

Huish Episcopi Academy

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Knowledge Organisers

Year 8

Autumn Term A

Name:

Tutor Group:

Respect

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Ambition

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Resilience

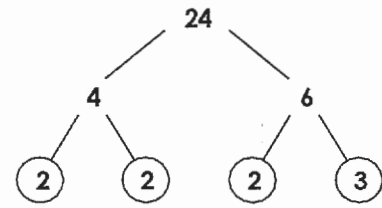
Huish Episcopi Academy Year 8 English Knowledge Organiser – Gothic

Key Vocabulary & Terminology		
1	Setting	The time and place where a story happens.
2	Pathetic fallacy	When the weather or nature shows human emotions to match what's happening in the story.
3	Fragment	A group of words that looks like a sentence but is missing something important, like a subject or verb.
4	Sentence demarcation	The correct use of punctuation (like full stops and capital letters) to show where one sentence ends and another begins.
5	Transgressive	Something that breaks rules or goes against what's normally accepted in society.
6	Ambiguity	When something is unclear because it can be understood in two or more different ways, leading to confusion or uncertainty.
7	Uncanny	Something that feels creepy or strange because it's almost normal—but not quite.
8	Narrative Voice	The way a story is told, including who is telling it and how they sound.
9	supernatural	Something that cannot be explained by the laws of science and that seems to involve otherworldly beings such as gods or magic.
10	superstition	The belief that particular events cannot be explained by reason or science and/or the belief that particular events bring good or bad luck.

Key Vocabulary & Terminology		
11	Gothic fiction	Refers to a style of writing that is characterised by elements of fear, horror, death, gloom and extreme emotions.
12	Convention/trope	A common idea, theme, or feature used a lot in stories, movies, or shows or is typical of a certain genre.
13	characterisation	A literary device in which a writer develops a character.
14	mood	The feel or atmosphere perceived by a reader in a piece of literature.
15	symbolism	The use of symbols to express ideas or qualities.

Key Context		
16	The gothic genre	<ul style="list-style-type: none"> The gothic genre became popular in the late 18th & 19th centuries, during a time of great discovery and change. Gothic novels emphasise mystery, horror and the uncanny. 'The gothic sensibility in literature is seen by some as an attempt to deal with the feared and unknown consequences of social change.' (Steve Roberts, University of Brighton)
17	Setting	<ul style="list-style-type: none"> Typical gothic settings are: medieval castles, old graveyards, crumbling buildings, gloomy chambers, dark forests and wild, strange or dangerous locations.
18	Era	<ul style="list-style-type: none"> 'Dracula' was written at the end of the 19th century in the Victorian era. Queen Victoria was at the end of her reign. This was a time of uneasiness and reflection.

Powers and Roots			
1) Square number	The result of multiplying a number by itself. It will always be positive. The first 12 square numbers are: 1, 4, 9, 16, 25, 36, 49, 64, 81, 100, 121, 144.	2) Square root	The opposite of squaring a number to find the original factor. E.g. $\sqrt{64} = 8$ or -8 because $8^2 = 64$ and $(-8)^2 = 64$
3) Cube number	The result of multiplying a number by itself, then itself again. The first 10 cube numbers are: 1, 8, 27, 64, 125, 216, 343, 512, 729, 1000.	4) Cube root	The opposite of cubing a number to find the original factor. E.g. $\sqrt[3]{8} = 2$ because $2^3 = 8$ Note: $(-2)^3 = -8$ so $\sqrt[3]{8} \neq -2$
5) Index notation	Example $a \times a \times a \times a = a^4$. The number 4 is called the index (plural indices). This tells us how many times the "base" a has been multiplied by itself.		
6) Multiplying powers	$a^m \times a^n = a^{m+n}$ ADD the powers only if the bases are the same. E.g. $a^5 \times a^3 = a^{5+3} = a^8$	7) Dividing powers	$a^m \div a^n = a^{m-n}$ SUBTRACT the powers only if the bases are the same. E.g. $a^6 \div a^2 = a^{6-2} = a^4$
8) Indices with brackets	$(a^m)^n = a^{m \times n}$ MULTIPLY the powers. E.g. $(a^3)^5 = a^{3 \times 5} = a^{15}$	9) Indices with brackets	$(ab)^n = a^n \times b^n$ Raise each number or variable to the same power. E.g. $(2p)^4 = 2^4 \times p^4 = 16p^4$
10) Power of 0	$a^0 = 1$. Any number or variable to the power of zero equals 1.	11) Power of $\frac{1}{2}$	$a^{\frac{1}{2}} = \sqrt{a}$ E.g. $16^{\frac{1}{2}} = \sqrt{16} = 4$

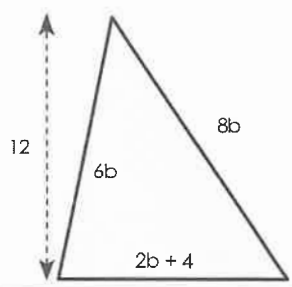
Prime Factorisation			
1) Prime numbers	A prime number only has two distinct factors: 1 and itself. 2 is the only even prime number. 1 is not a prime number. Prime numbers between 1 and 100: 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37, 41, 43, 47, 53, 59, 61, 67, 71, 73, 79, 83, 89, 97.		
2) Prime factor decomposition	The process of expressing a number as a product of its prime factors. $24 = 2 \times 2 \times 2 \times 3 \rightarrow 24 = 2^3 \times 3$	3) Prime factor trees	

