

## 1 – Nancy Nicholson

- Nancy Nicholson is a British textile designer based in the UK.
- She comes from a family of artists.
- Her father was Roger Nicholson, a textile designer, and her aunt is artist Marion Dorn.
- Nancy studied at art school and has continued the family tradition by designing printed textiles, homeware, and sewing kits.
- Her work blends craft with modern design and encourages creativity in others.

## 2 – Applique

**appliqué:** stitching fabric shapes on to a base fabric to build colourful, layered designs

**block printing:** carved blocks to stamp repeating shapes and patterns

**embroidery:** detailed, colourful stitching to add texture and decoration

**hand drawing:** motifs start as hand-drawn sketches

- This gives Nancy's work a personal, playful feel.



## 3 – Hand Embroidery

**running stitch:** a simple stitch that goes in and out of the fabric in a straight line

**cross stitch:** two stitches crossed over each other to make an “X” shape

**back stitch:** a strong stitch made by sewing backwards to create a solid line

## 4 – Iron Safety

**iron:** a tool used to remove creases from fabric

**steam:** hot water vapour used to help flatten fabric

**crease:** a line or wrinkle in fabric

**press :** to push the iron onto fabric to make it flat

**temperature:** the level of heat used on the iron

Health and Safety

- Never touch the hot metal plate of the iron.
- Always place the iron on its stand when not using it.

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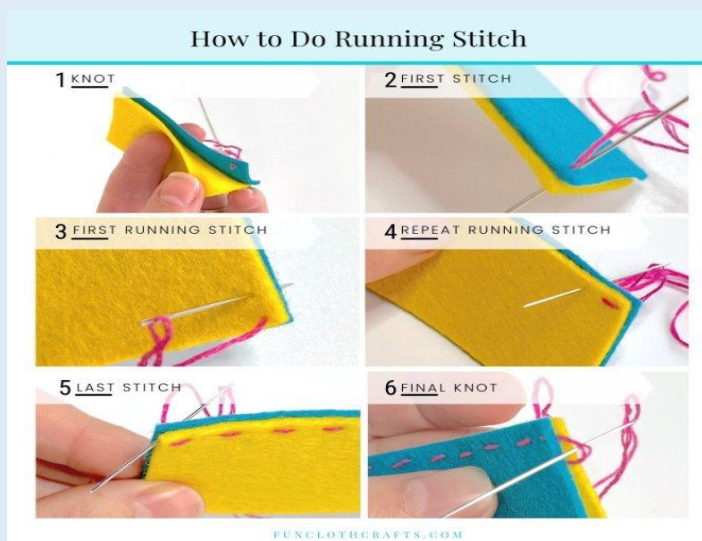
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## 1. Key Terminology

**scripted performance:** a play that is written by a playwright

**devised performance:** a play created by a group using their imagination over time

**monologue:** a scene performed by one person

**duologue:** a scene performed by two people

**rehearsal:** preparation time for a performance

**audience etiquette:** The expected behaviour of an audience

## 2 – Key Words

**proxemics:** the space between actors on stage. This can show the audience the emotion of the scene

**blocking:** marking out the movements of the Character on stage and then annotating the script

**characterisation:** developing the physicality of the character through performance skills

**off-script:** this is when an actor knows the lines and no longer needs to use the script to say them

**projection:** the way an actor controls the voice to make it louder without shouting

## 3 – Vocal Skills

**pitch:** how high or low the voice is

**tone:** it shows the emotion in the actor's voice

**pace:** how fast or slow the actor is speaking

**phrasing:** how an actor puts the lines together to express the meaning

**pause:** it can be used for dramatic effect or to give the audience time to think about what they have just seen. It is marked on a script with a /

**emphasis:** when a word is stressed to give it more meaning

## 4 – Physical Skills

**facial expressions:** used to show exactly what the character is feeling or reacting to

**gestures:** non-verbal communication actions which convey a meaning to the audience or emphasise a line

**body language:** shows the type of person the character is

- Body language also highlights the emotions or situation that the character is experiencing in the scene.



