

A - What is Colour Theory?

- The **primary** colour's are:
Red, Blue, Yellow
- The **secondary** colour's are:
Purple, Orange, Green
- The **tertiary** colour's are:
Blue-green, blue-violet, red-orange,
red-violet, yellow-orange and
yellow-green



B - Complementary colours

Complementary colours are pairs of colours that are **opposite** each other on the colour wheel.

- Red  ↔ Green 
- Blue  ↔ Orange 
- Yellow  ↔ Purple 

C - David Hockney

Who: David Hockney is a famous British artist, born in 1937 in England.

What: He paints lots of different things like people, swimming pools, landscapes (nature), and everyday objects

Famous for: Using bright colors, and he often paints using bold shapes and lines.

A Key Terms

WordArt	Fancy text used for headings/emphasis.
Text Box	A box for placing and formatting text.
Margins	The space around the edge of a page.
Clipart	Pre-made images used to enhance docs.
Resize	Changing the size of an image or object.
Alignment	Position of text (left, centre, right, justified).

B Design Principles

House Style - A consistent look across all documents (fonts, colours, layout).

White Space - Empty space that improves allows you to focus on an item

Emphasis - Using bold, colour, or size to highlight key points.

D Good Logos

Simple – Easy to recognise and not overly complicated.

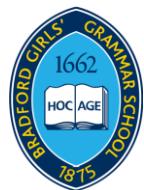
Memorable – Sticks in people's minds.

Relevant – Matches the brand or purpose.

Scalable – Looks good in any size (small or large).

Colour Choice – Uses colours that suit the message.

Unique – Stands out from competitors.



E Portrait & Landscape

Page is taller than it is wide

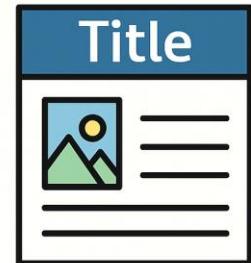
Portrait

Page is wider than it is tall

Landscape

C What Makes a Good Poster?

Clear Title



Eye-Catching Design



Relevant Images

Balanced Layout



Purpose and Audience

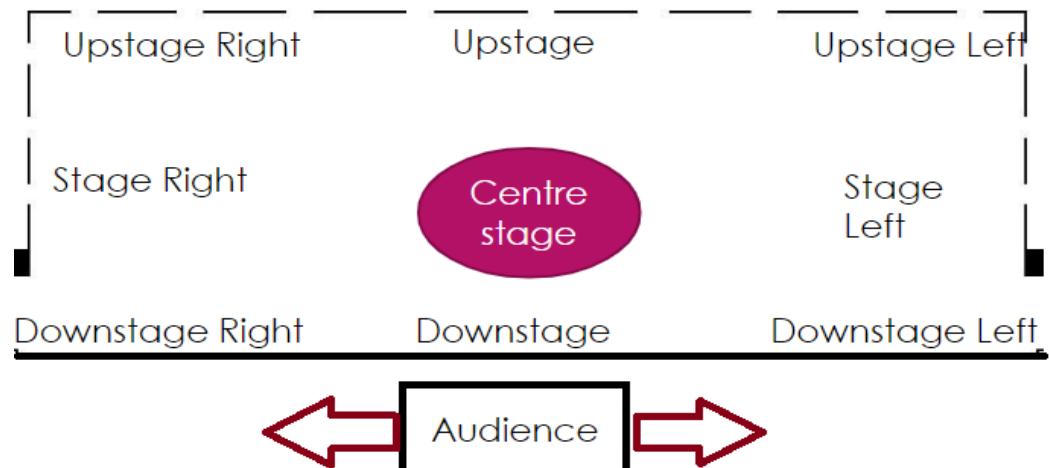
A. Key words for this term.

Tableau	A freeze frame image that captures one single moment in time.
Stage Directions	Instructions that are given to the actor.
Masking	Blocking the view of the audience of a person or an object.

B. Performance skills.

Body Language	The use of the body to express the characters personality and how the character is feeling.
Facial Expressions	The use of the face to express the characters personality and how the character is feeling.
Grouping	The different levels used by performers can show status and emotion.
Levels	The different levels used by performers can show status and emotion.

C. Areas of the stage.



D. Vocal Skills.

Projection	Raising the volume of the voice so that it can be heard by the audience without shouting.
Articulation	When all the sounds of the words are clearly spoken.
Emphasis	Emphasising a word with the voice can express something important to the audience.