Rounding

1) Significant figures	<p>The total number of digits in a number, not counting zeros at the beginning of a number or at the end of a decimal number. 345 000 has 6 significant figures. 0.3047 has 4 significant figures. 10.500 has 3 significant figures.</p>																			
2) Rounding to significant figures	<table border="1"> <thead> <tr> <th>Round to...</th><th>0.007638 to 3 sf</th><th>0.007638 to 2 sf</th><th>0.007638 to 1 sf</th><th>2.0507 to 3 sf</th><th>2.0507 to 2 sf</th><th>2.0507 to 1 sf</th></tr> </thead> <tbody> <tr> <td>Answer</td><td>0.00764</td><td>0.0076</td><td>0.008</td><td>2.05</td><td>2.1</td><td>2</td></tr> </tbody> </table>	Round to...	0.007638 to 3 sf	0.007638 to 2 sf	0.007638 to 1 sf	2.0507 to 3 sf	2.0507 to 2 sf	2.0507 to 1 sf	Answer	0.00764	0.0076	0.008	2.05	2.1	2					
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Answer	0.00764	0.0076	0.008	2.05	2.1	2														
3) Estimate	<p>Find a rough or approximate answer by calculating with numbers rounded to one significant figure. e.g. $2.3 \times 18.4 \approx 2 \times 20 = 40$ \approx "approximately equal to"</p>																			

Fractions

1) Converting an improper fraction to a mixed number	$\frac{15}{7} = 2\frac{1}{7}$	2) Converting a mixed number to an improper fraction	$3\frac{4}{5} = \frac{(3 \times 5) + 4}{5} = \frac{19}{5}$
3) Adding and subtracting fractions	<p>Make the denominators the same (find the LCM). Use equivalent fractions to ensure fractions have a common denominator. Add/subtract the numerators only.</p>	$\frac{2}{7} + \frac{2}{5} = \frac{10}{35} + \frac{14}{35} = \frac{24}{35}$	
4) Multiplying fractions	<p>Multiply the numerators. Multiply the denominators. Simplify where possible.</p>	$\frac{4}{5} \times \frac{3}{8} = \frac{12}{40} = \frac{3}{10}$	
5) Dividing fractions	<p>Keep the first fraction the same. Change the second to its reciprocal. Multiply the fractions. Simplify or convert to a mixed number where possible.</p>	$\frac{4}{5} \div \frac{3}{8} = \frac{4}{5} \times \frac{8}{3} = \frac{32}{15} = 2\frac{2}{15}$	

Solving Equations 1			
1) Inverse operations	Addition and Subtraction are inverse operations. Multiplication and Division are inverse operations. Squaring and taking the square root are inverse operations.	2) Variable	A letter used to represent any number.
3) Coefficient	The number to the left of the variable. This is the value that we multiply the variable by. $4x \rightarrow$ The coefficient of x is 4. $x \rightarrow$ The coefficient of x is 1.	4) Term	A single number, variable or numbers and variables multiplied together.
5) Collecting like terms	Combining the like terms in an expression. $7x + 3y - 2x$ is simplified to $5x + 3y$.	6) Expression	A mathematical statement which contains one or more terms combined with addition and/or subtraction signs E.g. $4x + 3y$.
7) Linear equation	Contains an equals sign (=) and has one unknown. E.g. $5x - 2 = 2x + 7$.		
8) Solve	Use inverse operations to find the solution of an equation.		
	E.g. 1. (One step) $x4 \quad \frac{x}{4} = 12 \quad x4$ $x = 48$	E.g. 2. (Two step) $\begin{array}{rcl} 3p - 7 = 8 & & \\ +7 & & +7 \\ \hline 3p = 15 & & \\ \div 3 & & \div 3 \\ \hline p = 5 & & \end{array}$	E.g. 3. (Unknown on both sides) $\begin{array}{rcl} 2x + 10 = 19 - 9x & & \\ +9x & & +9x \\ \hline 11x + 10 = 19 & & \\ -10 & & -10 \\ \hline 11x = 9 & & \\ \div 11 & & \div 11 \\ \hline x = \frac{9}{11} & & \end{array}$
9) Form and solve a linear equation	E.g. 1 Jake is y years old. Lilly is 15. Kobe is 3 years younger than Jake. They have a total age of 36. Work out their individual ages. $y + 15 + y - 3 = 36$ $2y + 12 = 36$ $2y = 24$ $y = 12$ Jake: 12, Lily: 15, Kobe: 9	E.g. 2 The area of the triangle is 120 cm^2 . Find the value of b .  $\frac{12(2b + 4)}{2} = 120$ $\frac{24b + 48}{2} = 120$ $12b + 24 = 120$ $12b = 96$ $b = 8 \text{ cm}$	

