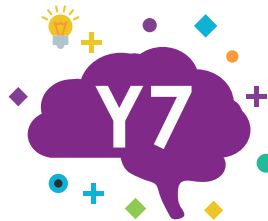




Sheffield Park Academy

The best in everyone™

Part of United Learning



Knowledge Organiser

Term 3

Name:

Tutor Group:

Tutor & Room:

AMBITION • KNOWLEDGE • DETERMINATION



Stick your Timetable here





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How do I complete Knowledge Organiser home learning?

You will be set a MINIMUM of 2 Knowledge Organiser homeworks in every subject each half term

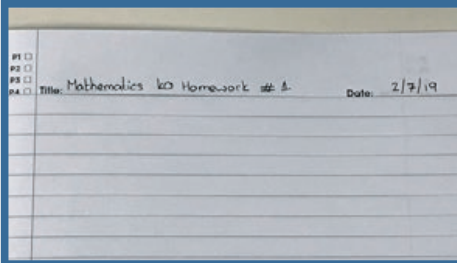
STEP 1

Identify what words/ definitions/facts you have been asked to learn.



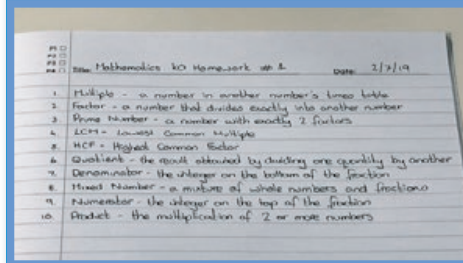
STEP 2

Write today's date and the title from your Knowledge Organiser.



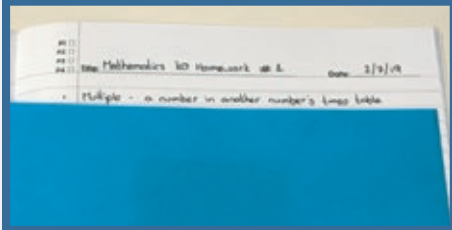
STEP 3

Write out the keywords/definitions/facts you have been set in FULL.



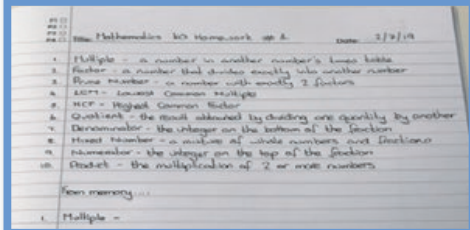
STEP 4

Cover the definitions in your SELF-QUIZZING BOOK, apart from the first. **Read it, Cover it, Say it** in your head, check it... REPEAT until confident.



STEP 5

Cover up ALL the definitions/facts and write them out from memory in your SELF-QUIZZING BOOK.



STEP 6

Check your answers and correct where required. Repeat Steps 4 to 6 until you are confident.

You will be tested on the words/definitions/facts as a starter activity in your lesson on the day that the homework is due.

This will be completed in your normal exercise book and you will mark it in class.

Your Knowledge Organiser and Self-Quizzing Book



Knowledge Organisers

Knowledge Organisers contain critical, fundamental knowledge that you **MUST** know in order to be successful in Year 7 and subsequent years.

They will help you recap, revisit and revise what you have learnt in lessons in order to move the knowledge within from your short-term memory to long-term memory.

Self-Quizzing Book

This is the book that all Knowledge Organiser homework is to be completed in. You must follow the simple rules as to how they are to be used.



You **must** bring your Knowledge Organiser and Self-Quizzing Book to **every** lesson and place it on your desk at the beginning of each lesson.

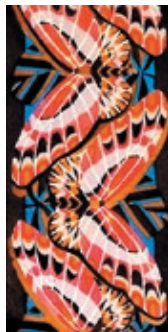
You **must** keep all of your Knowledge Organisers and Self Quizzing Books because the fundamental knowledge required in Year 7 will also be required in Year 8.

Knowledge Organisers are **NOT** a replacement for revision guides but they include the fundamental knowledge that ALL students in Year 7 require.



Y7 Art and Design – Colourful Creatures

	Key Words	
1	Line	The path made by a moving point.
2	Tone	The lightness or darkness of something.
3	Colour	There are 2 types including primary and secondary.
4	Primary Colours	Blue, Yellow and Red. They cannot be made, but are used to make all other colours.
5	Secondary Colours	Green, Orange and purple. These can be made by mixing two primary colours.
6	Texture	The surface quality of something, the way something feels or looks like it feels.
7	Pattern	A design that is created by repeating lines, shapes, tones or colours.



	Techniques	
8	Composition	The arrangement or layout of parts of a picture/piece of art.
9	Observational drawing.	Drawing or painting of something in front of you.
10	Directional Shading	Shading that follows the contours of the shape to make it look 3D.
11	Mark Making	Is a term used for the creation of different patterns, lines, textures and shapes.
12	Symmetry	Exact pattern on either side of a dividing line, plane, centre, or axis.
13	Artist Analysis	The result of looking closely at artists work of art, which is made up of such things as line, shape, colour, texture, composition.
14	Clay	Clay is a naturally occurring sticky fine grained earth. It is essentially rock dust combined with water.

Year 7
Computer Science Term 3 Knowledge Organiser

E Safety		
1	Digital Footprint	Digital footprint or digital shadow refers to one's unique set of traceable digital activities, actions, contributions and communications manifested on the Internet or digital devices
2	Phishing	The fraudulent practice of sending emails purporting to be from reputable companies in order to induce individuals to reveal personal information, such as passwords and credit card numbers.
3	Malware	Malware is any software intentionally designed to cause damage to a computer, server, client, or computer network.
4	Pharming	The fraudulent practice of directing internet users to a bogus website that mimics the appearance of a legitimate one, in order to obtain personal information such as passwords, account numbers, etc.