A Organising themes and ideas

The Horrors of War

Description: This theme explores the brutal reality and grim experiences of soldiers during wartime. It often reflects on the physical and psychological toll of combat.

Patriotism and Duty

Description: This theme focuses on the sense of national pride and the obligation felt by soldiers to serve their country. It often highlights the tension between personal sacrifice and national duty.

Loss and Remembrance

Description: This theme deals with the grief and mourning for those who have died in war. It often emphasizes the enduring impact of loss on individuals and communities.

B Paragraph Structure



C Writing techniques using language

Simile

Definition: A figure of speech involving the comparison of one thing with another using "like" or "as".

Example: "Her smile was like the first day of spring."

Metaphor

Definition: A figure of speech in which a word or phrase is applied to an object or action to which it is not literally applicable.

Example: "Time is a thief that steals our moments."

Personification

Definition: The attribution of human characteristics to something non-human.

Example: "The wind whispered through the trees."

D Writing techniques using structure

Sonnet

Definition: A poem of 14 lines.

Caesura

Definition: A pause in a line of poetry, typically near the middle.

Enjambment

Definition: The continuation of a sentence or phrase from one line to the next without a pause or break.

Rhyme Scheme

Definition: The ordered pattern of rhymes at the ends of lines of a poem or verse.

Rhyming Couplet

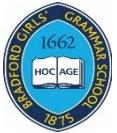
Definition: Two consecutive lines of poetry that rhyme.

Curriculum Area: French (MFL)

Year: 7



Half Term: 2



A Hair colour

J'ai les cheveux... (I have....hair)

blonds = blonde

bruns = dark brown

châtais = brown

noirs = black

roux = red

courts = short

longs = long

mi-longs = mid-length

raides = straight

frisés = curly

ondulés = wavy



Remember!
Describing word
AFTER the word
“cheveux”

Example sentence: J'ai les cheveux
bruns, longs et frisés



C Other physical descriptions

Je suis... (I am...)

grande = tall

petite = small

mince = slim

jeune = young

vielle = old

belle = beautiful

forte = strong

musclée = muscular

Mon frère (my brother), **mon père** (my dad), **mon copain** (my friend, male) est...

grand = tall

petit = small

mince = slim

jeune = young

vieux = old

beau = beautiful

fort = strong

musclé = muscular

Example sentence: Je
suis petite et belle,
mais mon frère est
grand.

B Eye colour

J'ai les yeux... (I have.... eyes)

bleus = blue

gris = grey

marron = brown

noirs = black

verts = green

Je porte.... (I wear) / **je ne porte pas** (I don't wear)

des lunettes = glasses

J'ai...

une barbe = a beard

une moustache = a mustache

une fringe = a fringe



Example sentence: J'ai
les yeux verts et je porte
des lunettes.

D Personality

Je suis (I am)...

drôle = funny

généreuse = generous

sympa = nice

gentille = kind

ennuyeuse = boring

patiente = patient

méchante = mean

timide = shy

têtue = stubborn

Intensifiers

assez = quite

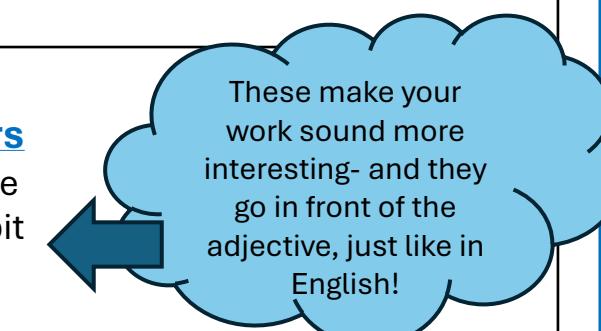
un peu = a bit

très = very

trop = too

vraiment = really

These make your
work sound more
interesting- and they
go in front of the
adjective, just like in
English!



Example sentence: Je suis très
gentille et un peu timide.