Huish Episcopi Academy Year 7 Science Knowledge Organiser 8.04 Chemical Changes

UNIT 1 CHEMICAL REACTIONS KEYWORDS

1	atom	the smallest particle of matter, which all things are made of.
2	element	a pure substance that is made of only one type of atom.
3	molecule	a small number of atoms chemically joined.
4	compound	made up of two or more different elements chemically joined.
5	chemical bond	a strong force that holds atoms together.
6	chemical reaction	when atoms in are rearranged by breaking existing chemical bonds and forming new ones
7	reactants	the chemicals we start with in a chemical reaction; always shown on the left of the arrow reactants → products
8	products	the chemicals we make in a chemical reaction; always shown on the right of the arrow reactants → products
9	chemical formulae	the way that chemical symbols and numbers are written to show how many of each type of atom are present.
10	conservation of mass	atoms are not created nor destroyed during chemical reactions, so in any reaction: total mass of reactants = total mass of products

UNIT 3 PROPERTIES OF METALS KEYWORDS

1	conductor	allows electricity or heat to flow easily
2	sonorous	makes a ringing sound when hit
3	malleable	easy to reshape without breaking
4	ductile	can be drawn out into long wires

UNIT 2 TYPES OF REACTION

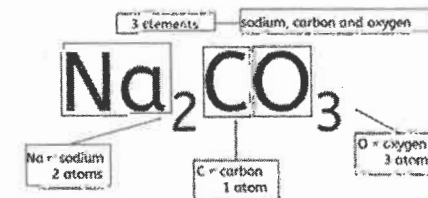
1	oxidation reaction	when a substance reacts with oxygen and becomes oxidised.
2	combustion reaction	an example of an oxidation reaction where a fuel is burnt in oxygen. Combustion of fuels makes carbon dioxide and water Fuel + oxygen → carbon dioxide + water
3	thermal decomposition reaction	when a substance is broken down with heat to form two or more products.
4	exothermic reaction	when energy is released to the surroundings. Temperature of the surroundings increase.
5	endothermic reaction	when energy is taken in from the surroundings. Temperature of the surroundings decrease.

UNIT 4 CHEMICAL LITERACY

A chemical formula uses chemical symbols and numbers to show how many of each atom is present in a compound.

The small numbers (subscript) go at the bottom.

For example: CO₂ is correct;
CO2 and CO² are wrong.



State symbols: (s) – solid, (l) – liquid, (g) – gas, and (aq) – aqueous solution (dissolved in water).

The state symbol comes after the chemical formula and is written in lower case and in brackets. E.g. CuCO₃(s) → CuO(s) + CO₂(g)

Naming metal and non-metal compounds

The metal element (furthest left on the periodic table) comes first in the name of the compound. The ending for the non-metal is shortened and changed to '-ide'.

E.g. iron + sulfur → iron sulfide

Huish Episcopi Academy Year 8 SCIENCE Knowledge Organiser THE PERIODIC TABLE

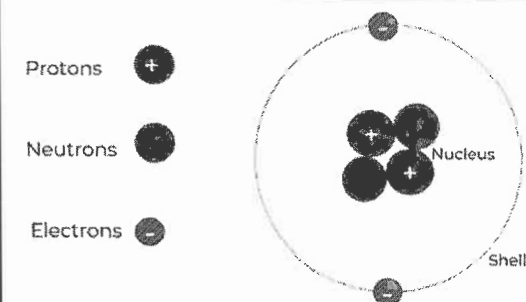
UNIT 1. The Periodic Table key terms

1	periodic table	Where elements are arranged in order of atomic number
2	group	Vertical columns on the periodic table; tells you the number of electrons in an atom's outer shell
3	period	Rows on the periodic table, tells you the number of shells an atom has
4	sub-atomic particle	Particles that make up an atom – protons, neutrons and electrons
5	proton	Subatomic particles in the nucleus of an atom. Has a positive charge and a mass of 1
6	neutron	Subatomic particles in the nucleus of an atom. Has a neutral charge and a mass of 1
7	electron	Subatomic particles arranged in shells outside the nucleus of an atom. Has a negative charge and a mass that is "very small"
8	mass number	Total number of protons and neutrons in an atom
9	atomic number	The number of protons in an atom. The number of protons is the same as the number of electrons
10	electronic configuration	A set of numbers to show how the electrons in an atom are arranged in shells – 2, 8, 8, 2

UNIT 2. Sub-atomic particles

Name	Mass	Charge
proton	1	+1
neutron	1	0
electron	Very small	-1

Structure of an Atom

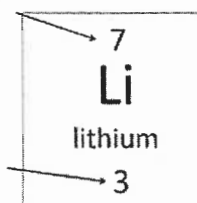


UNIT 1. Groups of the periodic table

Group number	Name of group	Reactivity
Group 1	Known as the alkali metals	Increase in reactivity as you go down the group, due to electrons being more easily transferred. 1 electron on the outer shell
Group 7	Known as the halogens	Decrease in reactivity down the group, due to electrons being harder to gain. 7 electrons on the outer shell
Group 0	Known as the noble gases	Unreactive, do not form molecules, as have a full outer shell of electrons

Relative Atomic Mass number

Atomic number



A simplified periodic table is shown, with groups numbered 1 to 0 and periods labeled. Elements are color-coded: Metals (grey) and Non-metals (white). The table includes elements from Hydrogen (H) to Xenon (Xe).