Scratch		
1	Algorithm	A process of set rules to be followed in order
2	Annotate	Add a note giving explanation or comment
3	Boolean	An expression used in computer programming that can result in either true or false
4	Code	Program instructions
5	Condition	Also know as IF-THEN. For example IF the dragon sprite touches the key sprite THEN add 1 point to the score
6	Coordinates	Used to identify specific point on the stage area
7	Loop	Repeats a specific sequence of programmed instruction
8	Operators	Symbols used to represent actions (< > =)
9	Sprite	An animated object
10	Variable	A value which can be changed

Y7 Greek Theatre - Term 3

Areas for Assessment

1. Creating	The ability to work within a group to create and develop performance work.
2. Performing	The ability to present a character using physical and vocal skills.
3. Evaluating	The ability to discuss the qualities of a performance using dramatic language.

Greek Theatre

4. Greek Theatre	The theatre of ancient Greece was run between 550 BC to 220 BC.
5. Tragedy	A play dealing with a tragic events and having an unhappy.
6. Comedy	A play which is humorous which depicts amusing people or events.
7. Mask	Face covering with exaggerated features and mouth device to help project the voice.
8. Status	The relative social or professional position one character has over an other.
9. Protagonist	The leading character in a story
10. Antagonist	The leading villain of a story
11. Amphitheatre	An open circular or oval building with a central space surrounded by tiers of seats for spectators

English – Conflict Poetry

Key Terminology	
Term	Definition
1 alliteration	The repetition of the same consonant sound, often at the beginning of words.
2 emotive language	Word choice which is used to evoke emotion in the reader.
3 imagery	A literary device used to create a particular image to convey the key ideas/messages of themes in a text.
4 metaphor	A comparison in which one thing is said to be another.
5 personification	The attribution of human feelings, emotions, or sensations to an inanimate object.
6 repetition	A literary device which repeats the same word or phrase a few times to make it memorable.
7 rhyme scheme	The pattern of a poem's rhyme, often identified using letters e.g. ABABCC
8 simile	A comparison that uses 'like' or 'as'.
9 stanza	A group of lines forming a unit in a poem.

Key Vocabulary	
Term	Definition
10 lulled	Calm or sent to sleep
11 consolation	Words of comfort
12 foe	Enemy
13 demented	Mad or insane
14 pallor	An unhealthy, pale appearance
15 ambush	To attack someone by surprise
16 concealed	Hidden
17 anthem	A rousing or uplifting song identified with a particular group, body, or cause.
18 refugee	A person who has been forced to leave their country in order to escape war, persecution, or natural disaster.

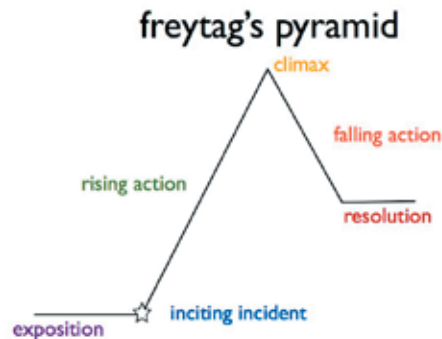
Form	
	Definition
19 form	The way a poem is set out, or a term used to categorise poems which follow particular conventions.
20 villanelle	A 19-line poem consisting of five units of three lines, rhymed or unrhymed, followed by a quatrain.
21 Petrarchan sonnet	A poem that has 14 lines and a particular pattern of rhyme, for example ABAB CDCD EFGEFG.
22 ballad	A narrative poem which is typically written in short stanzas.
23 dramatic monologue	A poem in which an imagined speaker addresses a silent listener.

English – Short Stories

Key Terminology		
	Term	Definition
1	fiction	Literature that describes imaginary events and people.
2	foreshadowing	A literary device in which a writer gives an advance hint of what is to come later in the story.
3	setting	The time, place, and circumstances in which something occurs or develops.
4	literary conventions	The features of literary work that defines its genre.
5	characterisation	The creation or construction of a fictional character.
6	symbolism	The use of symbols to represent ideas or qualities.
7	plot twist	An unsuspected occurrence or turn of events in the story that completely changes the direction or outcome of the plot.

Key Vocabulary		
	Term	Definition
8	suspense	A state or feeling of excited or anxious uncertainty about what may happen.
9	horror	A genre of literature, film, and television that is meant to scare, startle, shock, and even repulse audiences.
10	paranormal	Things or incidents that cannot be explained by known natural forces or by science
11	war	A state of armed conflict between different countries or different groups within a country.
12	climate	The weather conditions prevailing in an area in general or over a long period.
13	avarice	Extreme greed for wealth or material gain.
14	humanity	All people in the world as a whole.

Freytag's Pyramid		
		Definition
15	exposition	Background information of the plot that includes character and setting.
16	rising action	Moments of conflict or tension that add suspense to help build up to the climax.
17	climax	The turning point of the plot. The most exciting and suspenseful moment of the plot.
18	falling action	Events that unravel or begin to resolve the conflict.
19	resolution	The final part of the plot – the conflict is resolved.



