



Year 9

Knowledge Organiser

P2 2025-2026

“Knowledge is power” Francis Bacon

I came to give life - life in all its fullness

High Expectations - No excuses



Sapere Aude
I came to give life - life in all its fullness
High Expectations - No Excuses



The Bishop of Winchester Academy Weekly Homework Grid 2025-2026
Year 9, Pentecost 2 - Commencing Monday 1st June

Week	Activity	Monday	Tuesday	Wednesday	Thursday	Friday
P2.1 1 st June	KO on Seneca	Drama 1-8 Music 1-8	History 1-8	Geography 1-8	RS 1-8 Healthy Living 1-8	Food 1-8
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spellings Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet
P2.2 8 th June	KO on Seneca	Drama 9-16 Music 9-16	History 9-16	Geography 9-16	RS 9-16 Healthy Living 9-16	Food 9-16
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spellings Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet
P2.3 15 th June	KO on Seneca	Drama 17-24 Music 17-24	History 17-24	Geography 17-24	RS 17-24 Healthy Living 17-24	Food 17-24
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spellings Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet
P2.4 22 nd June	KO on Seneca	Drama 25-32 Music 25-32	History 25-32	Geography 25-32	RS 25-32 Healthy Living 25-32	Food 25-32
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spellings Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet

Week	Activity	Monday	Tuesday	Wednesday	Thursday	Friday
P2.5 29 th June	KO on Seneca	Drama 33-40 Music 33-40	History 33-40	Geography 33-40	RS 33-40 Healthy Living 33-40	Food 33-40
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spelling s Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet
P2.6 6 th July	KO on Seneca	Drama 41-48 Music 41-48	History 41-48	Geography 41-48	RS 41-48 Healthy Living 41-48	Food 41-48
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spelling s Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet
P2.7 13 th July	KO on Seneca	Drama 48-56 Music 48-56	History 49-56	Geography 48-56	RS 48-56 Healthy Living 48-56	Food 48-56
	HWK on Sims InTouch	Science – Sparx	Maths – Sparx	English (Week 1 - AR/Spelling s Week 2 - Creative Writing)	Spanish – LanguageNut	Art – booklet

Drama - YEAR 9 - P Social Media Devising			RAG
1.	Still Image	A still image (also called a tableau or freeze frame) is a moment in a performance where actors freeze in place, like a photograph.	
2.	Thought Tracking	Thought tracking is when a character "breaks the freeze" in a still image or during a scene to speak their inner thoughts out loud.	
3.	Levels	Levels refer to the height or position of actors on stage.	
4.	Soundscape	A soundscape is a collection of sounds (made by actors or recorded) that create the atmosphere or setting of a scene.	
5.	Voice	In drama, voice is how an actor uses tone, pitch, volume, and pace to create a character or convey emotion.	
6.	Gesture	A gesture is any movement of the hands, arms, or body to express an idea, emotion, or meaning.	
7.	Physicality	Physicality is how an actor uses their entire body to show a character's personality, age, or mood. It includes posture, movement, and gestures, and helps make characters more believable.	
8.	Rehearsal	Rehearsal is the practice time actors use to prepare for a performance.	
9.	Cross Cutting	Cross-cutting is a technique where two or more scenes are interwoven, switching back and forth between them. This is often used to show different events happening at the same time or to contrast characters or situations.	
10.	Cue Lines	Cue lines are the last few words in a line or speech that prompt another actor to begin their line.	
11.	Unison	In unison, a group of actors performs the same action, movement, or line at the same time.	
12.	Canon	In canon, each actor or group starts the same movement or line one after the other, in sequence.	
13.	Volume	Volume is how loud or quiet an actor speaks.	
14.	Stimulus	Stimulus is something that inspires a performance or idea.	
15.	Non-Naturalistic	Non-naturalistic drama is a style that does not try to recreate real life. It often includes exaggerated movements, symbolic props, or breaking the fourth wall (speaking directly to the audience) to make a point or create an impact.	
16.	Conflict	Conflict is a struggle between two or more characters, forces, or ideas in a drama, often driving the plot forward.	
17.	Characterisation	Characterisation is the way an actor or playwright creates and develops a character through dialogue, actions, and interactions with others.	
18.	Physical Theatre	Physical theatre uses movement and the body to express emotions, themes, or ideas, often without relying on spoken dialogue.	



Drama - YEAR 9 - P Social Media Devising			RAG
19.	Dialogue	Dialogue is the spoken words between characters in a play or performance.	
20.	Monologue	A monologue is a long speech delivered by one character, often revealing their thoughts or emotions.	
21.	Soliloquy	A soliloquy is a type of monologue in which a character speaks their thoughts aloud, typically while alone on stage.	
22.	Blocking	Blocking is the planned positioning and movement of actors on stage during a performance to tell the story clearly and effectively.	
23.	Proxemics	Proxemics refers to the use of space between actors in a performance. It can indicate relationships, emotions, and power dynamics.	
24.	Subtext	Subtext is the underlying meaning or theme in a character's dialogue or actions, often not directly stated but implied.	
25.	Tempo	Tempo is the speed at which a scene or performance moves, affecting the mood and tension.	
26.	Pace	Pace refers to the speed of the action, delivery, and movement in a performance.	
27.	Cue	A cue is a signal (verbal or physical) that prompts an actor to begin their lines or an action in a scene.	
28.	Audience engagement	Audience engagement is the way a performance connects with and involves the audience, often through direct interaction or emotional involvement.	
29.	Metaphor	A metaphor is a figure of speech where one thing is described as another to illustrate a particular idea or concept, often used in drama to express themes symbolically.	
30.	Symbolism	Symbolism involves using objects, actions, or characters to represent larger ideas or themes, such as social media representing connectivity or isolation.	
31.	Overture	An overture is the introductory section of a play or performance that sets the tone and introduces major themes or motifs.	
32.	Breaking the fourth wall	Breaking the fourth wall is when actors address the audience directly, creating a connection between the performers and the viewers.	
33.	Narrative structure	Narrative structure refers to the way the events of a play or performance are organized, including exposition, rising action, climax, falling action, and resolution.	
34.	Dramatic irony	Dramatic irony is when the audience knows something that the characters do not, creating tension or humor.	
35.	Choreography	Choreography is the planned movement or dance sequences in a performance.	
36.	Climax	The climax is the peak of dramatic tension in a story, often the turning point that leads to the resolution.	