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## 1 – Language devices

**imagery:** descriptive language that helps the reader picture something using the senses

**metaphor:** saying something *is* something else for effect

**extended metaphor:** a metaphor that continues through several lines or the whole poem

**symbolism:** when an object or image represents a bigger idea

## 2 – Language and Grammar

**personification:** where human qualities, emotions, or actions are attributed to objects, animals, or abstract concepts

**adjective:** a word which adds detail to a noun

**adverbs:** a word which adds detail to a verb

**modal verb:** verbs that show likelihood, ability, permission, or obligation

## 3 – Structure

**rhythm:** the beat or musical flow of a poem

**rhyme scheme:** the pattern of rhymes at the end of each line in a poem

**enjambment:** where a sentence carries over from one line of poetry into the next without a pause

**caesura:** a dramatic pause, break, or cut in the middle of a line of poetry

## 4 – Form and Context

**lyric poem:** a short, song like poem that expresses the speaker's feelings or emotions

**free verse:** a type of poetry that does not have a regular rhythm or rhyme scheme

**dramatic monologue:** a type of poem where a single character delivers a long, uninterrupted speech to someone else

**inequality:** when some people lack the same fair laws, rights, or opportunities as others

**social responsibility:** the belief that everyone shares some duty in helping those in need



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**dramatic monologue**: a poem where one speaker talks for a long time

**inequality**: when people are not treated fairly or equally

**social responsibility**: helping and caring for others in society



## 1 – Key Vocabulary

**Music:****la musique:** music**le chanteur:** singer (male)**la chanteuse:** singer (female)**la chanson:** song**la musique pop:** pop music**la radio:** radio**Populaire:** popular**les paroles:** lyrics**le concert:** concert**Films, cinema and TV:****le cinéma:** cinema**l'acteur:** actor**l'actrice:** actress**la célébrité:** celebrity**la télévision:** TV**l'émission:** programme**un documentaire:** documentary**une comédie:** a comedy film**un film d'action:** action film

## 2 – Comparisons

**plus ... que:** more ... than**moins ... que:** less than**aussi ... que:** as ... as**Example sentences:**Les films d'action sont **plus** passionnants **que** les comedies.Action films are **more** exciting **than** comedies.Les films d'action sont **moins** amusants **que** les comédies.Action films are **less** fun **than** comedies.

## 3 – Opinions

**j'aime:** I like**j'adore:** I love**je n'aime pas:** I don't like**je déteste:** I hate**je préfère:** I prefer**Adjectives:****passionnant:** exciting**amusant:** fun**ennuyeux:** boring**Frequency:****souvent:** often**toujours:** always**tous les jours:** everyday**tous les soirs:** every evening**Example sentence:**

J'aime les films d'action parceque c'est passionnant.

## 4 – Past and Future Tense

**Past tense: le weekend dernier:** last weekend.**Regarder:** to watch, **j'ai regardé:** I watched, **nous avons regardé:** we watched.**Écouter:** to listen, **j'ai écouté:** I listened, **nous avons écouté:** we listened.**Future tense: le weekend prochain:** next weekend.**Je vais regarder:** I am going to watch, **nous allons regarder:** we are going to watch, **je vais écouter:** I am going to listen,**nous allons écouter:** we are going to listen.



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## 1 – The Vietnam War

**Vietnam**: a country in south-east Asia, bordering China and Cambodia

**Vietnam War**: a war between North Vietnam and South Vietnam, with the USA helping the South to stop communism spreading

- It started in 1955 and ended in 1975.

**containment**: US policy to stop communism spreading



## 2 – Key Vocabulary

**Cold War**: a period of tension between the USA and the Soviet Union where they didn't fight directly but supported different sides in wars

**communism**: a system where the government controls land, businesses, and resources, and wealth is meant to be shared equally among people

**capitalism**: a system where people and businesses own things and aim to make profit

- Ho Chi Minh was the leader of North Vietnam.
- He was communist.
- Ngo Dinh Diem was the first leader of South Vietnam.
- He was capitalist.