Y7 Food Technology Knowledge Organiser

Key Word	Definition
1. Design Brief	A description of what a new product must have or do. It may give some specific detail about what the product must contain.
2. Gluten	A protein found in flour which gives the dough its elasticity and stretch.
3. Yeast	A microscopic fungi that produces carbon dioxide gas enabling dough to rise. It needs food, warmth, moisture and time to be activated.
4. Kneading	A technique used to stretch the dough and develop the gluten.
5. Sensory Analysis	The senses are used to analyse different features of a food.
6. Aroma	How the food product smells. (Garlicky, herby, fresh)
7. Texture	How the food product feels. (Crumbly, soft, crispy, stringy)
8. Appearance	How the food product looks. (Golden brown, burnt, appealing)

Labelling symbols

Recycling



Average weight



Suitable for vegetarians



House

A	My house	
1	Chez moi	At my house
2	Il y a	There is
3	Ma chambre	My bedroom
4	La salle de bains	The bathroom
5	La cuisine	The kitchen
6	Le salon	The lounge
7	Le jardin	The garden

B	Home activities	
1	Où	Where
2	Je cuisine (avec ma mère)	I cook (with my mum)
3	Je joue (avec mon frère)	I play (with my brother)
4	Je dors	I sleep
5	Je regarde la télé (avec mon père)	I watch TV (with my dad)

C	Places to live	
1	J'habite (dans une maison)	I live (in a house)
2	Dans un appartement	In an apartment
3	Dans un château	In a castle
4	Je voudrais habiter	I would like to live
5	J'ai habité	I lived
6	Au bord de la mer	By the sea
7	À la campagne	In the countryside
8	En ville	In a city
9	À la montagne	In the mountains

D	Helping around the house	
1	Je dois	I have to
2	Je peux	I can
3	Je veux	I want to
4	Aider ma mère	Help my mum
5	M'occuper de (mon frère)	Look after (my brother)
6	Laver la voiture	Wash the car
7	Promener le chien	Walk the dog
8	Faire la vaisselle	Do the dishes
9	Faire les courses	Go shopping

Year 7 French Knowledge Organiser

E	General Opinions	
1	Je dirais que	I would say that
2	Je pense que	I think that
3	Je crois que	I believe that
4	Selon ____	According to ____
5	J'ai horreur de ____	I hate ____
6	Je ne supporte pas	I can't stand
7	____ m'intéresse	____ interests me
8	____ m'ennuie	____ bores me
9	____ m'embête	____ annoys me

F	Connectives	
1	Par contre	However
2	C'est à dire	That is to say
3	Donc	So
4	Ainsi que	As well as
5	(Mal)heureusement	(Un)fortunately
6	Néanmoins	Nevertheless
7	En revanche	However
8	Car/Parce que	Because
9	Également	Equally
10	Malgré cela	Despite that
11	Sans doute	Without a doubt
12	Peut-être	Perhaps
13	Et	And
14	Mais	But
15	Cependant	However

G	Detail/Intensifiers	
1	Trop (de)	Too (many/much)
2	Beaucoup (de)	A lot (of)
3	Assez	Quite
4	Plutôt	Rather
5	Vraiment	Really
6	Extrêmement	Extremely
7	Très	Very

Revision

H	HT1: Myself & Family	
1	Dans ma famille	In my family
2	Il y a ma mère/mon père	There is my mum/my dad
3	Je m'entends avec	I get on well with
4	Je me dispute avec	I argue with
5	Je m'appelle	I'm called
6	J'ai onze/douze ans	I'm 11/12 years old
7	Je suis	I am
8	Il/elle est	He/she is
I	HT2: Hobbies	
1	Je joue au foot/au basket	I play football/basketball
2	Je fais de l'escalade/de la natation/mes devoirs	I do climbing/swimming/my homework
3	Je regarde les films au cinéma	I watch films at the cinema
4	Je sors avec mes amis	I go out with my friends
5	Tous les weekends	Every weekend
6	Je vais (au parc)	I go (to the park)
7	Je vais (aller au parc)	I am going (to go the park)
J	HT3: School	
1	J'étudie (l'anglais) tous les jours	I study (English) every day
2	Mon prof de (français)	My (French) teacher
3	Ma matière préférée est (l'histoire)	My favourite subject is (history)
4	Mon prof de (géo) est très sympa/stricte	My (geography) teacher is very nice/strict
5	Pendant la récréation	During break
K	HT4: Town	
1	Dans ma ville	In my town
2	Il y a (une bibliothèque)	There is (a library)
3	Il n'y a pas de (cinéma)	There isn't a (cinema)
4	On peut (visiter le musée)	You can (visit the museum)
5	On ne peut pas (faire du vélo)	You can't (go cycling)
6	La semaine prochaine	Next week
7	Où est (le stade)?	Where is (the stadium)?
8	Pour aller (au collège) il faut	To go to (school) you have to

Build knowledge and confidence to be a determined and competent linguist via an ambitious curriculum that builds on and develops prior knowledge

Y 7 - The world of work

1. Classifications of Employment		
A	Employment	When people are in work, receiving a wage and paying tax.
B	Unemployment	When people are not in work, therefore do not receive a wage and do not pay tax.

2. Different Employment Sectors		
A	Primary sector	Industries which collect raw materials such as; farming, logging, oil rigging, mining, quarrying etc.
B	Secondary sector	Industries which manufacture goods into products such as; car manufacturers, food processing plants, toy assembly plants, builders etc.
C	Tertiary sector	Industries which provide a service such as; teaching, accounting, health care, sales assistants etc.
D	Quaternary sector	Defined as hi-tech, research and design. They include hardware and software engineers and pharmaceutical companies.

3. Employment Structure Differences		
A	Developing Countries	Large primary sector, growing secondary sector and a moderate tertiary sector.
B	Emerging Countries	They have a large secondary sector, rapidly falling primary sector and growing tertiary sector.
C	Developed Countries	A large tertiary sector, a growing quaternary sector, both primary and secondary employment are low.

4. Factors which influence the Location of Industry		
A	Raw Materials	Natural resources that are used to make things.
B	Transport Links	The links which allow goods and workers to be transported in and out of industries.
C	Labour	Workers, employed people
D	Market	A place where raw materials or goods are sold.
E	Footloose	Industries which are not tied to a location due to natural resources or transport links.

