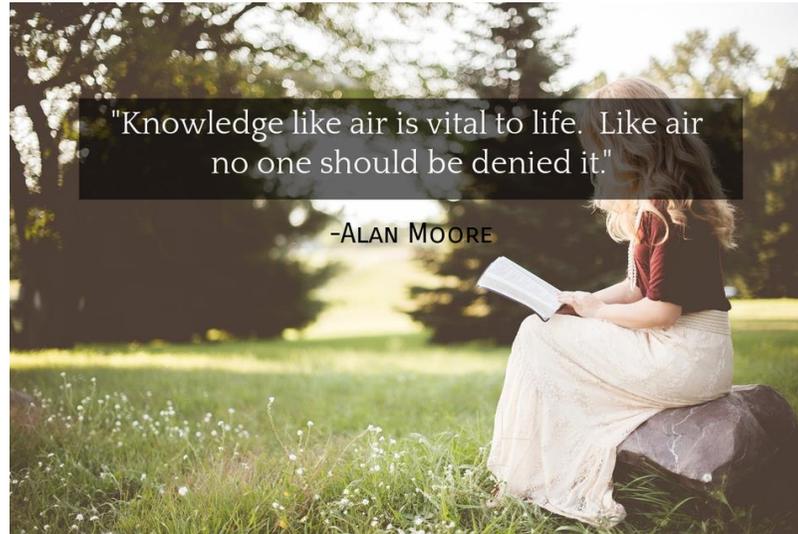


Knowledge Organiser Booklet

Year 8 Summer Half Term 1



Name: _____

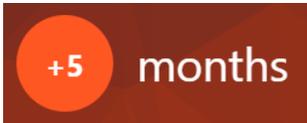
Tutor group: _____

Contents

- Home learning timetable
- Instructions on how to use a knowledge organiser
- English
- Maths
- Science
- Humanities
- Land and Environment
- Art
- Music
- MFL
- ICT



Education
Endowment
Foundation



+5 months

Research carried out by the Education Endowment Foundation proved that: Homework has a positive impact on average of + 5 months, particularly with pupils in secondary schools.

Home learning timetable

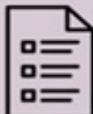
The table below details which days each subject will set home learning on each week. Students will have one week to complete home learning tasks for each subject.

Group	Monday	Tuesday	Wednesday	Thursday	Friday
8N	Art Humanities	Maths MFL	Science English	L&E Science	Music Reading
8E	Art Humanities	Maths English	L&E Science	Science MFL	Music Reading
8W	Humanities English	Art Maths	MFL Science	Science L&E	Music Reading

Please note you have two science teachers; science home learning will be set by both teachers

These knowledge organisers have been created by your teachers to support your learning both in class and for home learning. They are also a valuable revision tool for you to use independently when preparing for assessments. It is important that you make good use of your knowledge organisers by learning how to use them in different ways.

How to use a knowledge organiser – step by step guide

	Look, Cover, Write, Check	Definitions of Key Words	Flash Cards	Self Quizzing	Mind Maps	Paired Retrieval
Step 1	<p>Look at and study a specific area of your KO.</p> 	<p>Write down the key words and definitions.</p> 	<p>Use your KO to condense and write down key facts or information onto flash cards.</p> 	<p>Use your KO to create a mini quiz. Write down your questions using your KO.</p> 	<p>Create a mind map with all the information you can remember from your KO.</p> 	<p>Ask a friend or family member to have the KO or flash cards in their hands.</p> 
Step 2	<p>Cover or flip the KO over and write down everything you can remember.</p> 	<p>Try not to use your KO to help you.</p> 	<p>Add pictures to help support. Then self-quiz using the flash cards. You could write questions on one side, and answers on the other!</p> 	<p>Answer the questions and remember to use full sentences.</p> 	<p>Check your KO to see if there are any mistakes on your mind map.</p> 	<p>They can test you by asking you questions on different sections of your KO.</p> 
Step 3	<p>Check what you have written down. Correct any mistakes in green pen and add anything you have missed. Repeat.</p> 	<p>Use your green pen to check your work.</p> 	<p>Ask a friend or family member to quiz you on the knowledge.</p> 	<p>Ask a friend or family member to quiz you using the questions.</p> 	<p>Try to make connections, linking the information together.</p> 	<p>Write down your answers,</p> 



5.1 Key Vocabulary – Skills

Prediction	'Pre' is Latin for before - you are therefore making a guess about something before you know what it is.
Inference	This is more of an educated guess - you are forming an idea or conclusion based on something you have read or that you know.
Setting	The place where a narrative/story is set. The setting of the text helps us understand many features of it.
Context	Factors from real life that have influenced the writer. The context behind Charles Dickens' writing was Victorian England.
Refugee	A person who has fled their own country because they are at risk of persecution or serious human rights violation.
Skimming	This is when you read something rapidly to get an overview of what the text is about 'skimming' over the words to get the gist of the content.
Scanning	This is when you read a text rapidly to find specific information in the text.
Narrator	The 'character' that is telling the story (not necessarily a character in the story itself). The narrator(s) tell us all of the information we receive.
Perspective	The position/point of view from which a story is told. Most narratives are written in first person (I, my, we) or third person (she, he, they).