Huish Episcopi Academy Year 8 History Knowledge Organiser – Henry VIII and the Reformation

Key Terms		
1	Annulment	To declare a marriage never existed
2	Corruption	Dishonest behaviour of people in power
3	Excommunication	To be excluded from the Church
4	Divine right of kings	The idea that a king is chosen by God
5	Heir	The next in line for the throne
6	Heretic	A person who disagrees with the Church
7	Printing press	A machine which enables mass production of written texts
8	Protest	An action to express disapproval of something
9	Protestant	A new form of Christianity which rejected the Catholic Church
10	Reformation	A religious movement which created the Protestant religion
11	Revenue	Income for a government such as tax
12	Royal supremacy	The king replaced the pope as head of the Church in England
13	Salvation	To be forgiven of sins so that hell is avoided
14	Transubstantiation	Catholic ritual performed during Mass
15	Vestments	Robes worn by priests

Key People		
16	Richard Whiting	Abbot of Glastonbury Abbey
17	Martin Luther	A German monk
18	Anne Boleyn	Second wife of Henry VIII and mother of Elizabeth I
19	Henry VIII	King of England, 1509-1547
20	Catherine of Aragon	First wife of Henry VIII and mother of Mary I
21	Thomas Cromwell	Henry VIII's chief minister
22	Thomas Wolsey	The Pope's representative in England
Key Dates		
23	1440	Gutenberg printing press developed
24	1517	Martin Luther's '95 Theses'
25	1533	Annulment of the royal marriage
26	1534	Act of Supremacy
27	1536	Dissolution of the Monasteries and the Pilgrimage of Grace

Huish Episcopi Academy Year 8 Geography Knowledge Organiser Unit 1 Coasts

1. Waves

1	Fetch	The distance a wave has travelled
2	Wind duration	How long the wind has been blowing
3	Swash	The movement of water up the beach
4	Backwash	The movement of water down the beach
5	Constructive waves	Strong swash, weak backwash – deposit sediment
6	Destructive waves	Weak swash, Strong backwash – remove sediment
7	Sediment transport	Sand, rocks or pebbles are moved from one place to another

2. Processes of erosion and weathering

1	Hydraulic pressure (Action)	Waves compress pockets of air in cracks in a cliff, causing the crack to widen, breaking off rock.
2	Abrasion	Eroded material is hurled or scrapes against the cliff, breaking off rock.
3	Attrition	Eroded material in the sea, hit into each other breaking down into smaller pieces.
4	Solution	Cliffs e.g. chalk dissolve in seawater
5	Freeze thaw weathering	Water collects in faults during the day. At night, this water freezes and expands
6	Biological weathering	Plant roots grow into cracks making them bigger

3. Coastal landforms

1	Depositional landforms	Landforms created when sediment is dropped by waves
2	Erosional landforms	Landforms that are created when the sea wears away rock
3	Headland	More resistant rock that often sticks out into the sea
4	Bay	Less resistant rock which has been worn away leaving a sheltered area
5	Wave cut platform	An area of rock left behind after a cliff has collapsed
6	Longshore drift	The zig zag pattern that moves material along a beach
7.	Prevailing wind	The most common wind direction
8.	Spit	A hooked shaped landform created from longshore drift

4. Coastal Management

1	Hard Engineering	Man made structures used to stop coastal erosion
2	Soft engineering	Natural strategies to help slow down coastal erosion
3	Managed retreat	Remove any coastal management and slow the coast to erode naturally
4	Groynes	Stone or wooden fences which trap sediment moved by longshore drift
5	Sea Wall	Concrete walls that act as a barrier and reduce wave energy
6	Gabions	Cages filled with rocks which reduce wave energy
7.	Beach replenishment	Adding sand to beaches to make them wider
8.	The Holderness Coast	An area of coastline in Yorkshire which eroding very quickly

Huish Episcopi Academy Year 8 Knowledge Organiser Term 1 De Vacaciones

¿Dónde pasas tus vacaciones normalmente?		
1	Normalmente voy a	I normally go to
2	Suelo pasar las vacaciones en...	I usually spend my holidays in...
3	Veraneo en	I spend the summer in
4	Me alojo en / me quedo en	I stay in
5	Viajo en	I travel by
6	Ir de vacaciones	To go on holiday
7	Ir al extranjero	To go abroad

¿Cómo pasaste las últimas vacaciones?		
1	Fui a	I went to
2	Viajé en	I travelled by
3	Hizo (mucho) sol / calor	It was (very) sunny/hot
4	Probé platos típicos	I tried typical dishes
5	Visité sitios de interés	I visited tourist sites
6	Saqué fotos	I took photos
7	Hice turismo	I went site seeing
8	Tomé el sol	I sunbathed
9	Me alojé en	I stayed in

¿Cómo fuiste ?	¿Dónde te alojaste?	¿Qué tal fue?
1	Viajamos en avión	We travel /travelled by plane
2	En barco y en coche	By boat and car
3	El viaje duró tres horas	The journey took 3 hours
4	Fue aburrido / largo	It was boring / long
5	Nos alojamos en	We stay / stayed in
6	Un hotel de cuatro estrellas	A four-star hotel
7	Un albergue juvenil	A youth hostel
8	Un camping / una caravana	A campsite/a caravan
9	Una pensión	A guest house
10	Casa de mis abuelos	My grandparents' house
11	En un (barco) crucero	On a cruise ship
12	Fue fenomenal	It was great
13	Me lo pasé súperbien	I had a great time
14	Me pasé bomba	I had a blast
15	Las vacaciones fueron desastrosas	The holidays were a disaster
16	Me encantaría volver allí	I would love to go back there
17	Es mi sueño visitar	It is my dream to visit