## 3 – Fighting in the Vietnam War

**Viet Cong (VC)**: Communist fighters in South Vietnam who used guerrilla tactics

**guerrilla warfare**: fighting using surprise attacks, hiding, booby traps and knowledge of the land

**'Agent Orange'**: a chemical used by the USA to destroy jungle cover

**napalm**: a highly flammable substance used in bombs that caused severe fires

**tunnel systems**: underground tunnels used by the Viet Cong to hide and move around

## 4 – Key Events

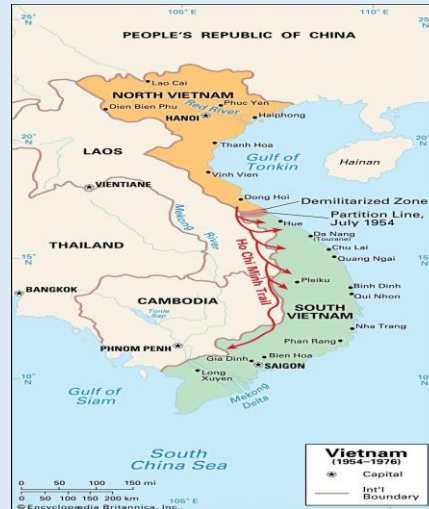
- **30 January 1968**: Tet Offensive: A surprise attack by North Vietnamese forces that shocked the USA and changed opinions about the war.
- **16 March 1968**: My Lai Massacre – US soldiers killed unarmed Vietnamese civilians, causing outrage when it became known.
- **Late 1960s – early 1970s**: Anti-war movement – People protested against the war, especially in the USA.
- **30 April 1975**: Fall of Saigon – North Vietnam took over South Vietnam, ending the war.

## 1 – The Vietnam War

**Vietnam:** a country in south-east Asia, bordering China and Cambodia

**Vietnam War:** a war between North Vietnam and South Vietnam

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## 2 – Key Vocabulary

**government:** a group of people who help run a country

**communism:** where the government controls everything and tries to share things equally

**capitalism:** where people own businesses and try to make money

- America sent soldiers to help South Vietnam.
- Ho Chi Minh was the leader of North Vietnam.
- He was communist.
- Ngo Dinh Diem was the first leader of South Vietnam.
- He was capitalist.

## 3 – Fighting in the Vietnam War

**jungle warfare:** fighting in thick jungles where it is hard to see or move

**Vietcong:** a group of communist fighters in South Vietnam who used hidden traps and jungle fighting



## 4 – Key Events

- **30 January 1968:** A surprise attack by North Vietnamese forces that shocked the USA and changed opinions about the war.
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## 1 – Game Coding

**sprite:** the image used for a character, wall, enemy or item

**object:** something in the game that uses a sprite and actions

**room:** the level or game screen where objects are placed

**instance:** a copy of an object placed in a room

**event:** something that triggers actions (keyboard press, collision, create event)

**action:** drag-and-drop command used to control the game

**collision:** when two objects touch

**variable:** stores data such as score or timer

## 2 – Building a Maze Game

- Import sprites provided by the teacher
- Create objects using sprites
- Add movement controls for player
- Create wall objects
- Add enemy objects
- Add score collectables
- Design room / maze layout
- Add win screen
- Add lose screen
- Test and improve game



## 3 – Game Features

**player movement:** use keyboard controls (arrow keys) to move the player up, down, left and right

**score system:** when the player collects an item

Add points → Remove collectable → Update score display

**enemy system:** when the player touches an enemy

Lose a life (or game over) → Restart room → Go to lose screen

**win condition:** reach the exit **or** collect all items → Move to win room →

Show success message

## 4 – Features of a Successful Maze Game

My maze game should:

1. Player movement – the player can move using the arrow keys.
2. Score system – the score increases when items are collected.
3. Enemy interaction – touching an enemy causes the player to lose a life or restart the game.
4. Complete gameplay – the maze is playable, the win screen works correctly and the game is enjoyable to play.