5.2 Key Quotations

Quotation	Meaning
"A shadow falls over me somehow." <i>(Diaries of Nella Last)</i>	This metaphor indicates how Nella's mood was changing and become less positive.
"the eye of war had spied them out." <i>(As I Walked Out...)</i>	This use of personification makes it seem as though the war has a character and deliberately looked.
"You mean they didn't get enough of this in Kosovo?" <i>(I See my Wife...)</i>	This use of sarcasm/humour allows us to understand that the narrator finds the situation unusual and hard to understand.
"A pillar of gold light beamed diagonally... I was mesmerised by this beam..." <i>(Touching the Void)</i>	Light imagery is used here to signify (show a sign of) hope and positive imagery. Dickens does the opposite to this using shadow and darkness in 'American Notes'.
"I go through an elaborate performance before breakfast" <i>(Walking Home)</i>	Armitage uses hyperbole (deliberate exaggeration for effect) to demonstrate that he is observed and feels uncomfortable.
"In Iran, Pakistan and India, city dwellers often said to me" <i>(The Places In Between)</i>	Stewart uses a range of examples, specifically here a rule of three , to emphasise the fact that this is a common experience across the whole of Asia and the Middle East.

5.3 – Structuring Arguments

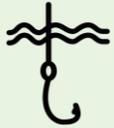
Point	Evidence	Explain	Link
The writer uses...	We see this when...	This... suggests	A Shakespearean audience might respond to this by...
The writer gives the impression that...	...in the line "___"	implies	
We can clearly see...	When X says "___"...	highlights	Jacobean saw religion as...
		illustrates	
		portrays	
		conveys the idea	
		contrasts with	





5.4 – Persuasive Writing - Structuring Arguments

HOOK



Make the introduction as engaging as possible. Use an anecdote or rhetorical question to get attention.

MAIN POINT



Put your most persuasive point first. Make it believable by supporting with facts, statistics and emotive language.

BUILD



Develop your first point with another. Make sure it links securely and is persuasive, using different techniques.

COUNTER ARGUE



What would someone who disagrees with you say? Why are they wrong? Use this section to be really emotive.

CONCLUDE/SUMMARISE



End as persuasively as you started with a tripartite list, rhetorical question or anecdote. The best answers will use cyclical structure.



STRUCTURE:

As well as following the conventions of the type of text you are writing, you must also use paragraphs well to structure your work. One way to remember this is 'Tip Top'.



Time



PARAGRAPHS

Make them

TIP TOP

For a new

Place Topic

start a new paragraph



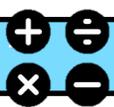
Person

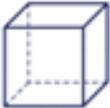
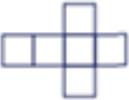
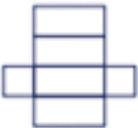
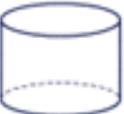
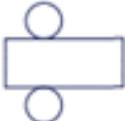


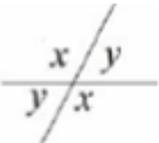
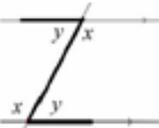
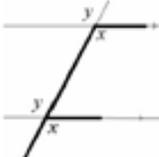
Rhetorical Devices / Techniques: DAFORIST

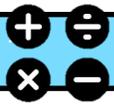


Technique	Explanation	Example
Direct Address	Addressing the reader directly using pronouns e.g. "we" or "you".	"You can stop the spread of coronavirus by staying at home"
Anecdote	A short personal story that provides an example related to the topic	"The crime rate in Amsterdam dropped significantly when they legalised cannabis"
Facts	Something which can be proven true	"'E' is the most common letter in the English language."
Opinions	A belief which cannot be proven true – someone's ideas.	"Exeter City is the greatest football club of all time"
Rhetorical Question	A question which does not require a response.	"Do you want to pass your exams?"
Emotive Language	Words which provoke an emotional response from the audience.	"This ludicrous idea will result in utter catastrophe."
Statistics	Numerical facts and data used to support a point.	"12% of people worldwide have never used the internet"
Three (rule of)	List of three things in a sentence.	"Smoking is a filthy, selfish and costly habit"



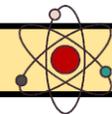
Key Term	Definition	Shape	Net
Cube	6 square faces 12 edges 8 vertices		
Cuboid	6 rectangular faces 12 edges 8 vertices		
Triangular Prism	5 faces 9 edges 6 vertices		
Cylinder	3 faces 2 edges 0 vertices		
Square-based Pyramid	5 faces 8 edges 5 vertices		
Triangular-based Pyramid	4 faces 6 edges 4 vertices		
Cone	2 faces 1 edge 1 vertex		
Sphere	1 face 0 edges 0 vertices Half a sphere is known as a hemisphere.		