Huish Episcopi Academy Year 8 Knowledge Organiser Term 1. De Vacaciones

Connectives		
1	Porque	because
2	Dado que	Given that
3	Puesto que	Because
4	Ya que	Because
5	Sin embargo	However
6	No obstante	Nevertheless
7	Aunque	Although

¿Cómo reaccionaste?		¿Cuándo?
1	¡ Qué bien!	How good
2	¡ Qué mal !	How bad !
3	¡ Qué horror!	How awful !
4	¡ Qué desastre!	What a disaster !
5	¡ Qué pesadilla!	What a nightmare!
6	El verano pasado	Last summer
7	El año pasado	Last year
8	El curso pasado	Last (school) year
9	Hace + time	Time ago

¿Qué sitio / país prefieres?		
1	Prefiero / prefería	I prefer / I preferred
2	Pasar las vacaciones	To spend my holidays
3	En la costa	At the coast
4	En el campo	In the country
5	En las montañas	In the mountains
6	En una ciudad	In a city
7	En Alemania	In Germany
8	En los Estado Unidos (E.E.U.U.)	In the U.S.A.
9	En Francia	In France
10	En Grecia	In Greece
11	En España	In Spain
12	En Italia	In Italy
13	En Suiza	In Switzerland
14	En Suecia	In Sweden
15	En El Reino Unido	In The United Kingdom
16	En Inglaterra	England
17	En Irlanda (del norte)	In (Northern) Ireland
18.	En Escocia	In Scotland
19.	En un país de habla hispana	In a Spanish speaking country

Huish Episcopi Academy Year 8 Knowledge Organiser Term 1.1 les vacances

1. Usual holidays

1	Normalement ,je vais	I normally go to
2	D'habitude je passe mes vacances à/en/au	I usually spend my holidays in...
3	Je passe l'été à/en/au	I spend the summer in
4	Je reste dans	I stay in
5	Je voyage en	I travel by
6	Aller en vacances	To go on holiday
7	Aller à l'étranger	To go abroad

2. Last holidays

1	Je suis allé (e)	I went to
2	J'ai voyagé en	I travelled by
3	Il faisait tres chaud	It was (very) hot
4.	Il y avait du soleil	It was sunny
5	J'ai goûté / j'ai essayé des plats typiques	I tasted/I tried typical dishes
6	J'ai visité des sites intéressants	I visited tourist sites
7	J'ai pris des photos	I took photos
8	J'ai fait du toursime	I went site seeing
9	J'ai acheté des souvenirs	I bought souvenirs
10	J'ai bronzé	I sunbathed
11	Je suis resté(e) dans	I stayed in

3. Transports and accommodations

1	Nous avons voyagé/ on a voyagé	We travelled by plane
2	En bateau/avion/voiture/bus	By by boat/plane/car/bus
3	Le voyage a duré trois heures	The journey took 3 hours
4	C'était ennuyeux et long	It was boring and long
5	Nous sommes restés dans	We stayed in
6	Un hotel quatre étoiles	A five star hotel
7	Une auberge de jeunesse	A youth hostel
8	Un camping / une caravane	A campsite/a caravan
9	Une chambre d'hote	A guest house
10	chez mes grand-parents	My grandparents' house
11	sur un bateau de croisière	On a cruise ship

4. Opinions and time phrases

1	C'était/Ce n'était pas	It was/ It wasn't
2	super	great
3	affreux	awful
4	Un cauchemar	What a nightmare!
5	Un désastre	A desaster
6	Un voyage incroyable	An incredible trip
7	l'année dernière	Last year
8	L'été dernier	Last summer
9	Il y a deux ans	Two years ago

Huish Episcopi Academy Year 8 Knowledge Organiser Term 1.2 les vacances

5.Places and countries

1	Je préfère/ j'ai	I prefer / I preferred
2	Passer mes vacances	To spend my holidays
3	sur la cote	At the coast
4	A la campagne	In the country
5	A la montagne	In the mountains
6	En ville	In a city
7	Au bord de la mer	At the seaside
8	En Allemagne	In Germany
9	Aux États-Unis	In the U.S.A.
10	En France	In France
11	En Grèce	In Greece
12	En Espagne	In Spain
13	En Italie	In Italy
14	En Suisse	In Switzerland
15	En Suède	In Sweden
16	Au Royaume-Uni	In The United Kingdom
17	En Angleterre	England
18	En Irlande	In (Northern) Ireland
19.	En Écosse	In Scotland