Drama - YEAR 9 - P Social Media Devising			RAG
37.	Denouement	Denouement is the final part of a performance or play where the plot is resolved and the story concludes.	
38.	Stage directions	Stage directions are instructions written in a script that guide actors on movements, positions, and tone of voice.	
39.	Improvisation	Improvisation is acting without a script, where actors create dialogue and actions on the spot.	
40.	Flashback	A flashback is a scene that takes the audience to a time before the main action of the play, providing background or context.	
41.	Contrast	Contrast in drama is the juxtaposition of two opposing ideas, characters, or situations to highlight differences or create dramatic tension.	
42.	Physical Expressiveness	Physical expressiveness is the use of body language, movement, and posture to convey a character's inner feelings or thoughts.	
43.	Gestural Language	Gestural language refers to the use of physical gestures to convey meaning or emotions, particularly when words are insufficient.	
44.	Flashforward	A flashforward is a scene that shows events that will occur in the future, creating anticipation or foreshadowing	
45.	Devising	Devising is the process of creating a performance from scratch, often through improvisation, exploration of ideas, and collaboration with other performers.	
46.	Resolution	Resolution is the part of the story where conflicts are resolved, and the narrative concludes.	
47.	Falling Action	Falling action occurs after the climax and leads toward the resolution of the story.	
48.	Rising Action	Rising action is the series of events that build tension leading up to the climax of a story.	
49.	Exposition	Exposition is the introduction of background information within a story, such as setting, characters, and prior events, often at the beginning.	
50.	Breaking Character	Breaking character occurs when an actor stops portraying their role and acts in a way inconsistent with their character, often for comedic effect or to address the audience.	
51.	Status	Status refers to the social or power relationships between characters, often conveyed through body language, tone, and dialogue.	
52.	Direct Address	Direct address is when an actor speaks directly to the audience, breaking the fourth wall and involving them in the	
53.	Role on the Wall	A role on the wall is a technique used in devising where actors draw or describe a character's traits, inner thoughts, and relationships, often before developing the character further.	
54.	Genre	Genre refers to the category or type of drama, such as tragedy, comedy, or documentary theatre, each with its own conventions and style.	



Drama - YEAR 9 - P Social Media Devising			RAG
55.	Tension	Tension is the emotional or dramatic strain that builds up in a scene, keeping the audience engaged and creating anticipation.	
56.	Representation	Representation in drama refers to how characters, cultures, and issues are portrayed on stage, especially in relation to societal norms and values.	



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High Expectations - No Excuses



FOOD - YEAR 9 - P2			RAG
1.	Climate Change	Changes in the Earth's temperature that can lead to unusual and extreme weather conditions.	
2.	Greenhouse Effect	The atmosphere allows solar radiation through to reach the Earth but reflects some of the heat radiated from the Earth back, leading to raised temperatures.	
3.	Greenhouse Gases	The gases that form a layer around the Earth which traps heat.	
4.	Carbon Footprint	A measure of how much food production contributes towards the production of greenhouse gases.	
5.	Food Provenance	Where food and the ingredients in them originally come from before they reach the Hospitality and Catering industry.	
6.	Fossil Fuels	Fuels such as coal, oil and gas that were created over millions of years by fossilised plants and animals.	
7.	Non-renewable Energy	Energy produced from fossil fuels, which cannot be renewed once they are used up.	
8.	Yeasts	Microscopic, single-celled fungi that ferment foods containing sugar.	
9.	Fermentation	The process in which yeast turns carbohydrate into alcohol and CO ₂ .	
10.	Germinate	When a seed or spore starts to grow and develop.	
11.	Spores	The name for the 'seeds' which moulds send out so they can spread to other foods.	
12.	Dough	A thick, malleable mixture of flour and liquid, used for baking into bread or pastry.	
13.	Knock Back	To knead out the carbon dioxide in risen dough to remove large air pockets to ensure an even texture.	
14.	Chef de Cuisine	Executive head chef in charge of the entire kitchen, menu development and supervision of staff.	
15.	Sous Chef	Under chef and second in command in the kitchen.	
16.	Chefs de Partie	Station chefs in charge of a particular section of the kitchen.	
17.	Commis Chef	Trainee chef learning the skills required for each station.	
18.	Personal Attributes	A quality or personality trait that someone has in his or her character.	
19.	Environmental Health Officer	Carries out the inspection investigating how well the business is meeting the law on food hygiene.	
20.	Appetising	Food prepared, cooked and served so well that people want to eat it.	
21.	Flavour	The distinctive taste of a food or drink.	
22.	Roux	A sauce base made from plain flour and melted butter.	
23.	Reduction	A process that thickens and makes flavours of liquids more intense by evaporating water.	
24.	Jus	A thin sauce made from the juices of cooked meat.	