Key Term	Definition
Vertically Opposite Angles	Vertically opposite angles are equal. 
Alternate Angles	Alternate angles are equal. 
Corresponding Angles	Corresponding angles are equal. 
Co-Interior Angles	Co-Interior angles add up to 180°. 
Volume	The amount of 'space' a solid object occupies. Units: mm^3 , cm^3 , m^3 , etc. The volume of a prism $V = \text{Area of Cross Section} \times \text{Length}$  The volume of a cylinder $V = \pi r^2 h$ 
Volume of a cube / cuboid	Length x width x height
Prism	A 3D shape with a constant cross-section.
Cross-section	The 2D shape that is consistent throughout the prism



Key term	Definition
Average	A single number or value that is used to represent a set of data. There are three main averages we focus on: mode, median and mean.
Data	Information in the form of facts and numbers.
Data point	A single item from a data set.
Data Set	A collection of data which all refers to the same category or topic.
Intersection	The numbers of elements that belong to both/all sets. In a Venn Diagram, this is where the circles overlap.
Mean	The sum of all the values in a data set, divided by the number of values in the data set.
Median	The middle value in an ordered list.
Mode	The most common value. It is possible to have more than one mode, or no mode.
Qualitative Data	A type of data that can be grouped under named categories, often described as data that can be described.
Quantitative Data	Types of data that can be represented numerically, often described as data that can be counted.
Range	The difference between the smallest and largest value.
Two-way Table	A diagram in which frequencies for two categories may be organised; one variable in rows and the other in columns.
Venn Diagram	A diagram in which circles are used to illustrate the relationships between different sets. Must have a box drawn around it.

Key Term	Definition	Examples																					
Frequency Table	A table showing how often something occurs. Can include tally charts.	<table border="1"> <thead> <tr> <th>Score</th> <th>Tally</th> <th>Frequency (<i>f</i>)</th> </tr> </thead> <tbody> <tr> <td>1</td> <td> </td> <td>4</td> </tr> <tr> <td>2</td> <td> </td> <td>9</td> </tr> <tr> <td>3</td> <td> </td> <td>6</td> </tr> <tr> <td>4</td> <td> </td> <td>8</td> </tr> <tr> <td>5</td> <td> </td> <td>3</td> </tr> <tr> <td>6</td> <td> </td> <td>1</td> </tr> </tbody> </table>	Score	Tally	Frequency (<i>f</i>)	1		4	2		9	3		6	4		8	5		3	6		1
Score	Tally	Frequency (<i>f</i>)																					
1		4																					
2		9																					
3		6																					
4		8																					
5		3																					
6		1																					
Line Graph	Uses lines to join points on a graph to represent a data set.																						
Bar Chart	A way of displaying data using horizontal or vertical bars which are the same width and have gaps between them.																						
Pie Chart	A method of displaying proportional information by dividing a circle up into different-sized sectors.																						



Static electricity: by rubbing insulators together **electrons** are **transferred**, which gives the objects electrostatic charges.

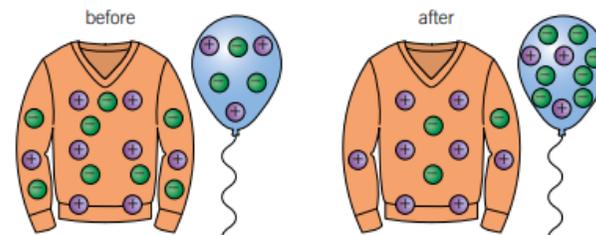
Like charges (+ and +) or (- and -) **repel**.

Opposite charges (+ and -) **attract**.

Charged objects have **electric fields** around them.

Electric field lines are used to show how a positive charge will act.

Only **electrons** are **transferred**.



Current is the amount of **charge flowing per second**.

- It is measured with an **ammeter** (connected in series).
- The **unit** for current is the **amp (A)**.

Potential difference is the amount of **energy transferred** by the **charges** in the circuit.

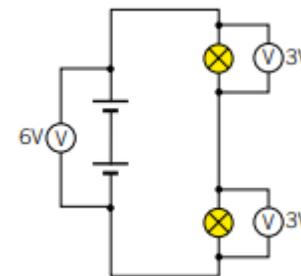
- It is measured with a **voltmeter** (connected in parallel).
- The **unit** for potential difference is the **volt (V)**.

Resistance is a measure of how easy it is to pass through a component.

- Resistance is calculated by measuring the potential difference and the current.
- The **unit** for resistance is the **ohm (Ω)**.