6. What I like/ I would like/ I am going to do

1	J'aime/j'adore/ je déteste/ ja n'aime pas	I like/j'adore/I hate/I don't like
2	Je voudrais/ j'aimerais	I would like
3	Je vais	I am going
4	rester dans un hôtel	To stay in a hotel
5	voyager en avion	to travel by plane
6	prendre des photos	To take some pictures
7	faire du ski	To go skiing
8	Acheter des souvenirs	To buy some souvenirs
9	Me détendre sur la plage	To relax on the beach
10	Nager dans la mer	To swim in the sea
11	Voir des sites historiques	To see historic sites

7.Connectives

1	Parce-que/car	because
2	Puisque	Because
3	Mais	But
4	cependant	However
5	néanmoins	Nevertheless
6	Bien que	Although

Huish Episcopi Academy Year 8 Music Knowledge Organiser Unit 1 Tonality and Structure

Section 1: Vocabulary

1	Scale	Notes put in ascending or descending order of pitch
2	Tone	A whole step, i.e. C to D
3	Semitone	A half step, i.e. C to C#
4	Major scale	Brighter sounding notes in ascending / descending order of pitch
5	Minor scale	Darker sounding notes in ascending / descending order of pitch
6	Pentatonic scale	Five note scale typical in Eastern European music
7	Chromatic scale	Notes moving half a note at a time in ascending / descending order of pitch
8	Binary	Piece of music with two different parts AB
9	Ternary	Piece of music with three different parts ABA
10	Theme and Variation	Original musical idea, followed by a changed versions of the idea, A, A1, A2 etc ...
11	Staccato	Notes played separately and detached
12	Legato	Notes played smoothly and attached
13	Accent	Individual notes played louder

Section 2: Musical Elements Terminology

1	Tonality	The key of a piece
2	Melody	The tune
3	Articulation	How a note is played
4	Structure	The order of the sections in a piece of music
5	Dynamics	The loudness of the music

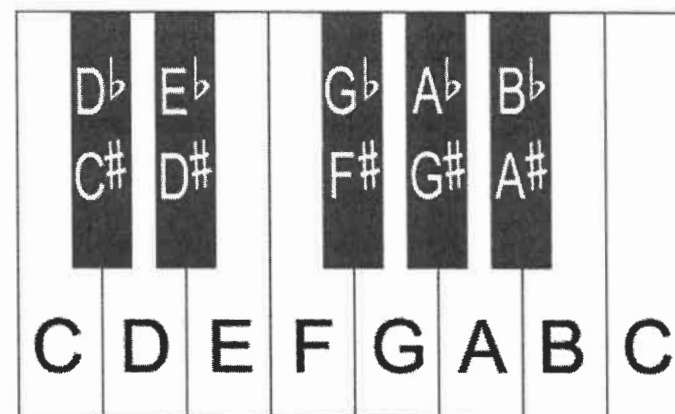


Huish Episcopi Academy Year 8 Music Knowledge Organiser Unit 1 Tonality and Structure

Section 3: Theory



Section 4: Keyboard Layout



Section 5: Musical Context

1	Edvard Grieg was a Norwegian composer
2	Incidental music is used in the background of a film or play
3	'In the Hall of the Mountain King' is from Peer Gynt (1875)
4	Antonin Dvorak was a Czech composer
5	Symphony No. 7 in E minor, New World Symphony
6	Music inspired by African-American spirituals

Huish Episcopi Academy Year 8 Drama Knowledge Organiser UNIT 1: Devising from a Stimulus

UNIT 1: Devising from a Stimulus

Section A

1	Stimuli	Anything that inspires or provokes a creative response
2	Marking the Moment	Where a significant moment in a performance is highlighted for emphasis
3	Thought Track	Where an actor steps out of a scene to speak their character's thoughts aloud
4	Hot Seating	Where an actor, in character, is questioned by the rest of the group
5	Soundscape	The use of sounds to create an atmosphere or setting in a performance
6	Choral Speech	Where a group of actors speak the same thing at the same time
7	Flashback	A scene that takes the audience back in time from the current point in the story
8	Flashforward	A scene that moves the action forward in time, showing events that will happen later in the story
9	Naturalistic	A style of drama that aims to create a realistic representation of life
10	Non-Naturalistic	A style of drama that is more abstract and stylised

Section B

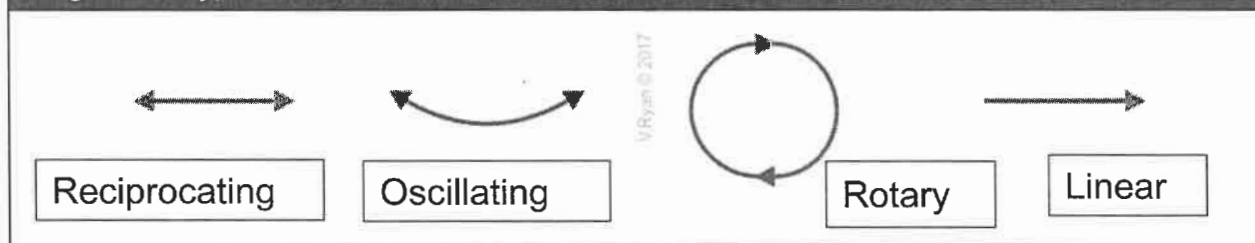
1	Projection	How loud or quiet your voice is
2	Pitch	How high or low your voice is
3	Pace	The speed at which an actor delivers their lines or performs their actions
4	Emphasis	The stress or importance placed on certain words or phrases in dialogue
5	Tone	The emotion shown in your voice
6	Gesture	Movements of the hands, arms, or body that express ideas or emotions
7	Eye Contact	Looking directly into another character's eyes, or avoiding this
8	Facial Expression	Movements of the facial muscles to convey emotions and reactions
9	Posture	The way an actor holds and positions their body
10	Body Language	The non-verbal communication conveyed through an actor's movements