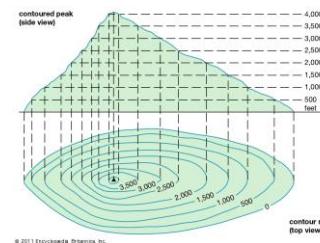
A

- Atlas: Maps of the world
- Making connections: How are we connected to the world around us?
- Mental map: a map that we have in our head that helps us find places
- Map types: recognise maps at different levels, eg OS maps, national, international, relief, political
- Map symbols: a picture on a map that represents something in real life
- Map symbols: Recognise some of the key symbols as show on the key here



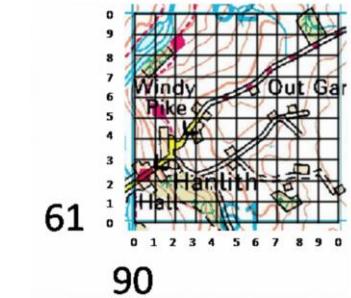
C

- Relief: Height and shape of the land
- Ways to show height on a map: spot height, contour lines, colour layering
- Contour line: a line on a map that connects points of equal height above a given level
- Lines close together = steep hill, far apart = gentle hill
- Trig point: Often shown as a triangle with the height on a map – can be found as a concrete pillar on a place of high altitude
- Measuring wiggly lines: Use a piece of paper or string, then scale to work out distance



B

- Four figure grid reference - these help us find places on a map within 1km²
- Remember – along the corridor and up the stairs
- To be able to say a four-figure grid reference 9061 as 'nine, zero, six, one'
- To find a grid reference, go to the bottom left corner of each square where the grid lines cross over
- Six figure grid reference – allows you to pinpoint a specific location on a map more accurately
- Write the four-figure as 90 _ 61 _, Imagine the grid square divided into 10 equal parts from left to right. Measure how far your point is across the square from the left-hand side and give a number (0-9) to this position. Add it as the third digit 901 61_. Do the same 'up the stairs' and add it as the last digit 901 615



D

- Scale: shows how much you need to enlarge the map to get the actual size
- Skills: Convert the actual size to a scale using a table eg 1 metre – 4 cm on a map
- Skills: Map an area using a scale
- OS map: provides detailed and accurate information on the landscape, including the location of footpaths, bridleways, and public rights of way, making it easier to plan and follow routes.
- Identify features on an OS map such as roads, parking, rivers, beaches, school, contour lines, spot heights

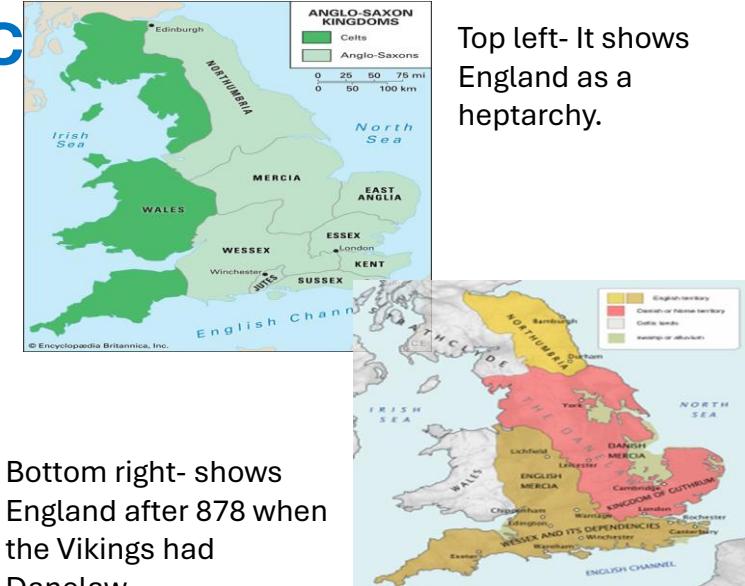


A Key events

410 CE- The last Roman soldiers left Britain.
 410 to 1066- The Anglo-Saxon age in Britain.
 793-The Vikings attacked Lindisfarne, England.
 850- The Vikings decided to settle in Britain.
 870- The Vikings had conquered Northumbria, East Anglia and much of Mercia.
 871- Alfred becomes King Alfred of Wessex.
 878- King Alfred beat the Vikings at the Battle of Edington in Wiltshire, Alfred insisted that the Viking leader, Guthrum had to become Christian and had to agree to never attack Wessex again. The two leaders agreed on a boundary called Danelaw.
 927- Athelstan (Alfred's grandson) conquered Northumbria.

