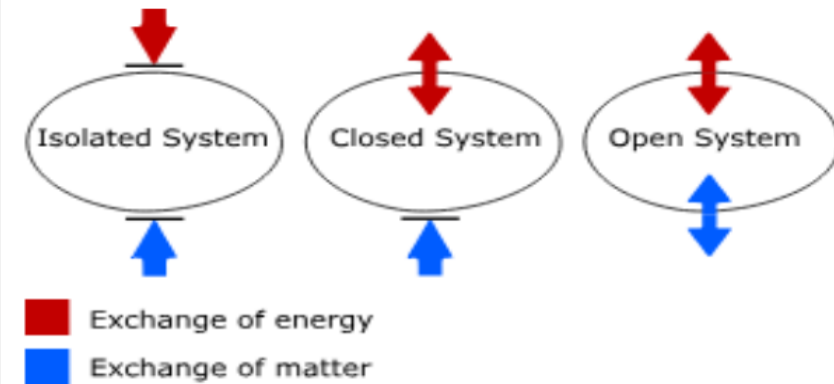
Evaluating Models

Advantages & Limitations:

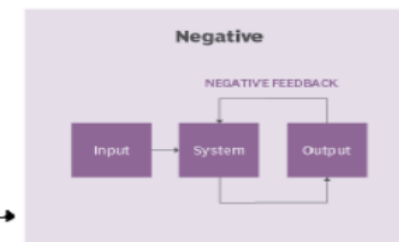
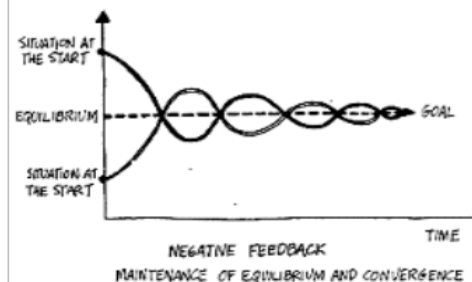
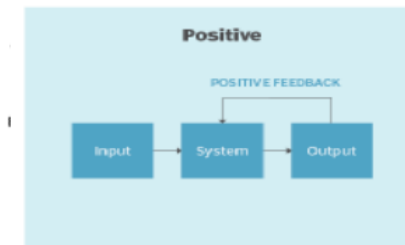
- Does it explain past observations?
- Does it agree with other models?
- Does it predict accurately?
- Does it contain an appropriate level of detail?
- Is it exact or approximate?
- Is it overly simplistic?