Huish Episcopi Academy Year 8 Textiles Knowledge Organiser Project 1 Mechanical systems

1. Mechanical systems

1	Linear Motion	This is a motion that moves in a straight line
2	Rotary Motion	This is a motion that moves round in a circular direction
3	Reciprocating Motion	This is a motion that goes backwards and forwards in a straight line
4	Oscillating Motion	This a motion that goes from side to side
5	Cam	A cam converts rotary motion to reciprocating motion
6	Fulcrum	The pivot point of a lever or load
7	Compression	A pushing force that squashes something together
8	Lever	A rigid bar resting on a pivot, used to move a fixed load with one end when pressure is applied to the other.

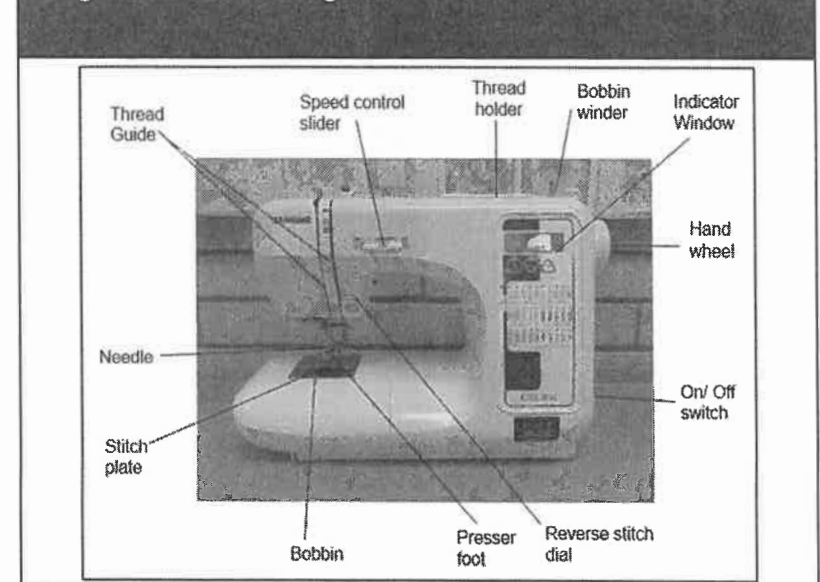
Diagram A - Types of motion



2. Sewing machine keywords

1	Hand wheel	The hand wheel controls the movement of the take up lever and needle
2	Indicator window	This shows the stitch selected when sewing
3	Presser foot	The presser foot holds the fabric in place when sewing.
4	Reverse stitch dial	Used to secure stitches when sewing.
5	Straight stitch	A straight stitch is the most basic stitch will use when sewing.
6	Zig zag stitch	A zigzag stitch is a back-and-forth stitch used to join or neaten fabric.

Diagram B- The sewing machine



3. Textiles equipment

1	Iron	The process of smoothing or pressing clothes, and fabric.
2	Thread	Long, thin strands of fibres twisted together to be used in sewing or weaving.
3	Needle	A needle used in hand sewing to pull a thread through cloth.
4	Pins	Used to hold fabric together temporarily
5	Fabric shears	The main tool used for cutting out your fabric.
6	Quick unpick	A small tool that slides under stitches and cuts the threads.
7	Bobbin	A small plastic spool that holds thread used in a sewing machine
8	Sewing Machine	A machine with a mechanically driven needle for sewing or stitching cloth
9	Ironing Board	A long, narrow board covered with soft material and having folding legs, on which clothes, and fabric is ironed.
10	Tailors chalk	Chalk for marking fabric.

1 – Programming fundamentals

1	Algorithm	A set of step-by-step instructions to solve a problem or complete a task.
2	Program	A collection of instructions that a computer follows to perform a specific task.
3	Programming language	A special language used by programmers to write programs.
4	Program translation and execution	The process of converting the program written in a programming language into a form that the computer can understand and then running it.
5	Interpreter	A tool that translates and executes a program one line at a time, making it easier to find and fix errors.
6	Programming environment	A software application that provides tools to write, test, and debug programs.
7	Input	Information or data that is sent to a computer for processing.
8	Output	Information or data that comes out of a computer after processing.
9	Variables	Containers that store data values.
10	Assignment	The process of giving a value to a variable.
11	Variables	Containers that store information or data that can change
12	Operators	Symbols that tell the computer to perform specific mathematical or logical operations, like addition (+) or comparison (==).
13	Expressions	Combinations of variables, operators, and values that the computer evaluates to produce a result.
14	Concatenation	When you join two or more strings (pieces of text) together to make one longer string.
15	Array	A collection of items, like numbers or words, that are stored in a specific order.