B Key words

Anglo Saxons- A mix of tribes (groups) from Germany, Denmark and the Netherlands.
 Migration- Movement from one place to another.
 Settlement- Creating a community.
 Heptarchy- a place with 7 kingdoms or rulers.
 Monastery- This is a Christian religious building often run by Catholic monks or nuns.
 Danelaw- An area in the north and east of the country where it was agreed the Vikings could live.
 Danegeld- Where King Aethelred paid the Vikings to leave after the Battle of Maldon.
 Conquer- Take control of an area usually by force.

C


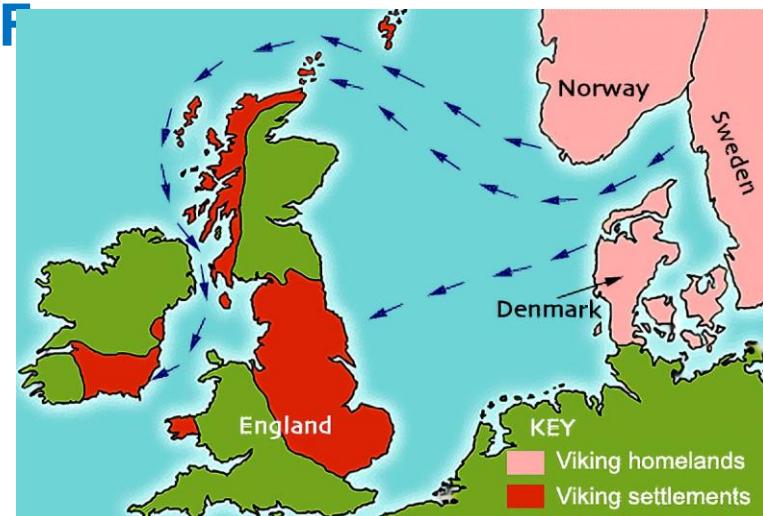
Top left- It shows England as a heptarchy.

Bottom right- shows England after 878 when the Vikings had Danelaw.

D

E Key events

978-Æthelred becomes the King of England.
 991- A huge Viking army invaded and defeated the English at the Battle of Maldon in August.
 1002- Aethelred ordered the mass killings of Viking families in the south of Danelaw. This became known as St Brice's Day Massacre.
 1013- The Vikings under King Sven conquered England. From then there was a struggle for power between the Saxons and the Vikings.
 1042- Aethelred's son, Edward takes the throne and is known as Edward the Confessor. A name given to a person who lives a very holy life.

F


The law

The age of criminal responsibility: This is the age that the law decides a person can be arrested and tried in court for a crime. The age in England is 10 years old.

Arrest: If you are suspected of a crime, you will be arrested by the police. This means that you will be taken to the police station where you will be read your rights. You will then be questioned.

Charged: If you are charged with an offence, they you will be given a court date. This means that the law thinks there is sufficient evidence against you.

C What is Nicotine?

Nicotine is a highly addictive chemical compound

Nicotine is found in **cigarettes and vapes** as well as some other products like gum.

When nicotine is consumed, it travels to the brain, where it triggers the release of various neurotransmitters, including **dopamine**.

Continued use can lead to **addiction**.

B Staying safe online.

Cyberbullying: Being targeted by cyberbullies who harass, humiliate, or threaten online.

Data Breach: This is when a company is hacked and the personal details of people held by that company is stolen.

Privacy settings: These settings let a person choose what information can bee seen online.

D What are the effects of caffeine?

Stimulant: It is a stimulant that can help increase alertness, improve focus, and reduce fatigue.

Sleep disruption: It can make it more difficult to fall asleep or stay asleep if consumed too close to bedtime.

Mood Low to moderate doses of caffeine can temporarily improve mood, but higher doses can cause anxiety and other negative effects.

A Place value, ordering and rounding

Place value: The value of where a digit is in the number. In our decimal number system, each place is 10 times bigger than the place to its right

Integer: A whole number with no fraction or decimal part

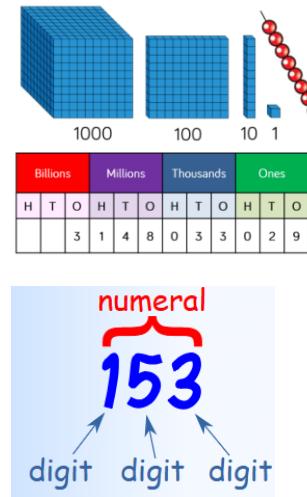
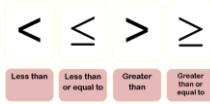
Digit: A single symbol used to make a numeral

Interval: all the numbers between two given numbers

Round: Rounding means making a number simpler but keeping its value close to what it was.