A successful game is one that works correctly, looks good and is fun to play!

## 1 – Music and Feelings

- Music can make us feel happy or sad.
- Fast music can feel exciting.
- Slow music can feel calm.
- We can talk about music we like.
- Different songs sound different.



## 2 – Rhythm and Patterns

**rhythm:** the beat of music

**pattern:** something that repeats

- Music has patterns.
- We can clap a rhythm.
- We can use drums and shakers.
- Computers can play rhythms too.
- We can follow a beat.

## 3 – Sounds, Notes and Tempo

**note:** one sound in music

**tempo:** how fast or slow music is

- Computers can make sounds.
- High and low notes sound different.
- Notes make a tune.
- Tempo changes the speed of music.
- We can change and improve our work.

## 4 – Making our Own Music

**melody:** a tune in music

**compose:** to make music

- We can make our own music.
- Animals can inspire our music.
- We can use rhythm and notes together.
- We can listen back to our work.
- We can improve our music.



## 1 – Transformations

**rotate:** to turn a shape given an amount, direction and centre of rotation

**translate:** moving a shape using a vector

**invariant:** a point that does not change

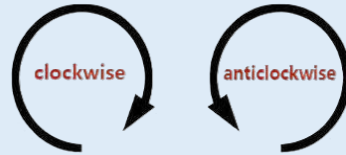
**origin:** the point (0,0) on a coordinate grid

**vector:** has both direction and magnitude (size) looks like this (1|2)

**scale factor:** the amount you multiply each side by to enlarge a shape

**enlargement:** when a shape gets bigger or smaller as all sides have been multiplied by the scale factor

**centre of enlargement:** this tells us the position of the enlarged shape



## 2 – Simultaneous Equations

**simultaneous equation:** two or more equations that share variables

**solution:** the answer that makes the equation true

**solve:** to find a value (or values)

**elimination method:** one of the unknowns will be removed from each equation

**substitute:** replace the letter with a number

**coefficient:** a number used to multiply a variable (the number before the letter)

## 3 – Trigonometry

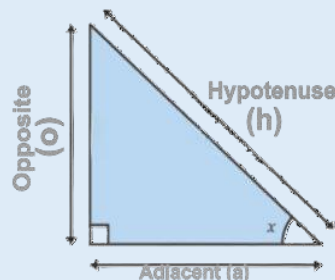
- The three sides of a right-angled triangle have specific names.
- The **hypotenuse** (h) is the longest side. It is opposite the right angle.
- The **opposite side** (o) is opposite the angle in question (x).
- The **adjacent side** (a) is next to the angle in question (x).

$$\sin x = \frac{\text{opposite}}{\text{hypotenuse}}$$

SOH CAH TOA

$$\cos x = \frac{\text{adjacent}}{\text{hypotenuse}}$$

$$\tan x = \frac{\text{opposite}}{\text{adjacent}}$$



## 4 – 6 Times Table

TABLE 6			
6 X	1 =	6	
6 X	2 =	12	
6 X	3 =	18	
6 X	4 =	24	
6 X	5 =	30	
6 X	6 =	36	
6 X	7 =	42	
6 X	8 =	48	
6 X	9 =	54	
6 X	10 =	60	



### 1 – Tally chart

Tally

1	2	3	4	5	6

Complete the tally chart for the fruit.

Fruit	Tally	Total
apple		8
strawberry		11
banana		5

5s get drawn as a line across (gate)

### 2 – Table

Item	Total
pencil	30
rubber	15
ruler	21

- A table shows the frequency (amount)
- A table does not show the tally, just the number
- A table is a way to organise our data
- A table makes it easy for us to find information

### 3 – Pictograms

Here is a pictogram showing the number of goals each person scored in a football match.