5. Influences on Employment Structure		
A	Imports	Goods brought into a country
B	Exports	Sending goods to another country for sale.
C	Industrialisation	When a country begins to move from primary employment to secondary employment, with a rise in manufacturing.
D	Mechanisation	When machinery begins to do the jobs which once required humans
E	Disposable Income	The money a person has left to spend after they have paid all their bills.

6. Employment Structure Change in Developed Countries		
B	Falling Primary And Secondary Sector	1. Cheaper to import. 2. Mechanisation has taken jobs. 3. Raw materials have been exhausted in certain areas.
B	Growing Tertiary Sector	1. Disposable income has increased, so a greater demand for services. 2. A large public sector e.g. health and education, due to a high tax revenue.

7. Features of Tourism		
A	Tourist	A person who is visiting a place for pleasure.
B	Positive Multiplier Effect	The introduction of a new industry in an area also encourages growth in other industrial sectors, leading to further growth.
C	Butler Model	Shows how tourist resorts go through six stages, from discovery, growth, success, stagnation to rejuvenation or decline.

8. Tourism in Kenya		
Where?		The Maasai Mara National Reserve, in southern Kenya.
Positive		Negative
1. Tourism provides 11% of Kenya's GDP. 2. The National Reserve is protected, saving many animals e.g. cheetahs. 3. Large infrastructure projects have been funded by overseas companies e.g. new road networks		1. Mini-buses are driving across the Savannah. 2. Shadows from hot air balloons are scaring the wildlife. 3. Only 2% of the profit stays with the local people, much is lost to tour companies. 4. Animals are being fed by tourists, which is stopping them from hunting, impacting the food chain.

History - Knowledge Organiser

Y7 - Challenges to Medieval Monarchs

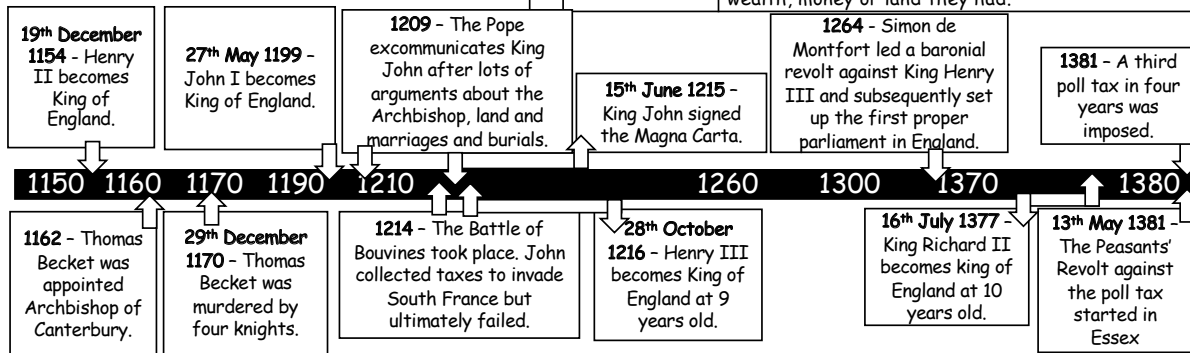
Key Monarchs

1	Henry II	King of England from 1154 - 1189 - known to quarrel with The Catholic Church and is linked to the death of Thomas Becket.
2	King John I	King of England from 1199 - 1216 - barons rebelled against him and he was forced to sign a document (Magna Carta) limiting royal power.
3	Henry III	King of England from 1216 - 1272 - King John's son. He was captured by Simon De Montfort during a civil war and but made king again after he was killed.
4	Richard II	King of England from 1377-1399 - Introduced a poll tax and the peasants revolted against him.

Key terms

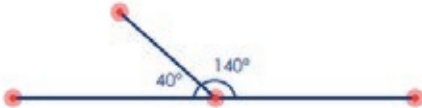
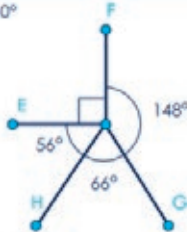
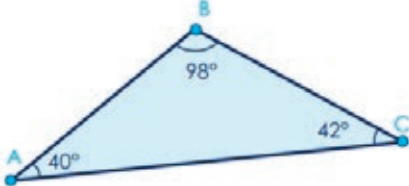
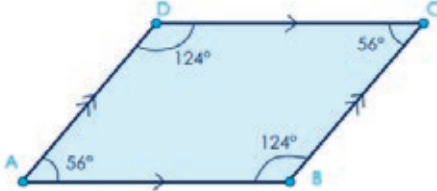
Definition

1	Monarch	A king or queen. Sometimes called an emperor or 'sovereign head of state'.
2	Barons	Below the monarch in The Feudal System. A person who held lands or property from the monarch - sometimes advises the monarch.
3	Bishop	A senior member of The Christian Church (clergy).
4	Archbishop	The chief bishop responsible for a large district.
5	Revolt/rebel	To fight against people in charge.
6	Magna Carta	A document that gave certain rights to the English people. King John of England agreed to it on June 15, 1215. It said that the king must follow the law.
7	Pope	The head of The Roman Catholic Church.
8	Excommunicate	Officially exclude (someone) from The Church. Not allowed to take part in ceremonies (eg christenings, weddings and funerals) or services.
9	Peasants	A poor farm worker of low social status.
10	Poll Tax	A tax imposed on every adult, no matter how much wealth, money or land they had.















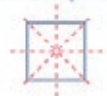





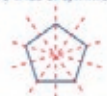


Y7 Mathematics – An ambitious curriculum, rich in skills and knowledge, which prepares you to be future leaders through your learning of problem-solving.