Ascending: Put in order from smallest to largest

Descending: Put in order from largest to smallest



C Averages and range

Mean	Median	Mode	Range
Average Find the total of all the numbers, then divide by the amount of numbers. $2, 2, 3, 5, 8$ $2+2+3+5+8 = 20$ $20 \div 5 = 4$ Mean = 4	Median Middle The middle value when numbers are in order. $1, 3, \underline{6}, 8, 9$ Median = 6 $2, 3, \underline{5}, \underline{7}, 9$ Median = 5 $1, 4, \underline{5}, \underline{6}, 8, 9$ Median = $(5+6) \div 2 = 5.5$	Mode Mode = Most The value which is written the most. $2, 4, 4, 5, 6$ Mode = 4 $3, 3, 3, 4, 6, 6$ Mode = 3 $1, 1, 2, 2, 2, 4, 5$ Mode = 2 $4, 5, 7, 7, 8$ Mode = 7	LARGEST - smallest The largest number subtract the smallest number. $1, 3, 5, 6$ Range = $6 - 1 = 5$ $3, 6, 6, 8$ Range = $8 - 3 = 5$ $2, 3, 4, 4$ Range = $4 - 2 = 2$

Range: A measure of the spread of data (largest – smallest)

Average: One value that represents the population (mean, median and mode)

Mean: Sum of all the values divided by the number of values

Median: The middle value when all the data is put in order from smallest to largest

Mode: The most common value (can be more than one)

Outlier: A value that lies outside of the general trend of the data (stands out)

B Four operations

Commutative: Changing the order of the operations does not change the result

Associate: When you add or multiply you can do so regardless of how the numbers are grouped

Inverse: The operation that undoes what was done by the previous operation (the opposite operation)

Placeholder: a number that occupies a position to give value

Perimeter: the distance / length around a 2D object

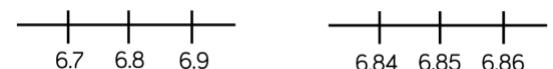
Polygon: a 2D shape made with straight lines

Balance: in financial questions – the amount of money in a bank account

Credit: Money that goes into a bank account

Debit: Money that leaves a bank account

D – Rounding and estimating



Round: making a number simpler but keeping its value close to what it was.

Significant figures: rounding numbers counting only the first few digits (usually 1, 2 or 3 figures) that have a value attached to them.

Integer: Whole number with no decimal part

Decimal place: How many digits you should have after the decimal point

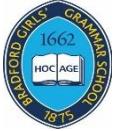
Estimate: Rounding each number to make the calculation quick and simple to do

Overestimate: Numbers have been rounded in a way that the answer is larger than the actual answer

Underestimate: Numbers have been rounded in a way that the answer is smaller than the actual answer

Lower bound: a value that is less than or equal to every element of a set of data.

Upper bound: a value that is greater than or equal to every element of a set of data.



Building Bricks of Music

Pitch- high, medium or low sounds

Some instruments play high sounds like the flute

Some are medium like the clarinet- which can also play high

Some are low like the double bass

Voices- a high voice is the soprano

A medium voice is alto or tenor

A low voice is bass

Rhythm and tempo

Rhythm is a pattern of beats (long and short sounds)

Tempo is the speed

Pulse is a beat- usually steady

You should be able to clap a rhythm

You should be able to tap the pulse

Dynamics

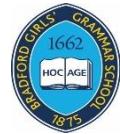
These are quiet, medium or loud sounds, which are very important in music

Texture- this is the different layers in the music. Many layers make the texture thick while one or two mean a thin texture

Structure

This means how the music is organised, eg. Verse, chorus or A and B sections. Music is organised into a plan like an essay

A typical song structure is intro, verse, chorus, verse, bridge, chorus, chorus, outro



How Much is the living wage in England?

Age 21 and over	£12.21
Age 18 - 20	£10.00
Age 16-17	£7.55
Apprentices	£7.55

Careers

Physiotherapist:

- Physiotherapists work with patients with physical difficulties resulting from illness, injury, disability or ageing.
- They help patients to restore and maximise their movement and reduce the risk of problems arising in the future

Actuarial analyst

Actuarial analysts use specialist computational software and spreadsheets to analyse data to assess risk.