Key = 1 goal

Player	Goals scored
Ann	
Jo	
Mo	
Ron	

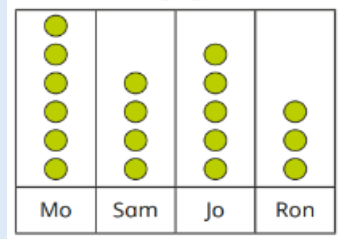
- A pictogram uses pictures instead of tallies or numbers.
- A pictogram needs to have a key.
- A pictogram helps us to compare.

### 4 – Pictograms (2, 5 and 10)

The pictogram shows how far children run in a game.

Complete the sentences.

Key = 10 metres



Sam runs 40 metres.  
**Mo** runs the furthest distance.  
**Ron** runs the shortest distance.  
 Altogether they run 180 metres.

- The picture in a pictogram does not always represent 1. It can be any number.
- In this pictogram, each circle is 10 metres. So we count in 10s.

## 1 - Background

- Samba is from Brazil.
- It is an energetic style of music influenced by Latin, African and Cuban rhythms.
- In Rio de Janeiro every year there is Carnival; this is the world's biggest party.
- It begins on Friday before and ends on Shrove Tuesday, the day before Lent.
- There are parades, processions, dancing and SAMBA music.
- Costumes and Samba drumming are very vibrant.

## 2 - Structure

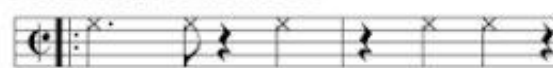
- Sections are led by the leader with signals from the apito- (whistle).
- There are usually call and response sections, solos and lots of polyrhythms.
- Polyrhythms are different rhythms played together.
- These are often syncopated, meaning off-beat.

## 3 - Rhythm

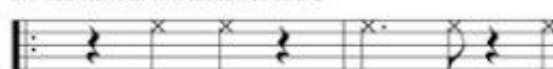
**clave rhythms:** a distinct rhythm pattern in Brazilian music

- It is syncopated and often played by the cowbells or agogo.
- There is a 2:3 clave and a 3:2 clave.

3-2 son clave in two measures of 2/2



2-3 son clave in two measures of 2/2



## 4 - Instruments

- Surdo drums
- Maracas
- Agogo bells
- Claves
- Snare drums
- Bass drums
- Tamborims
- Apito whistle



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## 1 – Athletics

- Athletics is split into two areas: track and field.
- **track events:** running events and include sprints, hurdles, middle- distance and long-distance events
- **field events:** throwing and jumping events

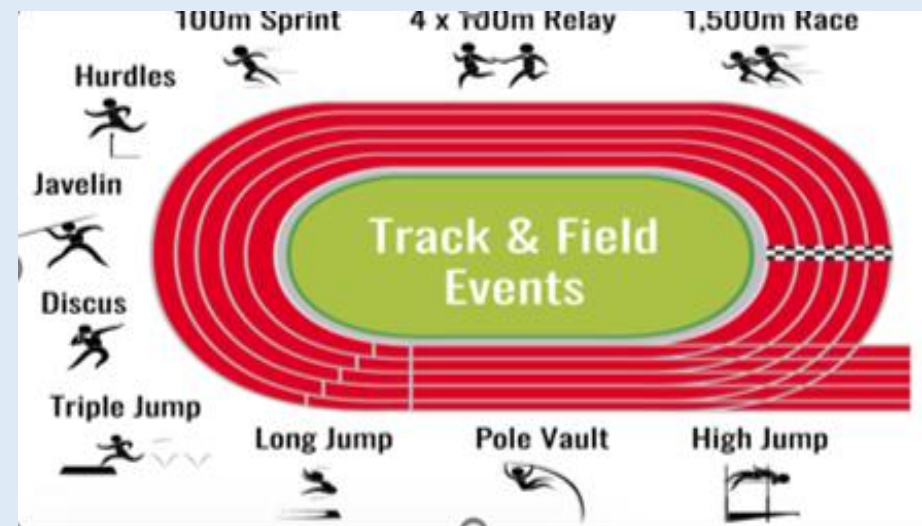
## 2 – Track Events

- 100m and 200m sprint
- 800m and 1500m middle distance
- 3000m long distance
- 4x100m relay