John 10:10

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Sapere Aude

FOOD - YEAR 9 - P2			RAG
25.	Bain-marie	Also known as a hot water bath, usually used to melt an ingredient gently and gradually over a pot of simmering water.	
26.	Batter	A mixture of dry and liquid ingredients such as eggs, flour and milk or water. It is similar to dough but has a much thinner consistency and cannot be kneaded.	
27.	Caramelise	Process of cooking sugar until it turns brown. Cooking can also caramelise the natural sugars found in various fruits and vegetables such as onions.	
28.	Consistency	The texture and thickness of a substance.	
29.	Cool	Allowing something to reduce in temperature.	
30.	Curdle	When a liquid separates and forms curds and lumps.	
31.	Dilute	Thinning a liquid by adding in water.	
32.	Dissolve	To incorporate a solid ingredient to a liquid to form a solution or mixture.	
33.	Macerate	The process of softening a food by soaking it in liquid.	
34.	Melt	Heating a solid product to form a liquid.	
35.	Simmer	The process of bringing a liquid to a temperature that is slightly below its boiling point and letting it bubble gently.	
36.	Shortening	The effect of adding fat to a floury mixture, giving it a crumbly texture.	
37.	Pastry	A dough of flour, fat and water.	
38.	Shortcrust Pastry	Crumbly pastry typically used for pies, flans and tarts.	
39.	Choux Pastry	Very light pastry made with egg, typically used for eclairs and profiteroles.	
40.	Puff Pastry	Light flaky pastry typically used for piecrusts and sweet pastries.	
41.	Filo Pastry	Thin flaky sheets of pastry that are layered with brushed melted butter.	
42.	Bake Blind	Baking the crust of a pie or tart without the filling.	
43.	Crimp	Technique of pinching the sides and tops of pie or tart crusts.	
44.	Crust	The outer skin of a pie, typically hard in texture.	
45.	Egg Wash	To brush a layer of beaten egg mixture over the surface of food, typically to add colour after it is baked.	
46.	Glaze	To make the surface of food shiny by coating with a layer of sugar or butter.	
47.	Rubbing In	The process of crumbling and breaking butter into small pieces rubbing them into flour.	
48.	Score	Slashing the surface of food using a sharp knife.	
49.	Calcium	Main mineral in the body, teeth and bones. It needs vitamin D to help absorption.	
50.	Vitamin A	Needed to keep the skin healthy.	
51.	Vitamin D	Helps the body absorb calcium during digestion.	



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FOOD - YEAR 9 - P2			RAG
52.	Vitamin E	Antioxidant which helps prevent the development of heart disease.	
53.	Vitamin K	Helps the blood clot after an injury.	
54.	Vitamin B1	Allows energy to be released from carbohydrates in the body.	
55.	Vitamin B9	Helps to make healthy red blood cells and prevent spinal cord defects in unborn babies.	
56.	Vitamin B12	Helps to make healthy nerve cells.	
57.	Vitamin C	Helps the body to absorb iron during digestion and maintain connective tissue which binds body cells together.	



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Cambridge National Sports Science R041: Reducing the risk of sports injuries

1.	Extrinsic factors that can influence the risk of injury	External factors that affect the risk of injury.	
2.	Coaching supervision	Poor/incorrect coaching techniques, ineffective communication skills, importance of adhering to rules and regulations.	
3.	Environmental factors	Weather, playing surfaces/performance area and surrounding area, other participants.	
4.	Equipment	Protective equipment, performance equipment, clothing/footwear suitability.	
5.	Safety hazards	Risk assessments, safety checks, emergency action plans.	
6.	Intrinsic factors that can influence the risk of injury	Internal factors that affect the risk of injury.	
7.	Physical preparation	Training, warm up, cool down, fitness levels, overuse, muscle imbalances.	
8.	Individual variables	Gender, age, flexibility, nutrition, sleep, previous/reoccurring injuries.	
9.	Psychological factors	Motivation, aggression, arousal/anxiety levels.	
10.	Posture and causes of poor posture	Poor stance/gait, standing positions, physical defects, lack of exercise, fatigue, emotional factors, clothing/footwear.	
11.	Sports injuries related to poor posture	Pelvic tilt, lordosis, kyphosis, round shoulder, scoliosis.	
12.	Physical benefits of a warm up	Warming up muscles/preparing the body for physical activity, increase in body temperature, increase in heart rate, increase in flexibility of muscles and joints.	
13.	Psychological benefits of a warm up	Heighten or control arousal levels ('get in the zone'), improve concentration/focus, increase motivation, mental rehearsal.	
14.	Key components of a warm up	Pulse raising, mobility exercises, dynamic movements, dynamic stretching, skill rehearsal phase.	
15.	Physical benefits of a cool down	Helps the body transition back to a resting state, gradually lowers heart rate, gradually lowers temperature, circulates blood and oxygen, reduces breathing rate.	
16.	Key components of a cool down	Pulse lowering, static stretches.	
17.	Specific needs that a warm up or cool down must consider	Characteristics of the individual/group, suitability as preparation for a particular activity/sport, environmental factors.	
18.	Chronic injuries	Known as overuse injuries - caused by continuous stress on an area, develop gradually over a period of time.	