2 Multi-branch selection and iteration

1	Selection	When a program makes a choice between different actions based on certain conditions.
2	Relational (or comparison) operators	Symbols used to compare two values.
3	Logical (or Boolean) expressions	Expressions that evaluate to either true or false. For example, "Is it raining AND is it cold?" could be a logical expression.
4	Conditions	Statements that a program checks to decide what to do next.
5	Randomness	When something happens in an unpredictable way.
6	Multi-branch selection	When a program has multiple choices to decide from, based on different conditions.
7	Iteration	When a program repeats a set of instructions multiple times.
8	Counting	When a program keeps track of how many times something happens.
9	Flags	Special markers or indicators used in programs to show whether certain conditions are true or false.
10	Integer	A type of data that represents whole numbers, like 1, 2, or 3.
11	String	A type of data that represents text, like "hello" or "123".
12	Execution	The process of running a program or a specific set of instructions.
13	Walk-through	Going through a program step-by-step to understand how it works and to find any errors.
14	Debugging	The process of finding and fixing errors or bugs in a program.
15	Stepping	When you go through a program one instruction at a time to see what happens at each step.

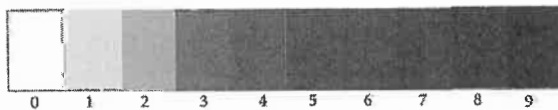


ART YEAR 8

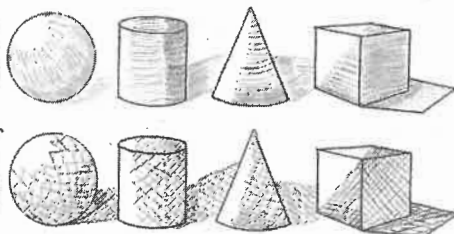
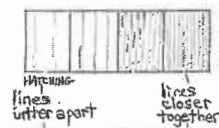
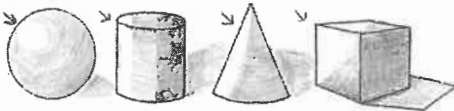
Techniques and key words for the Autumn Term

- Line: a line is a path traced by a moving point
- Shape: these are two dimensional areas, shapes are always flat
- Form: a form has height, width and depth, a form always has three dimensions
- Value: how light or dark shading/colours are
- Texture: the way a surface looks or feels
- Space: artists use space to create the illusion of depth
- Colour: the spectrum of light captured by our eyes

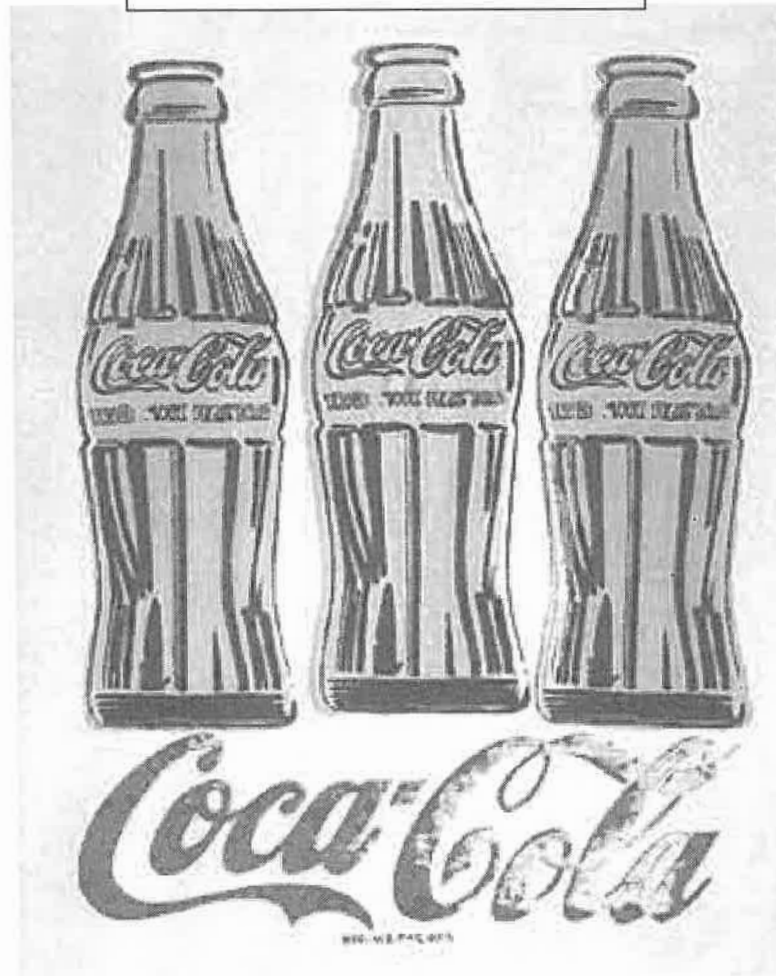
Value Scale



Shade the Four shapes. The light source is from the top left so the shadow would be on the bottom right.



Coca cola bottles by Andy Warhol



Making something look 3D • To prevent objects looking flat, a range of tonal shading is essential to make objects look 3D • Pressing harder and lighter with a pencil creates the different tones • As a surface goes away from you the tones usually darken • Shading straight across a surface will make an item appear flat • Use the direction of your pencil to help enhance the 3D surface • Including shadows will also help make objects appear 3D and separate objects from each other