## 3 – Field Events

- long jump, high jump, triple jump
- shot put, javelin, discus, hammer
- pole vault

## 4 – Athletics Track



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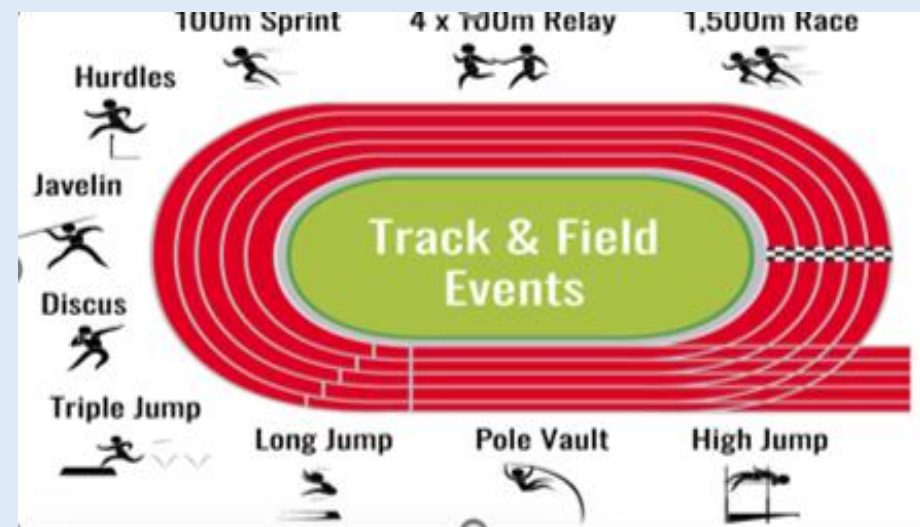
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## 4 – Athletics Track





## 1 – Introduction to Ethics

**ethics:** from the Greek word 'ethikos' meaning 'character'

- Ethics refers to the personal or social standards that help us decide whether behaviour is good or bad, right or wrong (also known as morals).
- An ethical dilemma is a situation where a difficult decision needs to be made, with neither outcome an ideal one.
- We get our morals from our parents, teachers, society, religion, the law, and personal experience.



## 2 – Teleological and Deontological Ethics

- There are two main categories of ethical theories: **Teleological** and **Deontological**.
- Teleological theories (also known as 'relative') focus on the results or consequences of an action. An action is right if it has positive consequences and wrong if it has negative consequences.
- No actions are ALWAYS right or ALWAYS wrong. It depends on the situation. (e.g. Stealing to feed a starving child).
- Deontological theories (also known as 'absolute') focus on the rules.
- Actions are always right or always wrong . There are no exceptions.

## 3 – Aims of Punishment

**crime:** an action that breaks the law of the land

**sin:** an offence against God (religious wrongdoing)

**punishment:** a penalty (consequence) given for a crime or sin

**justice:** fairness; making sure people get what they deserve

**retribution:** punishing someone because they deserve it (payback)

**deterrence:** putting people off committing a crime

**reformation:** helping offenders change their behaviour

**protection:** keeping society safe (e.g. prison)

**forgiveness:** letting go of anger and not seeking revenge

## 4 – Capital Punishment

**capital punishment:** the death penalty. Putting someone to death as a punishment for a crime they have committed.

- Most Christians do not agree with Capital Punishment.
- Christianity focuses on forgiveness and reformation.
- “Forgive not seven times, but seventy times seven.”
- Christians also believe in the sanctity of life. Only God can take life.
- Some support it to bring about justice and keep society safe.
- In Islam, the Qur’an allows fair punishment: "An eye for an eye".
- Victims may choose forgiveness instead of punishment.