19.	Acute injuries	Caused as a result of a sudden trauma, result in immediate pain, usually swelling with a loss of function.	
20.	Types of injuries	Soft tissue injuries, overuse injuries, fractures, concussion, abrasions, contusions, blisters, cramp, injuries related to children.	
21.	SALTAPS	See, Ask, Look, Touch, Active, Passive, Strength	
22.	RICE	Rest, Ice, Compress and Evaluate	
23.	Medical treatments	Stretching, massage, taping, bandaging, splints, slings, hot and cold treatments.	
24.	Emergency Action Plans (EAP) in a sporting context	Emergency personnel emergency communication, emergency equipment.	
25.	Asthma	Lung condition that causes occasional breathing difficulties.	
26.	Diabetes	Condition in which blood sugar levels are unregulated by the body.	
27.	Epilepsy	Condition causing abnormal brain activity leading to seizures.	
28.	Bones in the body	Cranium, clavicle, sternum, humerus, ribs, ulna, radius, carpals, phalanges, femur, patella, tibia, fibula, tarsals, scapula, vertebrae, pelvis.	
29.	Function of the skeletal system	Give shape and support to the body, Allow movement, Protect vital organs, Produce blood cells, Store minerals.	
30.	Synovial joint	Freely moveable joint.	
31.	Hinge Joint	Allows flexion and extension at the knee and elbow.	
32.	Ball and Socket	Allows wide range of movement at the shoulder and hip.	
33.	Types of movement at joints	Flexion, extension, abduction, adduction, rotation, circumduction.	
34.	Components of a joint	Ligaments, cartilage, tendons, muscles, bones, joint capsule, synovial membrane, synovial fluid.	
35.	Ligaments	Attach bone to bone (tissue) assists with stability.	
36.	Cartilage	Connective tissue reduces friction and acts as a shock absorber.	
37.	Tendons	Connects muscle to bone allow movement.	
38.	Muscles in the body	Trapezius, triceps, latissimus dorsi, gluteus maximus, hamstrings, gastrocnemius, soleus, deltoid, pectorals, biceps, rectus abdominis, hip flexors, quadriceps.	
39.	Function of the muscular system	Produce movement, either shorten, lengthen or remain the same length.	
40.	Antagonistic pairs	Muscles that work together to contract and relax.	
41.	Agonist	Working muscle that contract to produce movement.	
42.	Antagonist	Working muscle that relaxes, opposite to the agonist.	
43.	Fixator	Muscle that stabilises the agonist muscle.	
44.	Structure of the heart	Vena cava, right atrium, tricuspid valve, right ventricle, semi-lunar valve, pulmonary artery, pulmonary vein, left atrium, bicuspid valve, left ventricle, semi-lunar valve, aorta	
45.	Blood cells	Transport oxygen to the body and carbon dioxide to the lungs	



46.	Arteries	Blood vessels carrying oxygenated blood at high pressure from the heart.	
47.	Veins	Blood vessels carrying deoxygenated blood at low pressure from the body back to the heart, have valves to prevent the backflow of blood.	
48.	Capillaries	Blood vessels that are one cell thick and allow gaseous exchange of oxygen and carbon dioxide.	
49.	Pathway of air through the respiratory system	Nose, Mouth, Pharynx, Larynx, Trachea, Lungs, Bronchi, Bronchioles, Alveoli, Diaphragm.	
50.	Inspiration	Breathing in - external intercostal muscles contract and move up, diaphragm contracts and moves down.	
51.	Expiration	Breathing out - external intercostal muscles relax and move down, diaphragm relaxes and moves down.	
52.	Diffusion/gaseous exchange	Involves CO ₂ moving from blood to the alveoli and out of the body and O ₂ moving from the alveoli to the blood and then to the heart and muscles.	
53.	Cooper 12-minute run	Test to measure cardiovascular endurance.	
54.	Multistage fitness test	Test to measure cardiovascular endurance.	
55.	Press up test	Test to measure muscular endurance.	
56.	Sit up test	Test to measure muscular endurance.	