KPI 7.16 Angles

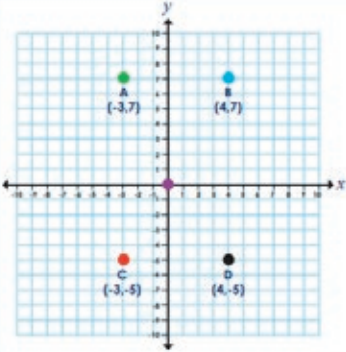
1) Angle	An angle is a measure of turn from one line segment to another. One whole turn is equal to 360 degrees.	2) Degree	The most common unit of measurement for angles.
3) Acute angle	Less than 90°	4) Right angle	Exactly 90°
5) Obtuse angle	Greater than 90° but less than 180°	6) Reflex angle	Greater than 180°
7) Angles on a straight line	Angles on a straight line sum to 180° 	8) Angles around a point	Angles around a point sum to 360° 
9) Angles in a triangle	Angles in a triangle sum to 180° 	10) Angles in a quadrilateral	Angles in a quadrilateral sum to 360° 

Y7 Mathematics – An ambitious curriculum, rich in skills and knowledge, which prepares you to be future leaders through your learning of problem-solving.

KPI 7.17 Polygons			
1) 3 sides	Triangle	2) 4 sides	Quadrilateral
3) 5 sides	Pentagon	4) 6 sides	Hexagon
5) 7 sides	Heptagon	6) 8 sides	Octagon
7) 9 sides	Nonagon	8) 10 sides	Decagon
9) 11 sides	Hendecagon	10) 12 sides	Dodecagon
11) Equilateral triangle	<ul style="list-style-type: none"> 3 equal angles 3 equal sides 	12) Isosceles triangle	<ul style="list-style-type: none"> 2 equal angles 2 equal sides 
13) Scalene triangle	<ul style="list-style-type: none"> All angles are different All sides are different 	14) Right angled triangle	<ul style="list-style-type: none"> One angle of 90° Can be isosceles or scalene 
15) Square	<ul style="list-style-type: none"> 4 right angles 4 equal sides 2 pairs of parallel sides 	16) Rectangle	<ul style="list-style-type: none"> 4 right angles 2 pairs of parallel sides 2 pairs of equal sides 
17) Parallelogram	<ul style="list-style-type: none"> 2 pairs of equal sized angles 2 pairs of parallel sides 2 pairs of equal sides 	18) Rhombus	<ul style="list-style-type: none"> 4 equal sides 2 pairs of equal sized angles 2 pairs of parallel sides 
19) Trapezium	<ul style="list-style-type: none"> 1 pair of parallel sides 	20) Right angled trapezium	<ul style="list-style-type: none"> 2 right angles 1 pair of parallel sides 
21) Isosceles trapezium	<ul style="list-style-type: none"> 1 pair of parallel sides 2 pairs of equal sides 2 pairs of equal sized angles 	22) Kite	<ul style="list-style-type: none"> 1 pair of equal sized angles 2 pairs of equal sides 

KPI 7.18 Symmetry and Reflection	
1) Line symmetry	2) Rotational symmetry
<p>The mirror lines of a shape. If a polygon is regular, the number of sides is equal to the number of lines of symmetry.</p>	<p>The number of positions in which the rotated object appears unchanged. The number of positions is called the order of the symmetry. For example, Order 3 tells us that a shape can be rotated into three positions where the shape appears unchanged.</p>
<p>Four lines of symmetry</p>  <p>Square</p>	 <p>Order 2</p>
<p>Three lines of symmetry</p>  <p>Equilateral Triangle</p>	 <p>No rotational symmetry</p>
<p>Six lines of symmetry</p>  <p>Regular Hexagon</p>	 <p>Order 3</p>
<p>Five lines of symmetry</p>  <p>Regular Pentagon</p>	 <p>Order 4</p>
	 <p>Order 5</p>

Y7 Mathematics – An ambitious curriculum, rich in skills and knowledge, which prepares you to be future leaders through your learning of problem-solving.

KPI 7.19 Co-ordinates		
1) Origin	The coordinate $[0,0]$, where the x - axis and y - axis intersect.	2) Axis x - axis is horizontal ($y = 0$) y - axis is vertical ($x = 0$) The plural of axis is axes.
3) Coordinates	Written in pairs and inside a bracket. The first number is the x - coordinate (horizontal position). The second number is the y - coordinate (vertical position).	 <p>Point A is in the SECOND quadrant!</p> <p>Point B is in the FIRST quadrant!</p> <p>Point C is in the THIRD quadrant!</p> <p>Point D is in the FOURTH quadrant!</p> <p>The coordinate $[0,0]$ is also known as the ORIGIN</p>

KPI 7.20 Mean		
1) Average	A number expressing the central or typical value in a set of data.	2) Mean The sum of the numbers divided by how many numbers are being averaged. E.g. Calculate the mean of 14, 6, 18, 2, 3. 1) Add the values: $14 + 6 + 18 + 2 + 3 = 43$ 2) Divide by 5 3) Mean is $\frac{43}{5} = 8.6$
3) Reversing the mean	<p>If we have the mean but one of the data points is missing, we can find the missing value by:</p> <p>1) Multiplying the 'mean' by the number of data points to get the total of the values.</p> <p>2) Subtracting the sum of the known values from the total of all values.</p>	<p>E.g. The mean of three numbers is 5. Two of the numbers are 3 and 10. Find the third value.</p> <p>Total of the values: $5 \times 3 = 15$ $15 - (3 + 10) = 2$ The third value is 2</p>

Y7 Mathematics – An ambitious curriculum, rich in skills and knowledge, which prepares you to be future leaders through your learning of problem-solving.