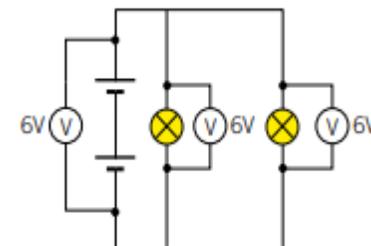
Series circuits

- contain only one loop
- the current is the same everywhere
- the potential difference across each component adds up to the potential difference across the battery,
- if one component or wire breaks, current stops flowing everywhere.



Parallel circuits

- contain multiple branches
- currents in all the branches add up to make the total current
- the potential difference across each component is the same as the potential difference across the battery





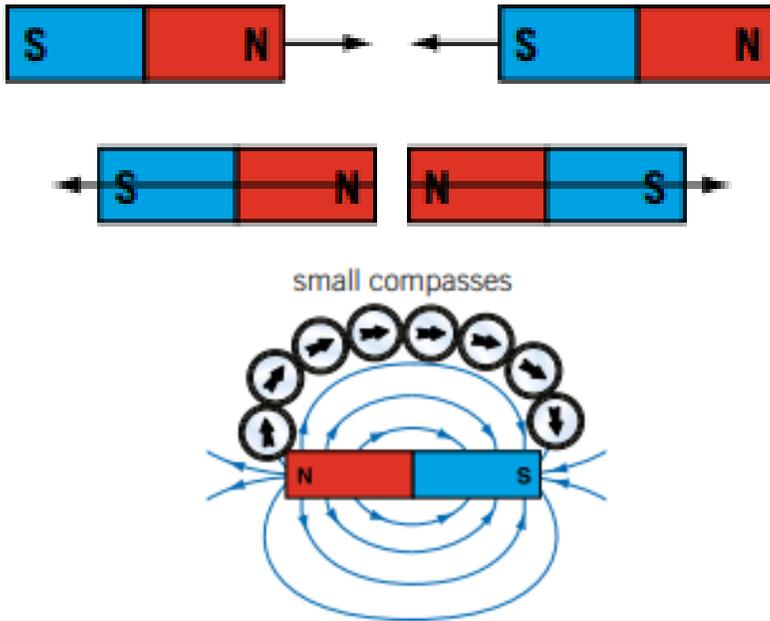
Magnets have north and south poles.

Like poles (N and N) or (S and S) **repel**.

Opposite poles (N and S) **attract**.

Magnets have **magnetic fields** around them.

Magnetic field lines are used to show how a North pole will act.



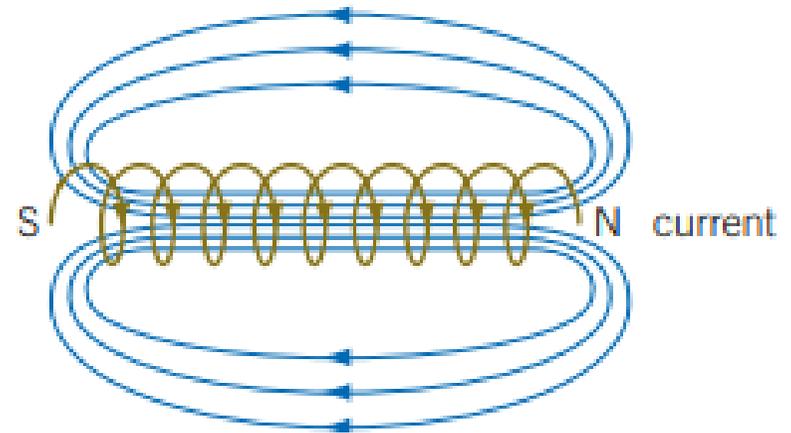
Where the field lines are closer together the magnetic field is stronger.

Electromagnets are only magnetic when they have a flow of current, so they can be turned off.

- They are made by running a current through a coil of wire.

You can make an electromagnet stronger by:

- adding more turns of wire on the coil.
- using more current.
- adding an iron core in the middle of the coil.





Adaptations are characteristics that help an organism to survive and reproduce.

DNA is arranged into long strands called **chromosomes**.

Sections of DNA that contain the information to produce **a characteristic** are called **genes**.

Variation - Differences in characteristics are called variation.

Discontinuous variation can only result in certain values (e.g. blood group or eye colour)

Continuous variation can take any value within a range (e.g. height or hair length)

Inherited variation - Characteristics are passed on from parents to offspring through genetic material stored in the nucleus of cells (e.g. genetic diseases, eye colour, blood group)

Environmental variation - Surroundings affects your characteristics (e.g. dyed hair, tattoos, accent)

Many characteristics, such as height, are affected by both inherited and environmental variation.