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GEOGRAPHY - YEAR 9 - P2 Issue evaluation			RAG
1.	Urban	Cities and built up areas	
2.	Rural	Countryside areas with a lower population density	
3.	Rural - Urban Migration	The movement of people from rural to urban areas.	
4.	Push Factors	Natural disasters, War and Conflict, Mechanisation, Drought, Lack of employment.	
5.	Pull Factors	More Jobs, Better education & healthcare, Increased quality of life, Following family members.	
6.	Natural Increase	When the birth rate exceeds the death rate.	
7.	Lower Death rate	Higher life expectancy due to better living conditions and diet. Improved medical facilities helps lower infant mortality rate.	
8.	Increases in Birth Rate	High percentage of population are child-bearing age which leads to high fertility rate. Lack of contraception or education about family planning.	
9.	Biome	A biome is a large geographical area of distinctive plant and animal groups , which are adapted to that particular environment.	
10.	Structure of rainforest	The 4 layers of the rainforest: emergent, canopy, upper canopy, forest floor	
11.	Carbon sink	The ability of tropical rainforests to absorb CO2 from the atmosphere	
12.	Indigenous	People who have originally lived in a place and have strong attachment to it.	
13.	conflict	Disagreement between groups of people can be violent.	
14.	deforestation	Removal of trees for commercial purposes, logging or agriculture.	
15.	Paris Climate Summit	Agreed to a treaty aiming to reduce speed of climate change by tackling use of fossil fuels.	
16.	Logging	Most common reason for deforestation, logs used to make furniture or for building. Can lead to violent confrontation between indigenous tribes and logging companies.	
17.	Unregulated	No control or supervision by rules or laws	
18.	Export	To send goods or services to another country	
19.	Commercial agriculture	Food grown to sell mainly in large areas growing a single crop, palm oil, bananas and pineapples are main examples.	
20.	HDI	Human Development Index, a development indicator using 3 factors in its calculation: life expectancy, GNI of country, health care provision. Seen to be a fairer way of comparing countries.	
21.	Trade corridors	Often routes such as roads where shops/ warehouses/factories establish.	
22.	Economic benefits	The advantages that trade brings to people and places.	
23.	Biodiversity	The range of plants and animals in an ecosystem or biome.	
24.	Social	Issues relating to people	
25.	Environmental	The impact something has on the	
26.	Economic	Factors relating to money	
27.	Urban	Cities and built up areas	



28.	Rural	Countryside areas with a lower population density	
29.	Economic	Factors relating to money	
30.	Evaluate	Judge from available evidence.	
31.	Compare	Identify similarities and differences.	
32.	Population	Number of people living in a certain area	
33.	Explain	Set out purposes or reasons.	
34.	Justify	Support a case with evidence.	
35.	Assess	Make an informed judgement.	
36.	To what extent	Judge the importance or success of (strategy, scheme, project)	
37.	Biomes	A biome is a large geographical area of distinctive plant and animal groups , which are adapted to that particular environment.	
38.	Tropical Rainforest	Location: centred along the Equator. Temperature: Hot all year 25-30°C. Rainfall: very high over 2000mm/year.	
39.	Tropical Grasslands	Location: Between latitudes 5° - 30° north & south of Equator. Temperature: warm all year 20-30°C. Rainfall: Wet + dry season (500-1500mm/year).	
40.	Hot Desert	Location: Found along the tropics of Cancer and Capricorn. Temperature: Hot by day (over 30°C) Cold by night. Rainfall: Very low (below 300mm/year).	
41.	Temperate forest	Location: Between latitudes 40° -60° north of Equator. Temperature: Warm summers + mild winters (5-20°C). Rainfall: Variable rainfall (500-1500m /year).	
42.	Tundra	Location: Far Latitudes of 65° north and south of Equator. Temperature: Cold winter + cool summers (below 10°C). Rainfall: Low rainfall (below 500mm/ year).	
43.	Coral Reefs	Location: Found within 30° north - south of Equator in tropical waters. Temperature: Warm water all year round with temperatures of 18°C. Rainfall: Wet + dry seasons. Rainfall varies greatly due to location.	
44.	Equatorial	Zone surrounding the equator. Similar climate pattern throughout the year.	
45.	LICs	Poorest countries in the world. GNI per capita is low and most citizens have a low standard of living.	
46.	NEEs	These countries are getting richer as their economy is progressing from the primary industry to the secondary industry. Greater exports leads to better wages.	
47.	HICs	These countries are wealthy with a high GNI per capita and standards of living. These countries can spend money on services.	
48.	Primary Employment	Gathering raw materials like farming or fishing.	
49.	Secondary Employment	Making or building something like in factories	
50.	Tertiary Employment	Providing a service like teaching, taxi driver	
51.	Quaternary Employment	Researching- like for new medicines or technology	
52.	Employment type	The proportion of the population working in primary, secondary, tertiary and quaternary industries.	



53.	Gross Domestic Product per capita	This is the total value of goods and services produced in a country per person, per year.	
54.	Gross National Income per capital	An average of gross national income per person, per year in US dollars.	
55.	Trade	Trading goods and services between countries.	
56.	Globalisation	The world becoming <i>more and more connected</i> as a result of increased <u>trade</u> and <u>exchange</u> of ideas and culture.”	



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HISTORY - YEAR 9 - P2			RAG
Topic: KS3 History Project			
1.	Attitudes in Society	The views that people in a place or a country have, e.g. people's ideas about what is right and wrong.	
2.	The Treaty of Versailles	The treaty signed at the end of World War One which decided what happened in Europe.	
3.	Article 231	The War Guilt Clause in the Treaty of Versailles, which blamed the whole of the war on Germany.	
4.	Fascism	A form of dictatorship where the government controls people using secret police and the army and where they support capitalist systems, e.g. Mussolini's Italy.	
5.	Democracy	A society where the people in charge are voted for by the public. e.g. Great Britain.	
6.	Dictatorship	A form of government where complete power is held by a single person or small group. e.g. Nazi Germany.	
7.	Factors	A theme or an idea that helps historians categorise information or explain change in the past.	
8.	Pearl Harbour	The US naval base in Hawaii which was attacked by Japanese forces in 1941, causing the USA to join World War Two.	
9.	Battle of Britain	The successful defence of Britain against German invasion 1940, fought in the air between planes.	
10.	The Home Front	The term used to describe what people were doing in Britain to support Britain during World War Two (e.g. Working as Air Raid Wardens etc.).	
11.	Total War	The term given when everything a country does is aimed towards the war effort.	
12.	Enquiry	An investigation into a topic.	
13.	Reliability	A reliable source is one that a historian can trust to give an accurate view of the period the historian is studying.	
14.	The Holocaust	The mass murder of 6 million Jewish people by the Nazis from 1941-1945.	
15.	Ghettos	The poor and isolated areas of cities where Jewish and other persecuted people were sent by the Nazis.	
16.	Death camps	Camps made to execute people the Nazis saw as 'undesirable'.	
17.	Concentration camps	Camps designed to hold those the Nazis saw as undesirables in one place, usually forcing them to work.	
18.	The Auschwitz Birkenau death camp	A death camp built in Nazi-occupied Poland to murder people in an organised system. Here 1 million people were murdered by the Nazis.	
19.	Resistance	When people fight back against something, e.g. when people fought against Nazi policies.	
20.	Research	To study sources and materials to reach a conclusion.	
21.	Contemporary source	A source of information written at, or close to, the time of the event being studied.	
22.	Interpretation	The view of a historian created after studying contemporary sources.	