KPI 7.21 Two-way tables and Venn diagrams

1) Two-way table	<p>A visual representation of the possible relationships between two sets of categorical data. You can add and subtract values horizontally and vertically to find totals or missing values.</p>	<table><tr><td></td><td>Child</td><td>Adult</td><td>Total</td></tr><tr><td>Male</td><td>7</td><td>9</td><td>16</td></tr><tr><td>Female</td><td>8</td><td>6</td><td>14</td></tr><tr><td>Total</td><td>15</td><td>15</td><td>30</td></tr></table> <p>The values in a row have a total at the right-hand side of the row.</p> <p>The values in a column have a total at the bottom of the column.</p>		Child	Adult	Total	Male	7	9	16	Female	8	6	14	Total	15	15	30
	Child	Adult	Total															
Male	7	9	16															
Female	8	6	14															
Total	15	15	30															
2) Venn diagrams	<p>These were created by an English Mathematician, John Venn (1834 – 1923). They are used to sort groups of data and consist of two or more circles, often overlapping, contained inside a rectangle.</p>																	
3) One intersection	<p>In a Venn diagram with 2 circles, an overlap represents a section where elements (e.g. numbers) lie in both sets (e.g. A and B). The overlap between the sets, is called the intersection.</p> <p>E.g. A = First ten square numbers B = First ten multiples of 8</p>	<p>16 and 64 are in the intersection as they are in both sets.</p>																
4) Multiple intersections	<p>If a Venn diagram is representing three sets, it will have three circles. Each circle will <u>often</u> overlap with another data set twice, with all three circles overlapping at the centre.</p>	<p>Intersection of B and C</p> <p>Intersection of A, B and C</p>																

Key Words	Definitions
1. Hook	A 'musical hook' is usually the 'catchy bit' of the song that you will remember. It is often short and used and repeated in different places throughout the piece.
2. Melodic Hook	A hook based on the instruments and the singers
3. Rhythmic Hook	A hook based on the patterns in the drums and bass parts or a
4. Verbal/Lyrical Hook	A hook based on the rhyming and/or repeated words of the chorus
5. Riff	A repeated musical pattern often used in the introduction and instrumental breaks in a song or piece of music. RIFFS can be rhythmic, melodic or lyrical, short and repeated.
6. Ostinato	A repeated musical pattern. The same meaning as the word RIFF but used when describing repeated musical patterns in "classical" and some "World" music
7. Bass Lines	The lowest pitched part of the music often played on bass instruments such as the bass guitar or double bass. RIFFS are often used in BASS LINES.
8. Melody	The main "tune" of a song or piece of music

REPEAT SYMBOL – A musical symbol used in staff notation consisting of two vertical dots followed by double bar lines showing the performer should go back to either the start of the piece or to the corresponding sign facing the other way and repeat that section of music.



TREBLE CLEF – A musical symbol showing that notes are to be performed at a higher pitch. Also called the G clef since it indicates that the second line up is the note G.

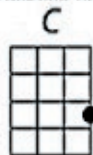


BASS CLEF – A musical symbol showing that notes are to be performed at a lower pitch. The BASS LINE part is often written using the BASS CLEF. Also called the F clef since it indicates that the fourth line up is the note F.



1 Ukulele	A small wooden stringed instrument.
2 Chord	3 or more notes played at the same time
3 Chord Box	A diagram of where to place your fingers
4 Tablature (TAB)	Music notation specifically for stringed instruments (guitar, bass, and ukulele.) showing musicians which frets to press.
5 Melody	The tune of a piece of music.
6 Rhythm	A pattern of long or short notes.
7 Major chord	Chords that have a bright/happy tonality
8 Minor Chord	Chords that have a dark/sad tonality
9 Rest	A pause from playing sound.
10 Fret	The box shapes on the neck of the ukulele changing the pitch when pressed down.
11 Fretting	Pressing down on a string.
12 Strumming	Playing over the strings in an up and down pattern.
13 Plectrum	A piece of plastic used to strum the strings.

Chord Box and Tab



Fingerstyle Ukulele TABS



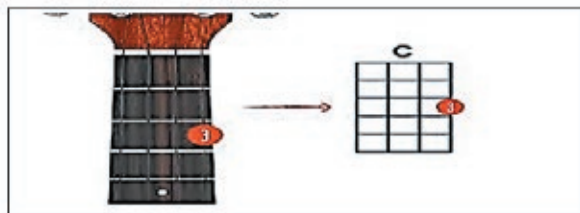
Year 7 term 3 - Music



FRETS

The space where you place your fingertips

G C E A



Strumming pattern = Playing over the strings in an up and down pattern.

KS3 Religious Education Knowledge Organiser - Christianity

The Life of Jesus Christ		
1	Christianity	The religion based on the person and teachings of Jesus Christ.
2	Jesus	First-century Jewish teacher who Christians believe to be the Son of God.
3	The Nativity	The birth of Jesus Christ.
4	Immaculate Conception	The teaching that God preserved the Virgin Mary from the taint of original sin.
5	Messiah	A messiah is a saviour or liberator of a group of people. Christians believe Jesus to be the Messiah.
6	Ministry	The work of a religious person.
7	Sermon on the Mount	A collection of sayings and teachings attributed to Jesus Christ, which emphasises his moral teaching.
8	Beatitudes	The blessings listed by Jesus in the Sermon on the Mount.
9	Last Supper	The final meal that Jesus shared with his disciples before his crucifixion.
10	Resurrection	The Christian belief that Jesus rose from the dead.
11	Ascension	The ascent of Jesus Christ into heaven on the 40th day after his Resurrection.



Christian Beliefs		
1	Nicene Creed	A statement of Christian beliefs.
2	Trinity	The three persons of the Christian godhead; Father, Son and Holy Spirit.
3	Original Sin	The evil within all human beings, inherited from Adam and Eve.
4	Saint Augustine	A Bishop who established the concept of Original Sin.

The structure of Christianity		
1	Reformation	A 16th-century movement for the reform of abuses in the Roman Church ending in the establishment of the Reformed and Protestant Churches.
2	Roman Catholic	A branch of Christianity whose main source of authority is the Pope and the Bible.
3	Protestant	A branch of Christianity whose main source of authority is the Bible.
4	Evangelism	Churches that stress the preaching of the gospel of Jesus Christ, personal conversion experiences and Scripture as the sole basis for faith.