BGGS Aspire Values

- Accountability:** Taking responsibility for your own actions, behaviour and learning, belongings and surroundings and support others in doing the same.
- Self-Confidence:** demonstrate the self confidence in your own ability to make the right choices.
- Perseverance:** Apply yourself to every aspect of school life with positivity and determination to do your very best.
- Integrity:** Always be truthful and act with kindness, honesty and integrity.
- Respect:** Treat people with the same levels of respect, courtesy and fairness you would expect from others.
- Empathy:** Understand and share another person's experiences and emotions.

Shooting

One hand under the ball
One hand supporting
Hold high above your head
Bend knees and arms together
Push up with legs and arms
Roll the ball off the middle finger



Imagine a witches hat on the top of the point at the top.

Defending

Defending the player with the ball
You have to be 1m away from where that player landed.
One hand should be high to block the pass over your head and one hand should be to the side to stop the side pass.

Defending someone without the ball
Stand sideways on in a T shape so you can see the player you are marking and the person with the ball
Be on your toes ready to move with the player and intercept the ball



Passing

Chest pass- used over a short distance when there is nobody in front of you

Bounce pass- usually used to pass around a defender or a short pass into the semi circle

Shoulder pass- Used over a long distance, sometimes over the top of a defender.

Overhead pass- gives you the most power to throw the ball long distances over defenders

	Position	Role
GS	Goal Shooter	Score as many goals as possible
GA	Goal Attack	Move the ball down court as well as shooting
WA	Wing attack	Attacking to bring the ball into the circle
C	Centre	Attacking and defending player to move the ball down court
WD	Wing Defence	Try and stop the WA getting the ball into the semi-circle
GD	Goal Defence	Stop the GA from getting into the circle to shoot
GK	Goal Keeper	Intercept the ball before it gets to the shooter

Netball

Attacking

There are 2 main ways to evade (get away from) your defender .

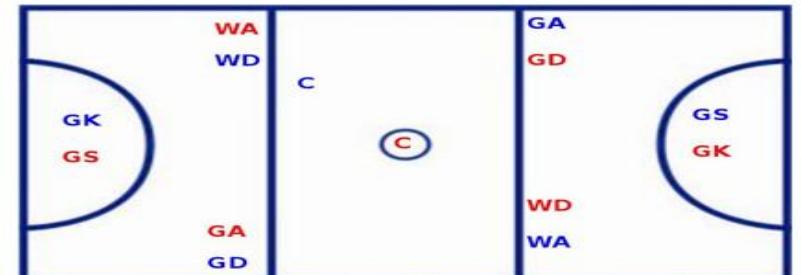
Change of speed
Sprinting into the space faster than your defender

Change of direction
Dodging in netball allows you to make your opposing player think you are going one way and then you change and go the other

Footwork

In netball you can't move with the ball.

Once you have the ball you should land '1,2'
The foot you land on first you can't move.
The second foot you can move to pivot to change the way you are facing



A: Hinduism Fact File

When did it start?	Approx 3000 BCE
Where did it start?	India
Founder?	Unknown
Follower?	Hindu (after the river Indus)
Place of Worship?	Mandir
Religious Leader?	Swami
Holy book?	Vedas
Symbol?	Om



B: Brahman and the Trimurti

Hindus believe in one main God or Supreme Spirit – **Brahman** but there are many Gods in Hinduism representing Brahman's characteristics. Three main Gods represent Brahman. These are known as the **TRIMURTI** (3 images).

BRAHMAN			
			
BRAHMA Creator	VISHNU Preserver	SHIVA Destroyer	

C: Other Gods and Goddesses

Saraswati	(Brahma's wife). The Goddess of art, music and literature. She holds a book and a musical instrument. Her vehicle is a swan.
Lakshmi	(Vishnu's wife). The Goddess of good fortune. She carries a conch shell and a lotus flower.
Parvati	(Shiva's wife). The Goddess of love and devotion. Mother of Ganesh
Kali/Durga	Parvati has two other forms: Kali ('the black one') and Durga the warrior Goddess who rides on a lion or tiger.
Ganesh	The elephant headed God removes obstacles or difficulties to bring good luck. His vehicle is a mouse or rat.
Hanuman	The monkey God and friend of Vishnu. He carries a mountain of herbs to heal the wounded.