HISTORY - YEAR 9 - P2			RAG
Topic: KS3 History Project			
23.	Communism	An economic system of wealth distribution amongst the people where everyone owns the means of production.	
24.	Capitalism	An economic system where businesses are privately owned.	
25.	Cold War	A long period of tension between democratic Western States and the Communist Eastern States.	
26.	The provenance of a source	The information about what type of source it is, who wrote it, when it was made, and why they wrote it.	
27.	Arms Race	When two countries compete to increase the size of their military resources to gain superiority over one another.	
28.	Nuclear Threat	The concern that the use of nuclear weapons like the Atom Bomb would be used during the Cold War.	
29.	The Berlin Wall	A wall built to separate Soviet East Berlin from Western controlled West Berlin after World War Two.	
30.	The Berlin Blockade	Also known as the Berlin Crisis. An event in 1948, in which Stalin (the leader of the USSR) blocked land routes to the allied zones of Berlin.	
31.	Trizonia	The joining of the British, French and American occupational zones (areas of Germany the countries controlled after the fall of Nazi Germany) into one zone called Trizonia.	
32.	Introduction	The start of a piece of work which highlights what the argument is and how the work will be structured.	
33.	The United Kingdom	Our state made up of England, Scotland, Wales and Northern Ireland.	
34.	Easter Rising	An unsuccessful revolution in 1916 against British forces in Ireland.	
35.	IRA	Irish Republican Army, a paramilitary group which supported the removal of Britain from Irish governance.	
36.	Conclusion	A judgement that sums up your argument.	
37.	UVF	Ulster Volunteer Force, a loyalist group who wished for Northern Ireland to stay as part of the United Kingdom.	
38.	British Empire	All of the nations around the world which were under British rule. This often led to change for the people living in those countries.	
39.	Colony	A territory or country which is under the rule of another nation. This could change things like language or customs.	
40.	Turning Point	A point in history where something drastically changes the outcome of a situation: Pearl Harbour caused a turning point in World War Two as USA joined the Allies.	



HISTORY - YEAR 9 - P2			RAG
Topic: KS3 History Project			
41.	Unionist	Someone who is loyal to the Union of the United Kingdom and Northern Ireland.	
42.	Republican	A person who does not want their country to be ruled by a monarch.	
43.	Good Friday Agreement	A peace agreement in Northern Ireland which came after the events of the Troubles. This brought peace to Northern Ireland for the first time in many years.	
44.	Murals	These were paintings on walls that supported different political aims during and after 'The Troubles'.	
45.	Ceasefire	When two groups who had previously been fighting decide to stop fighting for a set amount of time. This could be to help the wounded of both sides or to allow negotiations to occur.	
46.	Change	Where things differ.	
47.	Continuity	When events in history stay the same.	
48.	Golden Age	When a nation enjoys prosperity economically, politically, socially or culturally.	
49.	Devolution	When the power of a central government transfers to a localised one. e.g. Scottish, Welsh and Northern Irish government.	
50.	Historical Significance	When something in history is decided as being important by historians.	
51.	The United Kingdom	Our state made up of England, Scotland, Wales and Northern Ireland.	
52.	The provenance of a source	The information about what type of source it is, who wrote it, when it was made, and why they wrote it.	
53.	Reliability	A reliable source is one that a historian can trust to give an accurate view of the period the historian is studying.	
54.	Interpretation	The view of a historian created after studying contemporary sources.	
55.	Introduction	The start of a piece of work which highlights what the argument is and how the work will be structured.	
56.	Conclusion	A judgement that sums up your argument.	