Types of Systems



Feedback Systems



Science

B1 Cell Structure and Transport

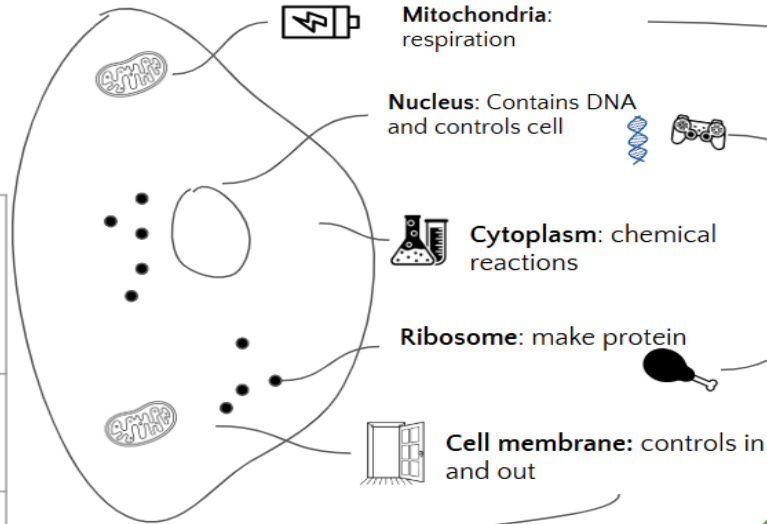
Prokaryotic cells

- ✓ Single cellular
- ✗ No nucleus or mitochondria
- ✓ Loops of DNA and plasmids

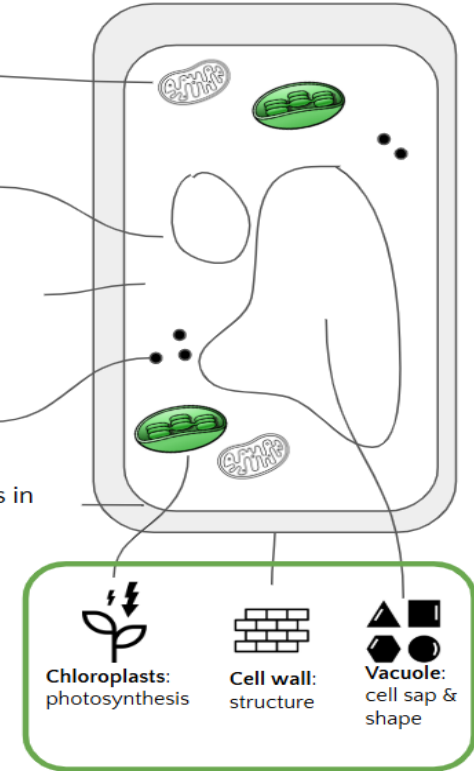


Eukaryotic cells (have membrane bound organelles)

Animal Cell



Plant Cell



Cell Transport

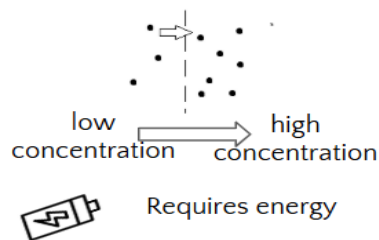
Microscopes	Light 	Electron
Resolution	low	high
Cost	Low	high
Magnification	X 2000	X 2 000 000

Magnification = $\frac{\text{Image size}}{\text{Object size}}$

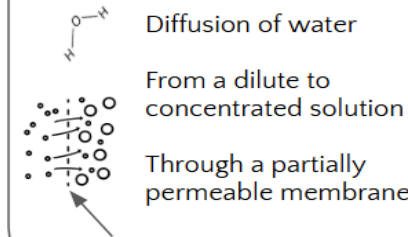
Unit Conversions

- 1km = 1000m
- 1m = 100cm
- 1cm = 10mm
- 1mm = 1000µm
- 1µm = 1000 nm

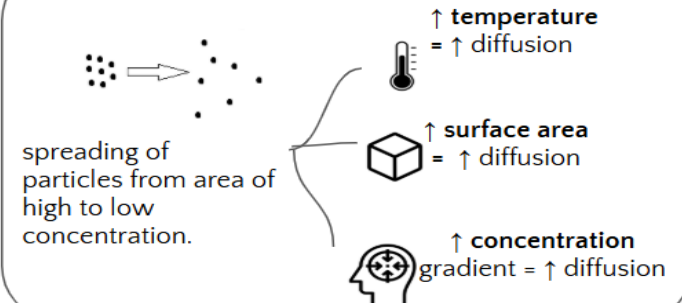
Active Transport



Osmosis



Diffusion



Models of the atom:

SOLID SPHERE MODEL



JOHN DALTON



Discovered
electrons

PLUM PUDDING MODEL



J.J. THOMSON



Discovered
nucleus

NUCLEAR MODEL

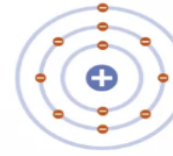


ERNEST RUTHERFORD



Discovered
energy levels

PLANETARY MODEL



NIELS BOHR



Key definitions:

Molecule: 2 or more atoms bonded together

Compound: Substance made from 2 or more types of atom bonded together



Element: Substance made of 1 type of atom

Isotopes: 2 atoms with the same number of protons and different numbers of neutrons

Solution: A mixture of a liquid (solvent) and a soluble solid (solute)

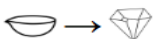
Mixture: 2 or more substances in the same place but not bonded together

Separating mixtures:

Filtration: Separates an insoluble solid from a liquid



Crystallisation: Separating the solute (dissolved solid) from a solution



Distillation: Separates the solvent (liquid) from a solution

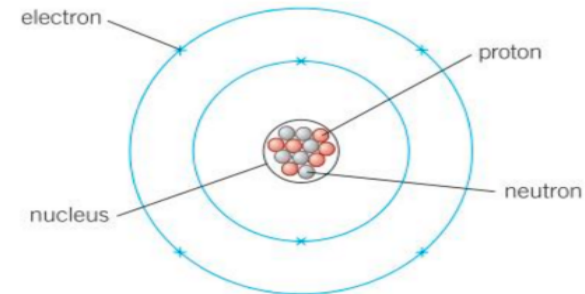


Fractional distillation: Separates miscible liquids because they have different boiling points.