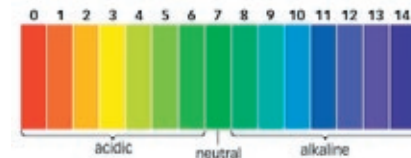
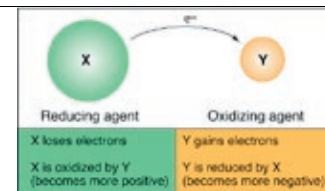
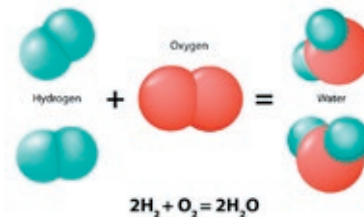
Knowledge Organisers – Year 7 Resistant Materials


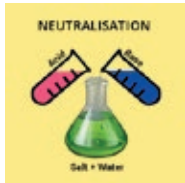

Areas of Assessment	
1. Explore	Understanding, contexts, users and purpose
2. Design	Generating, developing, modelling, and communicating ideas
3. Realise	Planning and sequencing, modelling, prototyping
4. Evaluate	Own ideas and products, other products, prolific designers
5. Technical Knowledge	Making products work
6. Communication	Presenting and sharing ideas

Project	
Word	Meaning
1. Health & Safety	Ensuring that risk is reduced when completing activities
2. PPE	Personal Protective Equipment
3. Marking Out	Transferring a design or pattern on to a work piece
4. Tri Square	A woodworking tool used for marking out or checking 90° angles.
5. Accurate	Quality of measurement and making. Being precise.
6. Softwood	Timber that has been cut from a coniferous or evergreen tree. These have leaves shaped like needles
7. Vice	Tool used for holding wood in place whilst cutting or planning.
8. Tenon Saw	Short, stiff blade which is designed for accurate, straight cuts in wood
9. Waste	Scrap pieces left over after cutting
10. Pillar Drill	A freestanding machine used to make holes in different materials
11. Acrylic	A thermoplastic which is made from a chemical reaction
12. Plywood	A type of manufactured board with glued together layers
13. M.D.F	Medium Density Fibreboard. A type of manufactured board made from small fibres of wood combined with resin and compressed.
14. Belt Sander	A Sander used in the shaping and finishing of wood.
15. Line Bending	This is a process used to bend thermoplastics in a straight line

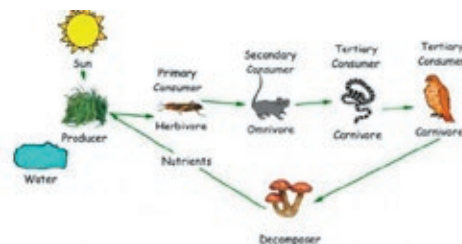
Science Year 7 Knowledge organiser - Science






Chemical Reactions		
1	Chemical reaction	A process in which one or more substances, the reactants, are converted to one or more different substances, the products.
2	Conservation of mass	According to the law of conservation of matter, matter is neither created nor destroyed, so we must have the same number and type of atoms after the chemical change as were present before the chemical change.
3	Oxidation	Oxidation is the loss of electrons during a reaction by a molecule, atom, or ion.
4	Reduction	Reduction is the loss of an oxygen atom from a molecule or the gaining of one or more electrons.
5	Acids	An acid is a molecule or ion capable of donating a proton (hydrogen ion H^+).
6	Alkalis	Alkalis contain lots of hydroxide ions, symbol OH^- .
7	Neutral	Water is neutral because the number of hydrogen ions is equal to the number of hydroxide ions.
8	Hazard	A hazard is something that can cause harm.







9	Universal indicator	A universal indicator is a pH indicator made of a solution of several compounds that exhibits several smooth colour changes over a wide range of pH values to indicate the acidity or alkalinity of solutions.	
10	pH Scale	The pH scale measures how acidic or alkali a substance is. The pH scale ranges from 0 to 14. A pH of 7 is neutral. A pH less than 7 is acidic. A pH greater than 7 is alkaline.	
11	Reactants	A substance that takes part in and undergoes change during a reaction.	<div> <div>Reactants</div> <div> $\text{NH}_3 (\text{aq})$ + $\text{HCl} (\text{aq})$ Ammonia Hydrochloric acid </div> <div>→</div> <div> <div>Product</div> <div> $\text{NH}_4\text{Cl} (\text{aq})$ Ammonium chloride </div> </div> </div>
12	Products	Products are the species formed from chemical reactions.	
13	Neutralisation	A neutralization reaction is when an acid and a base react to form water and a salt.	
14	Indicator	Any substance that gives a visible sign, usually by a colour change, of the presence or absence of a threshold concentration of a chemical species, such as an acid or an alkali in a solution.	
15	Antacids	Antacids are over the counter (OTC) medications that help neutralize stomach acid.	

Ecology		
	Key word	Definition
1	Food webs	Food webs show how plants and animals are connected in many ways. The arrow points from the organism being eaten to the organism that eats it.
2	Food chains	A food chain only follows just one path as animals find food. e.g. A hawk eats a snake, which has eaten a frog, which has eaten a grasshopper, which has eaten grass.
3	Producers	Organisms that make their own organic nutrients (food) - usually using energy from sunlight. Green plants make their food by photosynthesis.
4	Consumers	The other organisms in a food chain are consumers, because they all get their energy by consuming other organisms.
5	Ecosystem	A biological community of interacting organisms and their physical environment.
6	Sampling	A process used to estimate population size. In this procedure, the organisms in a few small areas are counted and projected to the entire area.