D: Avatars of Vishnu

Hindus believe that **VISHNU** (The God of preservation) has come to the Earth in 9 different forms known as **AVATARS**, each time appearing in a different form to help save the world and help keep it safe.

One of Vishnu's most famous avatars is **Prince RAMA**, and his story is told in the **RAMAYANA**. The story tells of when Rama is banished from the kingdom and his wife Sita is kidnapped by an evil demon King **RAVANA**.

With the help of **HANUMAN**, the monkey God, Rama rescues Sita and kills Ravana.

This story is remembered every year at **DIWALI** –the festival of light.

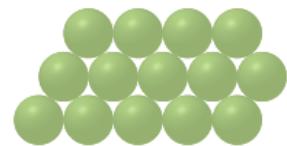


A Changes of state

changes of state
state of matter
how do the particles move?

solid
melting
Particles donot move around

arrangement of particles



can it be compressed?

No, becausethere is no space between the particles

can it flow?

No, because the particles can't move around

changes of state

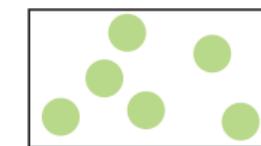
liquid
boiling/evaporation
gas
Particles touching but can slide over each other
particles are spread out far away from each other



No, because the particles are touching their neighbours

Yes, because the particles can move around

gas
condensation
freezing
Particles are spread out far away from each other
Yes, because there is space between the particles
Yes, because the particles can move around



Yes, because there is space between the particles

Yes, because the particles can move around

D Mixtures

Mixtures=different substances which are together, they are not chemically bonded and so are easy to separate.

Solution=a type of mixture which is made up of two parts.

Solute=the part which has dissolved in the solution.

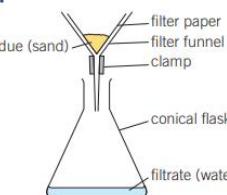
Solvent =the liquid part which the solute has dissolved into.

Solutes which do not dissolve are known as **insoluble**. Substances which do dissolve are known as **soluble**.

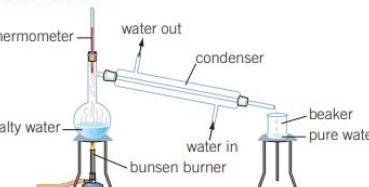
The **solubility** of a substance is a measure of how much of it will dissolve.

E Separating mixtures

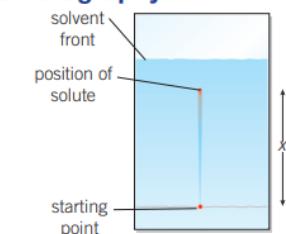
Filtration



Distillation



Chromatography



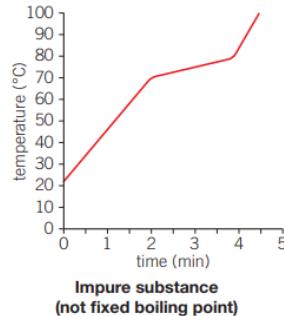
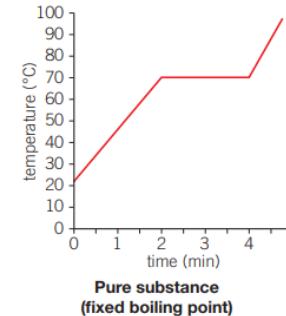
Evaporation



B Melting and boiling points

Melting point=the temperature at which a substance turns from a **solid to a liquid**, or a **liquid to a solid**.

Boiling point= the temperature at which a substance turns from a **liquid to a gas** or a **gas to a liquid**.

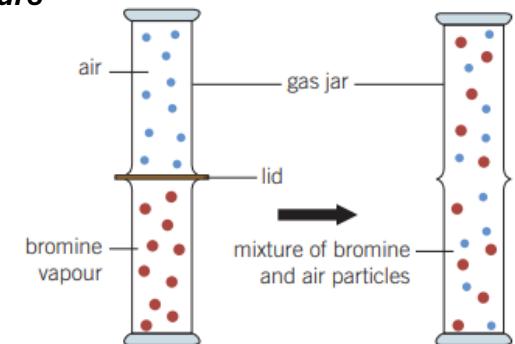


F Diffusion

Diffusion is the movement of particles from an area of high concentration (lots of the same particle) to an area of low concentration (not a lot of the same particle).