Chromatography: Separates soluble substances using a solvent

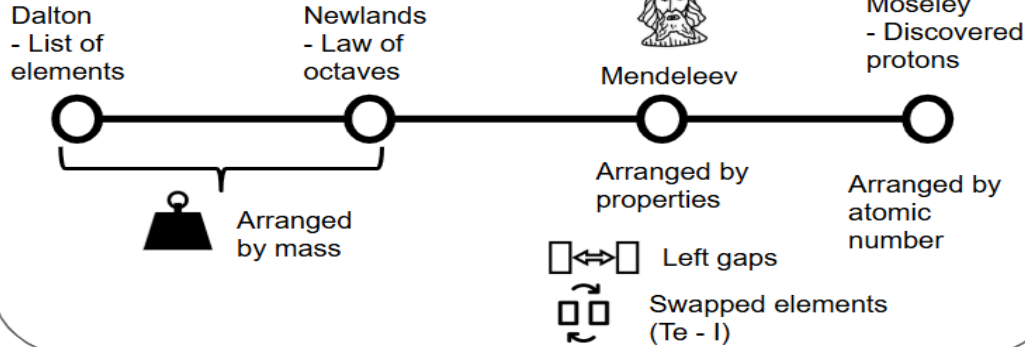
Structure of the atom:



Subatomic particle	Relative charge	Relative mass	Location
Proton	+	1	Nucleus
Neutron	nil	1	Nucleus
Electron	-	Almost 0	Orbiting the nucleus

Science

Development of the Periodic table



Arrangement of the Periodic table

Ordered by atomic number

The majority of the elements are metals

- Metals react to form positive ions.
- Non-metals react to form negative ions.

Groups - Same electrons in outer shell (have similar chemical properties)

Periods - Same number of shells

Group 1 - Alkali metals

Li
Na
K
Rb
Cs

More reactive down group

Because:
More electron shells

Outer shell electron easier to remove

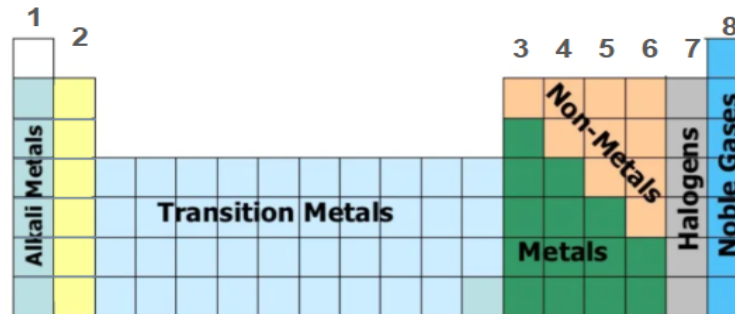
Alkali metals have characteristic properties because of the single electron in their outer shell.

- Alkali metal + water → alkali metal hydroxide + hydrogen
- Alkali metal + chlorine → Alkali metal chloride
- Alkali metal + oxygen → Alkali metal oxide

Transition Metals

Good conductors of electricity, hard and strong, high density, high melting points

Many transition elements have ions with different charges, form coloured compounds and are useful as catalysts.



Group 0 - Noble gases

He
Ne
Ar
Kr
Xe



Unreactive

Full outer shell

Group 7 - Halogens

F
Cl
Br
I
At

Less reactive down group

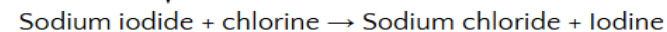
Because:
More electron shells

Harder to gain electron



Displacement

More reactive halogen displaces less reactive





Think Like An Environmentalist

Community, Collaboration and Challenge