7	Classification	The classification of species allows the subdivision of living organisms into smaller and more specialised groups.	
8	Adaptation	A characteristic of an organism that improves its chances of surviving and/or reproducing. An organism's adaptations are a result of the genes the organism inherits from its parents.	
9	Natural selection	A process by which a species changes over time in response to changes in the environment, or competition between organisms, for the species to survive.	
10	Evolution	This is change in the heritable characteristics of biological populations over successive generations.	
11	Extinction	This is the cessation of existence of a species reducing biodiversity.	

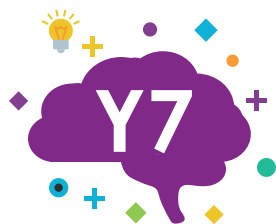
12	Biodiversity	Biodiversity is the variability among living organisms from all sources, including terrestrial, marine, and other aquatic ecosystems and the ecological complexes of which they are part; this includes diversity within species, between species, and of ecosystems.	
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Working Scientifically																																			
	Key word	Definition																																	
1	Variables	During science investigations we have independent variables, which are what we change. We have dependent variables, which we measure and control variables which must be kept the same to ensure results are valid.	<table><tr><th>Mass (g)</th><th>Extension 1 (mm)</th><th>Extension 2 (mm)</th><th>Average Extension (mm)</th></tr><tr><td>0</td><td>0</td><td>1</td><td>0.5</td></tr><tr><td>100</td><td>5</td><td>6</td><td>5.5</td></tr><tr><td>200</td><td>9</td><td>9</td><td>9</td></tr><tr><td>300</td><td>15</td><td>15</td><td>15</td></tr><tr><td>400</td><td>20</td><td>21</td><td>20.5</td></tr><tr><td>500</td><td>24</td><td>25</td><td>24.5</td></tr><tr><td>600</td><td>30</td><td>31</td><td>30.5</td></tr></table>	Mass (g)	Extension 1 (mm)	Extension 2 (mm)	Average Extension (mm)	0	0	1	0.5	100	5	6	5.5	200	9	9	9	300	15	15	15	400	20	21	20.5	500	24	25	24.5	600	30	31	30.5
Mass (g)	Extension 1 (mm)	Extension 2 (mm)		Average Extension (mm)																															
0	0	1		0.5																															
100	5	6		5.5																															
200	9	9		9																															
300	15	15		15																															
400	20	21	20.5																																
500	24	25	24.5																																
600	30	31	30.5																																
2	Table	A table is a visual representation showing the relationship between the relationship between the independent and dependent variable.																																	
3	Graph	This is a visual representation of data which allows patterns trends) to be seen more easily.																																	
4	Hypothesis	This is an educated guess of what may be predicted for a scientific experiment. This occurs before any testing has taken place.																																	
5	Evaluation	This is where the pros and cons of something are listed and a decision is made based on these.																																	
6	Risk Assessment	A risk assessment is completed to spot the potential hazards in an investigation and the likeliness of these taking place.	<div><div><h2>Lab Safety</h2><div><div><div>don't touch the animals</div></div><div><div>wear safety goggles</div></div><div><div>wear lab coat</div></div></div></div></div>																																

Knowledge Organisers – Textiles Year 7

Areas of Assessment	
1. Explore	Understanding, contexts, users and purpose
2. Design	Generating, developing, modelling, and communicating ideas
3. Realise	Planning and sequencing, modelling, prototyping
4. Evaluate	Own ideas and products, other products, prolific designers
5. Technical Knowledge	Making products work
6. Communication	Presenting and sharing ideas

Soft Sculpture Project	
Word	Meaning
1. Thread	A long, thin strand of cotton, nylon, or other fibres used in sewing or weaving.
2. Needles	A very fine slender piece of polished metal with a point at one end and a hole or eye for thread at the other, used in sewing.
3. Scissors	A cutting instrument having two blades whose cutting edges slide past each other.
4. Pins	Pins are used for temporary joining.
5. Fabric	Cloth or other material produced by weaving or knitting fibres.
6. Stitches	A stitch is a single turn or loop of thread, or yarn. Stitches are the fundamental elements of sewing, knitting, embroidery, crochet, and needle lacemaking, whether by hand or machine.
7. Design Process	The Design Process is an approach for breaking down a large project into manageable chunks.
8. Foot Pedal	When you use a sewing machine, you push the pedal with your foot to make the needle move up and down.
9. Sewing machine	A machine with a mechanically driven needle for sewing or stitching cloth.
11. Ironing	Ironing is the use of a machine, usually a heated tool (an iron), to remove wrinkles from fabric.
12. Presser foot	The footplate of a sewing machine which holds the material down on to the part which feeds it under the needle.
13. Balance wheel	The balance wheel is most often used to sink the needle before you start a seam, or to raise the needle once you have finished a seam.
14. Bobbin case	A bobbin case holds your sewing machine's bobbin into place and guides the bobbin thread to the appropriate position for the sewing machine.
15. Seam Allowance	Seam allowance refers to the area between the stitching and raw, cut edge of the fabric.
16. Pattern	In sewing and fashion design, a pattern is the template from which the parts of a garment/product are traced onto fabric before being cut out and assembled.
17. Evaluation	An Evaluation help determine what works well and what could be improved.
18. Final Product	In production, a final product, or finished product is a product that is ready for sale.



Home Learning Priorities Planner

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Ambition . Knowledge . Determination . Leadership

Ambition

My short, mid term and long term ambitions are:

Knowledge

The subjects I need to work hardest in this term are:

	Target grade
English	
Maths	
Science	

Ambition . Knowledge . Determination . Leadership

Determination

One area I need to improve in is:

Leadership

One way in which I will help others to show leadership is:

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Beaumont Road North
Sheffield S2 1SN

Tel: 0114 239 2661
Email: info@sheffieldparkacademy.org
www.sheffieldpark-academy.org