Music - YEAR 9 - P1			RAG
1.	DAW	'Digital Audio Workstation' - a software application to record, edit and produce your music	
2.	MIDI	'Musical Instrument Digital Interface' - a standard method of sending digitally encoded information about music between electronic devices	
3.	Window	A visual area containing some of the graphical user interface of the computer program it belongs to	
4.	Piano Roll	A virtual grid representing time on the horizontal axis and MIDI notes on the vertical axis—it contains the entire range of notes that the DAW can play	
5.	Virtual Instrument	A computer program that emulates the performance of an analogue or digital synthesizer, a sampler or an acoustic instrument	
6.	Pitch	How high or low a musical note is - it is related to the frequency at which an instrument makes the air vibrate	
7.	Scale	A set of notes that can be used in any order to create melody or combined to create chords	
8.	Transport Bar	A floating tool which contains the main functions required for recording onto a DAW, such as record, play, rewind	
9.	Chord	Three or more different notes that are played together at the same time	
10.	Quantise	To limit the data to a set of fixed values, such as 'rounding' notes to the nearest beat or half-beat	
11.	Semitone	The distance in pitch between a note and its nearest neighbour, black or white, on a piano keyboard	
12.	Powerchord	A special 2 or more note chord which contains the first (or root) and fifth notes of the chord but NO THIRD.	
13.	Repeat	Playing a section of a piece more than once - a musical repeat has its own symbol	
14.	Bar	A small segment of music that contains a certain number of beats, often a group of 4 in popular music	
15.	Beat	The ongoing pulse of a piece of music, what you would dance or move your feet to	
16.	Synthesiser	An electronic instrument which can reproduce the sounds of acoustic (real) and other instruments	
17.	Harmony	The effect produced by two or more pitched notes sounding together at the same time.	
18.	Sharp	A symbol placed in front of a note which makes the pitch of that note a semitone higher - #	
19.	Flat	A symbol placed in front of a note which makes the pitch of that note a semitone lower - b	
20.	Rhythm	A pattern of sounds, long and short	
21.	Crochet	A musical note with a duration of 1 beat	
22.	Rest	A pause, or silence in the music	
23.	Quaver	A musical note with a duration of half a beat	



Music - YEAR 9 - P1			RAG
24.	Phrase	A passage of notes that work together to create a musical thought, similar to a sentence in English	
25.	Accompaniment	A musical part or parts that support the main idea	
26.	Syncopated	Rhythms in which notes are accented (made strong) that would usually not be accented. Syncopation is often described as being "off-beat"	
27.	Tempo	The speed of a piece of music, given either in Italian terms or beats per minute (bpm)	
28.	Structure	The order in which different sections of a piece are played	
29.	Section	A 'chunk' of a song, more than one of which are put together to create structure	
30.	Melody	The main 'tune' of a piece of music, what you would be able to hum or sing back	
31.	Pentatonic Scale	A set of 5 notes that can be used to create melody and riffs, often found in rock and pop music	
32.	Style	A particular type of music that has characteristics that make it different from other types of music. Examples would be <i>metal</i> , <i>swing</i> or <i>drill</i>	
33.	FX	Short for effects - using software to add different characteristics to a recorded sound	
34.	Locator	In a DAW, a flag at the start or end of a section or song	
35.	Region	A section of a DAW project between two locators	
36.	Mix	Altering the balance (volume) of instruments relative to each other to ensure each instrument can be heard	
37.	Distribute	Give a share or a unit of (something) to each of a number of recipients	
38.	Export	The process of creating an audio file from a DAW project	
39.	.mp3	A low-resolution audio file format, ideal for sharing or distribution online due to its small size	
40.	.WAV	A high-quality audio file format giving the listener more detail and frequency range	
41.	Sharp	A symbol placed in front of a note which makes the pitch of that note a semitone higher - #	
42.	Flat	A symbol placed in front of a note which makes the pitch of that note a semitone lower - b	
43.	Rhythm	A pattern of sounds, long and short	
44.	Crochet	A musical note with a duration of 1 beat	
45.	Rest	A pause, or silence in the music	
46.	Quaver	A musical note with a duration of half a beat	
47.	Phrase	A passage of notes that work together to create a musical thought, similar to a sentence in English	
48.	Accompaniment	A musical part or parts that support the main idea	
49.	Key signature	Sharps or flats at the start of a piece.	



Music - YEAR 9 - P1			RAG
50.	Texture	How many layers of sound there are.	
51.	Timbre	The tone colour or quality of a sound.	
52.	Duration	The length of a note.	
53.	Staff (Stave)	The 5 lines music is written on.	
54.	Clef (treble clef)	The symbol at the start showing pitch range.	
55.	Time signature	Tells you how many beats are in each bar.	
56.	Key signature	Sharps or flats at the start of a piece.	



RS - YEAR 9 - P2 Morality			RAG
1.	Ethics	Moral principles that govern a person's behaviour or the conducting of an activity.	
2.	Right	The moral evaluation of and action what is considered good or acceptable.	
3.	Wrong	The moral evaluation of and action what is considered bad or unacceptable.	
4.	Moral	Concerned with the principles of right and wrong behaviour.	
5.	Morality	Principles concerning the distinction between right and wrong or good and bad behaviour.	
6.	Thought experiment	An imaginary scenario that is meant to elucidate or test an argument or theory.	
7.	Moral Progress	The advancement of ethical standards and practices over time.	
8.	Absolute morality	When universal standards of right or wrong apply to all people at all times irrespective of their culture or beliefs.	
9.	A priori	Knowing something without needing to experience it first. It's knowledge you get just by thinking or using logic.	
10.	A posteriori	Knowledge that comes after experience. You learn it by seeing, hearing, or testing things in the real world.	
11.	Relative morality	Based on the theory that truth and rightness is different for different people or cultures.	
12.	The principle of utility	Actions are right in so far as they promote happiness or pleasure, wrong as they tend to produce unhappiness or pain.	
13.	Utilitarianism	A theory of morality which promotes "the greatest amount of good for the greatest number of people."	
14.	Hedonism	The pursuit of pleasure; sensual self-indulgence.	
15.	Jeremy Bentham	An English philosopher and social reformer regarded as the founder of modern utilitarianism.	
16.	Ethical Theory	Attempts to provide a clear, unified account of what our ethical obligations are and how we should act.	