The speed of diffusion can be increased by:

- **A higher temperature**
- **Smaller particles diffusing**
- **A gas rather than a liquid**





A Physical descriptions – Hair+ verb tener-to have

Example sentences: Tengo el pelo castaño - I have brown hair.
Tiene el pelo corto. She/he has short hair.

el pelo (the hair)

Castaño (brown)

Rubio (blond)

Moreno (dark brown)

Negro (black)

Pelirrojo (red)

corto (short)

en punta (spiky)

Largo (long)

a media melena (medium length)



In Spanish the adjectives usually come after the noun they describe.

B Physical descriptions – eyes+ verb tener

Example sentences: Tengo los ojos marrones- I have brown eyes.

Tiene los ojos azules-She/he has blue eyes.



los ojos (the eyes)

Azules (blue)

Grises (grey)

Marrones (brown)

Negros (black)

Verdes (green)

C Personality descriptions +verb ser – to be

➤ soy – I am/ eres – you are/ es - she/he is

Mi hermana es habladora – my sister is talkative.

Soy alta (f) - I am tall

Family members

Madre = Mother

Padre = Father

Hermano = Brother

Hermana = Sister

Abuelo =

Grandfather

Abuela =

Grandmother

Tío = Uncle

Tía = Aunt

Primo = Cousin (m)

Prima = Cousin (f)

alta (tall) (f)
amable (kind)
cariñosa(affectionate) (f)
débil (weak)
delgada (slim) (f)
deportista (sporty)
fuerte (strong)
guapa (beautiful) (f)
habladora (talkative) (f)

joven (young)
perezosa (lazy) (f)
ruidosa (noisy) (f)
seria(serious) (f)
simpática (friendly/nice) (f)
trabajadora(hardworking) (f)
tranquila(relaxed) (f)
tonta(silly) (f)
Vieja (old) (f)

I llevo (I wear)

I llevas (you wear)

I lleva (he wears)

I lleva (she wears)

Example sentences: Llevo gafas- I wear glasses
Mi padre lleva barba – my dad has beard.

gafas (glasses)
barba (a beard)
bigote (a mustache)

Negative verb = no+verb

no llevo (I do not wear)
no llevas – (you do not wear)
no lleva – (he does not wear)
no lleva- (she does not wear)

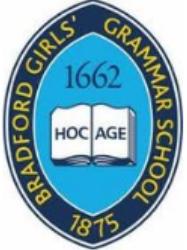
Miembros de la familia

FAMILY TREE



BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 1



BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 2

Frenetic adj.

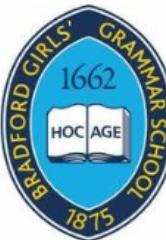
frantic, frenzied

BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 5

abstemious adj.

*restraining behaviour or
appetite,*

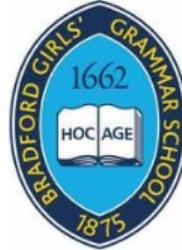


BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 3

benevolent adj.

*characterised by or expressing
goodwill or kindly feelings*

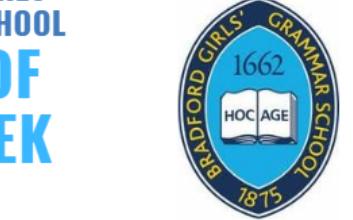


BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 4

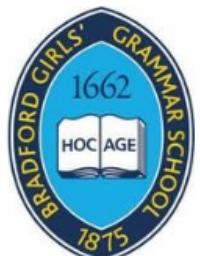
rapacious adj.

inordinately greedy.



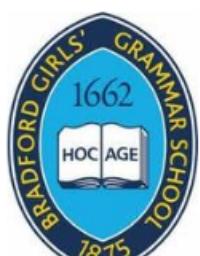
hyperbole n.

*obvious and intentional
exaggeration*



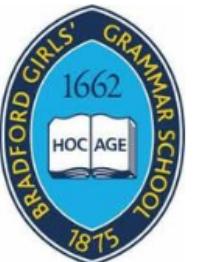
BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 6



BRADFORD GIRLS'
GRAMMAR SCHOOL
**WORD OF
THE WEEK**

HALF TERM 2
WEEK 7



ethereal adj.
*light, airy or
tenuous*

precocious adj.

*usually advanced or mature in
development*