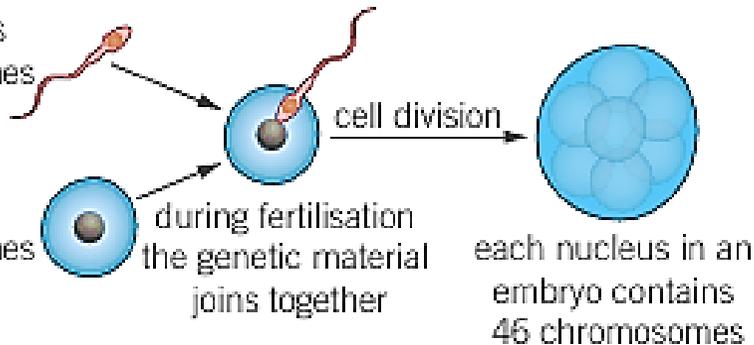
Natural selection - All living organisms have evolved from a common ancestor

1. Organisms in a species show variation caused by differences in their genes.
2. Organisms with the most useful characteristics survive and reproduce. This is called 'survival of the fittest'.
3. Successful genes are passed on to the offspring.

This is repeated many times and over a long time can lead to a new species.

sperm contains
23 chromosomes

egg contains
23 chromosomes



A species becomes **extinct** when there are no more individuals of that species left anywhere in the world. The **fossil record** shows that many species that once lived have become extinct.

Factors leading to extinction:

- changes to the organism's environment
- destruction of their habitat
- new diseases
- new predators
- Increased competition

Endangered species are at risk of extinction.

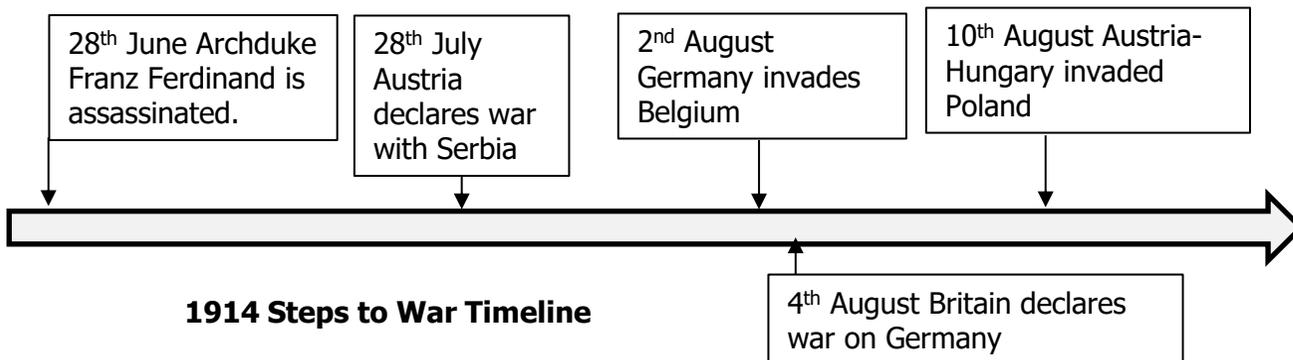


5.1 Key Terms

5.1.1 Nationalism	Nationalism is an idea that emphasizes loyalty, devotion, or allegiance to a nation where duty to the country outweighs individual or group interests.
5.1.2. Imperialism	Where one nation governs or controls another (sometimes referred to as colonialism).
5.1.3. Militarism	The belief that a country should maintain a strong military capability and be prepared to use it aggressively to defend or promote national interests.
5.1.4. Alliance	A union or association formed for mutual benefit, especially between countries or organizations.
5.1.5. Triple Entente	A WWI alliance formed by Great Britain, France and Russia.
5.1.6. Triple Alliance	A WWI alliance formed by Germany, Austria-Hungary and Italy.
5.1.7. Arms Race	Competition between nations to build up the largest and best equipped military.

5.2 Key Individuals

5.2.1 Archduke Franz Ferdinand	Heir to the throne of Austria-Hungary who was assassinated in Sarajevo on 28 th June 1914.
3.2.2. Gavrilo Princip	Serbian nationalist who assassinated Archduke Franz Ferdinand. This event is often considered to be the spark that started WWI.
5.2.3. Lord Kitchener	British minister for war who face appeared on recruitment posters saying "Your country needs you".
5.2.4. General Douglas Haig	British war leader who is often blamed for the massacre of British troops at the Battle of the Somme
5.2.5. Wilfred Owen	British soldier and poet who was killed in action just 7 days before the end of the war.
5.2.6. Woodrow Wilson	American president who secured peace at the end of WWI.