RS - YEAR 9 - P2 Morality			RAG
17.	Deontologists	A type of ethical theory that the morality of an action should be based on whether that action itself is right or wrong and not the consequences.	
18.	Consequentialists	A class of ethical theories that holds that the consequences of one's conduct are the ultimate basis for any judgment about the rightness or wrongness not the action itself.	
19.	Immanuel Kant	Immanuel Kant was a German philosopher and one of the central Enlightenment thinkers. He is one of the most influential figures in modern Western philosophy	
20.	Kantian Ethics	A deontological ethical theory developed by Immanuel Kant that is based on the notion that we should follow our duty based on good will.	
21.	Good Will (Kant)	Nothing in the world—indeed nothing even beyond the world—can possibly be conceived which could be called good without qualification except a good will.	
22.	Duty	Something is good only when someone carries out their duty to do it - so goodness is based on doing the correct thing.	
23.	Categorical Imperative	Kant specified that moral actions are absolute actions that must be done in all circumstances - there are to be no conditions attached.	
24.	Hypothetical Imperative	Moral actions cannot be hypothetical (based on something else, e.g. if I want X I must do Y) because they become too subjective.	
25.	Summum Bonum	The place where our happiness and our virtue (good actions through doing our duty) come together.	
26.	Kant's Axe	Should a man carrying an axe knock on your door demanding to know the location of your friend, you are obliged to tell him only the truth.	
27.	Kant's Shopkeeper Analogy	One shopkeeper is honest with his customers in order to maintain a positive reputation and improve profits. The second one is honest because he thinks it is right and exercises his respect for the moral law.	
28.	Situation Ethics	An ethical theory that takes into account the particular context of an act when evaluating it ethically, rather than judging it according to absolute moral standards.	
29.	Joseph Fletcher	Joseph Francis Fletcher was an American professor who founded the theory of situational ethics in the 1960s.	



RS - YEAR 9 - P2 Morality			RAG
30.	Four Working Principles	Fletcher used four key principles which he aimed to fulfil in writing his theory.	
31.	1) Pragmatism	An approach that evaluates theories or beliefs in terms of the success of their practical application.	
32.	2) Relativism	Relativism is a family of philosophical views which deny claims to objectivity within a particular domain and assert that facts are relative to the perspective of an observer or the context in which they are assessed.	
33.	3) Positivism	For Fletcher Positivism meant it must put faith before reasoning - "I am a Christian, so what should I do?"	
34.	4) Personalism	An intellectual stance that emphasizes the importance of human persons.	
35.	Legalism	Excessive adherence to following rules.	
36.	Antinomianism	Any view which rejects laws or legalism and argues against moral or religious or social norms.	
37.	Agape	Agape is a Greco-Christian term referring to unconditional love, "the highest form of love, charity" and "the love of God for man and of man for God".	
38.	Jesus	Jesus Christ, was a first-century Jewish preacher and religious leader. He is the central figure of Christianity, the world's largest religion.	
39.	Prescriptively	Relating to or making rules, laws or directions. Serving to prescribe prescriptive rules.	
40.	Justice	Justice, in its broadest sense, is the principle that people receive that which they deserve	
41.	Christian Ethics	The moral principles and values that Christians use to guide their lives and decisions.	
42.	Autonomous Ethics	People can decide for themselves what is right or wrong using reason, not just by following religious rules or commands.	
43.	Reason	The ability to think carefully and make decisions based on logic and understanding, rather than just feelings or what others tell you. People use reason to decide what is right or wrong.	
44.	The Bible	The Christian scriptures, consisting of the Old and New Testaments.	
45.	The Pope	The Bishop of Rome as head of the Roman Catholic Church.	



RS - YEAR 9 - P2 Morality			RAG
46.	St Peter	The first Pope and Bishop of Rome.	
47.	Catholic	A branch of Christianity led by the Pope, based in Rome. Catholics believe in the authority of the Church, the importance of tradition.	
48.	Papal Infallibility	The Pope, when speaking "ex cathedra" (from his chair as the supreme teacher of the faith), is protected from error in matters of faith and morals.	
49.	Conscience	A person's internal sense of what is right and wrong, guiding their moral choices and actions.	
50.	Divine Command	The idea that something is right or wrong because God says so. Religious people believe God's commands must always be followed.	
51.	The Ten Commandments	A set of rules given by God to Moses in the Bible. They teach people how to live a good life (e.g. don't steal, honour your parents).	
52.	Apostolic tradition	The teachings and practices passed down from Jesus to his apostles (his closest followers), and then to the Church over time.	
53.	Sola Scriptura	A Latin phrase meaning "Scripture alone." It's the idea that the Bible is the only source of truth about God, especially important to many Protestants.	
54.	Reformation	A major event in the 1500s when Christians like Martin Luther challenged the Catholic Church and started new churches (Protestant churches).	
55.	Protestant	A Christian who follows a church that separated from the Catholic Church during the Reformation, such as Anglicans or Methodists.	
56.	Denomination	A group within Christianity, such as Catholic, Protestant, or Orthodox, with its own beliefs and ways of worship.	
57.	Revelation	When God shows or reveals something to humans, such as through the Bible, Jesus, or nature.	
58.	Tradition	Beliefs and practices that have been passed down over time, especially within a religious group.	