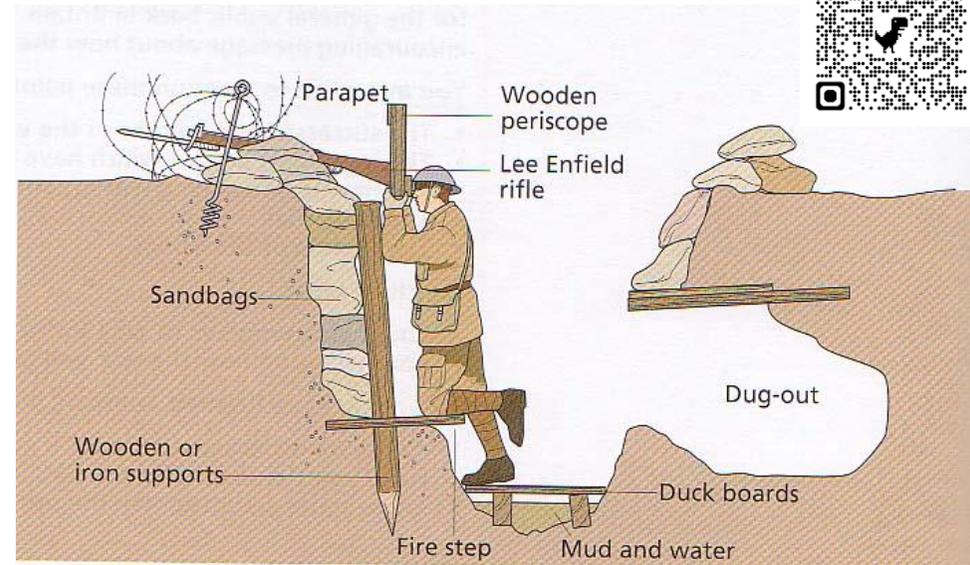




5.3 Key Terms

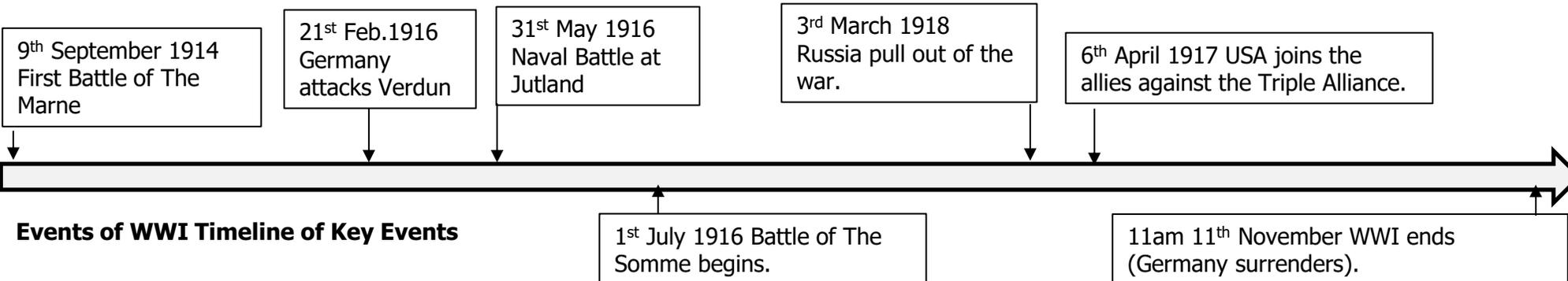
5.3.1. Propaganda	Information, especially of a biased or misleading nature, used to promote a political cause or point of view.
5.3.2. Conscription (draft)	The compulsory enrollment of people for military service. During WWI the armed forces were heavily dependent on conscription.
5.3.3. Conscientious Objector	Someone who is opposed to serving in the armed forces on the grounds of moral or religious principles.
5.3.4. Enlist	The process of signing up for military service.
5.3.5. Pals Battalions	Groups of friends from the same town or village who enlist together.
5.3.6. Patriotism	A form of nationalism where one has devotion or shows vigorous support for their country.
5.3.7. White Feather	Given by women to men of fighting age who did not enlist to fight in WWI. It was a symbol of cowardice.

A Cross-Section of a Trench



5.4 Key Information

5.4.1. Trench Warfare	A type of combat in which the opposing sides attack, counterattack, and defend from relatively permanent systems of trenches dug into the ground.
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Kick Sampling - How to monitor the health of a river.

What

Kick sampling is a method used to collect invertebrates living in rivers to identify and count them.

Why

Collecting invertebrates and identifying the types you find can tell you about the health of the river.

When

Twice a year.
Once in spring and once in autumn.

How

Equipment

- White sample tray
- ID guide
- Hand lens
- Plastic spoon or pipette



Watch how it's done using the QR code

What to look for in a healthy river



Caddis fly



Mayfly



Stonefly



Damselfly



Dragonfly

What to look for in an unhealthy river



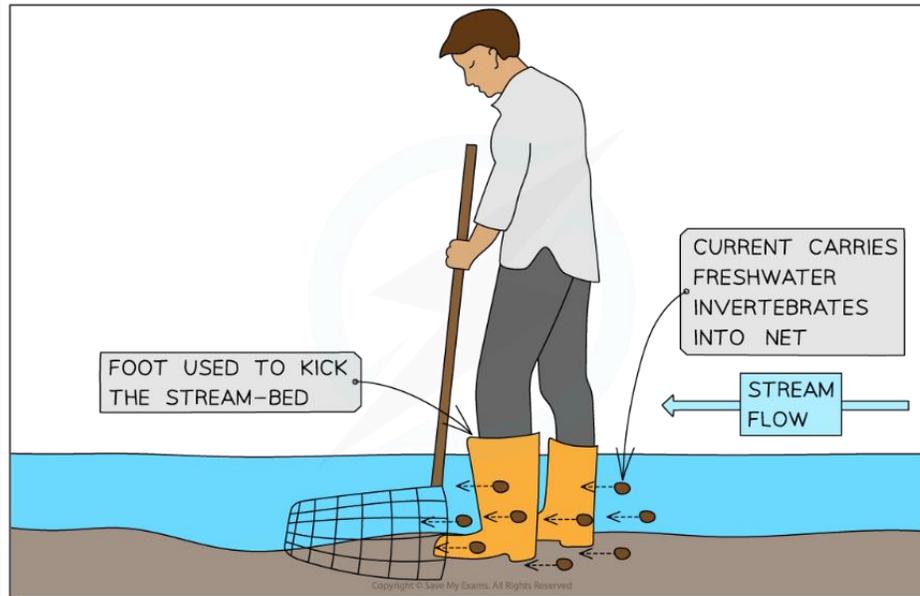
Midge



Water louse



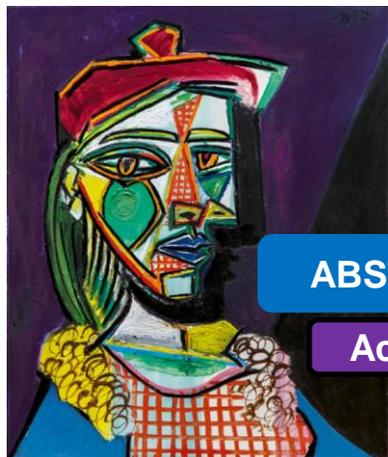
Leech





In this project we will explore how to draw both realistic and abstract portraits of both people and animals!

EXPRESSIONIST



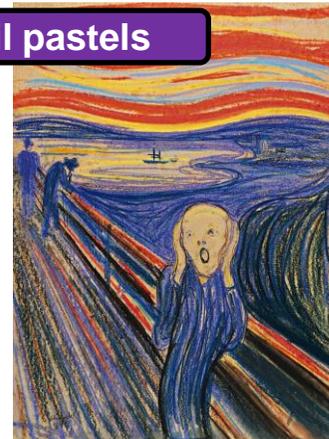
ABSTRACT

Acrylic paint



POP ART

Transfers



Oil pastels

ANIMALS



ONE-LINE PORTRAIT

Drawing ink

PATTERN

EXPRESSIVE COLOUR

Mixed media collage



Charcoal

Key vocabulary

One-line portrait

Self-portrait

Hyperrealism

Cubism

Expressionism

Abstract

Mixed media

Tone

Implied texture

Flat colour

Motif

Contour lines

Transfer

Duplicated image

Artists we will study: Julian Opie, Pablo Picasso, Gustav Klimt, Edvard Munch.



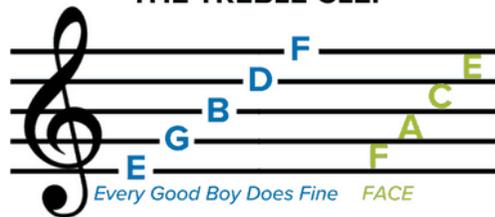
1. The Musical Elements are the basic building blocks of all music

Melody and pitch			Melody is The tune; high and low pitch notes
Articulation			Articulation Is The way a note is played; staccato (short) or legato (smooth)
Dynamics			Dynamics are how loud or quiet the music is
Texture			Texture is how thick or thin the music is (how many instruments are playing)
Structure			Structure is the layout of a piece (How it is put together)
Harmony			Harmony is the effect of two or more notes sounding simultaneously; chords, bass line
Instrument/ timbre			Timbre is the specific sound an instrument makes
Rhythm			Rhythm is the pattern of long and short notes . Duration is how long or short the note is
Tempo			Tempo is how fast or slow the music is played

2. Keywords

Folk music	A traditional 'music of the people', handed down through the generations
Oral tradition	The passing down of folk music from generation to generation – lyrics and melodies – without writing them down
Orchestra	A large ensemble (group of musicians) divided into four sections - Strings, Woodwind, Brass and Percussion
Arrangement	A piece of music written in a different way to the original, e.g. changing the style, instrumentation, structure or mood
Chord	Two or more notes played together to form harmony
Chorus	The section of a song that is repeated identically after each verse
Drone	Usually one (or two continuously held notes in the bass)
Sea Shanty	A type of work song, sung by sailors on board ships

THE TREBLE CLEF



Semibreve 4 beat note	Minim 2 beat note	Crotchet 1 beat note	Quaver ½ beat note	Semi-quaver ¼ beat note



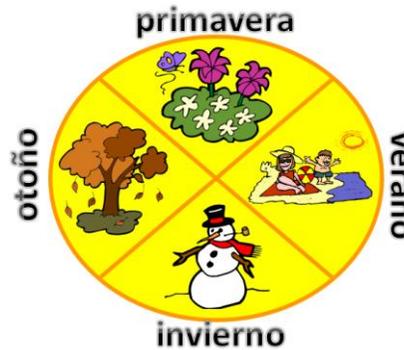
Educational Poverty

Definition: Individuals lacking the necessary education and skills to participate fully in society and the workforce, leading to limited opportunities and perpetuating cycles of poverty: in particular, children, cannot read and understand a simple story by the age of 10.

Consequences: Limited employment opportunities reduced economic growth, social exclusion and health problems.

Reasons: Lack of infrastructure: Schools in impoverished areas may lack basic resources, such as textbooks, computers, and qualified teachers.
 Conflict and instability: Conflict and instability can disrupt education systems and prevent children from attending school.

el desierto 	el lago 	la selva
los campos 	las montañas 	el río
El centro 	la isla 	La costa



En primavera/ verano / invierno / otoño	In spring / summer / autumn / winter
Me gusta cuando	I like it when ...
No me gusta cuando	I don't like it when...
Odio cuando ...	I hate it when...
En las montañas...	In the mountains...

Me encanta	I love
Me gusta	I like
No me gusta	I don't like
Odio	I hate
Prefiero	I prefer

hace calor

hace frío

hace sol

hace viento

hace mal tiempo

hace buen tiempo

hay tormenta

nieva

llueve

está nublado

Las asignaturas

El español

El deporte

La informática

La historia

El francés

La música

La geografía

El inglés

La agricultura

Las matemáticas

La filosofía y ética

La escuela forestal

Las ciencias



An operating system is software that manages a computer system.

Manage resources:

Manages peripherals such as input and output devices

- Communicates with and sends data input/output to a printer/monitor/other valid input/output device.

Manages printing using spooling

- Data is stored in a queue and is printed when printer is free. Can carry on working/ or log off when waiting for job to print.

Manages backing store

- Ensures that data is stored and can be retrieved correctly from any disk drive.

Manages memory (RAM)

- Ensures that programs/data do not corrupt each other and that all programs and data including itself is stored in correct memory locations.

Manages processes

- Ensures that different processes can utilise the CPU and do not interfere with each other or crash.

Manages security

- Allows creation and deletion of user accounts.
- Allows users to logon and change passwords.

Manages multitasking

- Allows a user to seemingly perform more than 1 task at a time
- Tasks are allocated a time-slice by the CPU

Manages Interrupts

- Hardware interrupts are generated when a key is pressed or when the mouse is moved
- Software interrupts are generated by a program requiring disk input or output.

Operating Systems Knowledge Organiser

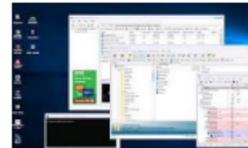
Provides a user interface

The operating system provides a user interface by:

- allows **copying/deleting/moving/sorting/searching** of file or folders
- allows **access to system settings** such as hardware
- provides a **command line interface**
- allows users to **have more than one window open**
- provides a **graphical user interface** (Windows, Icons, Menus, Pointers)
- provides user with **errors/help messages**
- allows **customisation of interface**, e.g. change desktop background/layout
- allows user **to switch between tasks** (programs/windows)

Graphical User Interface (GUI)

- Windows/icons/menus/pointers
- Easy to navigate / uncomplicated
- Uses large amount of memory & disk space



Touch sensitive

- Very intuitive/ Easy to use
- Screens easily damaged

Command line interface (CLI)

- Quick to use if you know commands
- Little memory and storage needed
- Only suitable for experts



Menu driven

- Easy to navigate /Ideal for beginners
- Navigating can be long

Voice driven

- Quick /Hands free
- May misunderstand voice commands



Human-computer interaction (HCI) To allow a person and a computer system to communicate, an interface is required

Utility software

- **File transfer** - transfers data from one location to another. (e.g copying a file from one folder to another)
- **Formatting** - prepares a disk for use. All files may be erased ready for new data to be stored.
- **Compression** - making a file size smaller. Allows more data to be stored on the disk and speeds up data transfer (e.g via email).
- **System backup** – makes a copy of data to prevent data loss.
- **System restore (roll back)** – replaces lost or corrupt data with an earlier backup
- **Defragmentation** - Re-arranges/puts fragmented (split) files back together to speed up disk access.
- **Control panel** - gives the user control of software and hardware features. Enables the user to change settings e.g sound, device, display settings.
- **Virus scanning** -checks files for viruses
- **Firewall**-monitors incoming/outgoing network traffic
- **System monitoring** – monitors resources like CPU usage and amount of free RAM
- **Task management** – provides information about processes currently running
- **Disc scanning and repair** – detects and repairs physical errors on the disk