## 1 – Introduction to Ethics

**ethics:** right / wrong 🧠

**crime:** breaks the law 🚓

**sin:** wrong in religion 🏛️

**punishment:** consequence for actions ⚠️

**justice:** fairness ⚖️

## 2 – Teleological and Deontological Ethics

- **Teleological Ethics** looks at consequences.
- Results matter, not rules.
- The right action depends on the situation. For example, stealing might be okay to feed a starving child.
- **Deontological Ethics** looks at the rules.
- Rules matter, not results.
- There are no exceptions. For example, stealing is always wrong because it breaks the law.

## 3 – Aims of Punishment

👊 Retribution is payback (an eye for an eye).

🚫 Deterrence means to stop others committing a crime.

🔄 Reformation aims to change a person's behaviour.

🛡️ Protection keep people safe.

❤️ Forgiveness involves giving someone a second chance.

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**capital punishment:** the death penalty. Putting someone to death for a crime they have committed.

- Most Christians disagree with capital punishment.
- The criminal should be shown love and forgiveness.
- Human life is special – only God can take it away.
- The Qur'an allows capital punishment.
- It is fair and keeps people safe. "An eye for an eye."
- The victim can forgive instead.

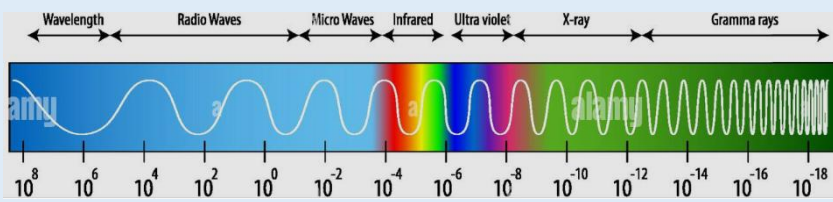


## 1 – Waves

**electromagnetic waves:** transfer energy as transverse waves (through air or in a vacuum)

- UV, X-rays and gamma rays are all types of radiation and can damage body tissues

**mutation:** a change in DNA sequence that can be caused by X-rays and gamma rays



## 3 – Cancer

**cancer:** uncontrolled cell division/growth which can lead to the formation of a tumour

- There are two types of tumour:

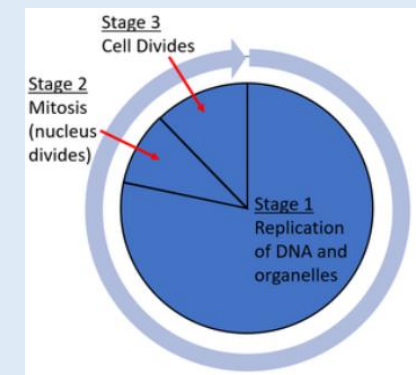
Benign	Malignant
<ul style="list-style-type: none"> <li>• slow growing</li> <li>• easily removed</li> <li>• does not spread</li> <li>• does not normally grow back</li> </ul>	<ul style="list-style-type: none"> <li>• cancerous</li> <li>• grows rapidly</li> <li>• can spread through the body</li> <li>• can cause tumours elsewhere in the body</li> </ul>

## 2 – Stem Cells

**stem cells:** undifferentiated cells that can become specialised

**meristem:** where plant stem cells are found

**mitosis:** a type of cell division that produces identical cells used for growth and repair



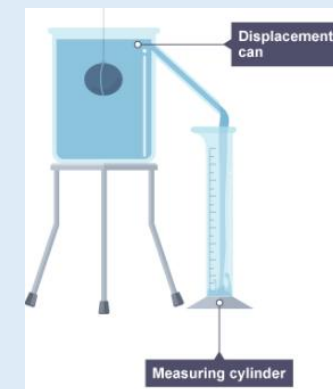
## 4 – Density

**density:** a measure of how much mass there is in a given space

$$\text{Density (kg/m}^3\text{)} = \text{mass (kg)} \div \text{volume (m}^3\text{)}$$

**For irregular shaped objects:**

- use balance to measure mass
- fill Eureka can with water
- place object into water and collect displaced water in a measuring cylinder
- record volume displaced
- use the above equation



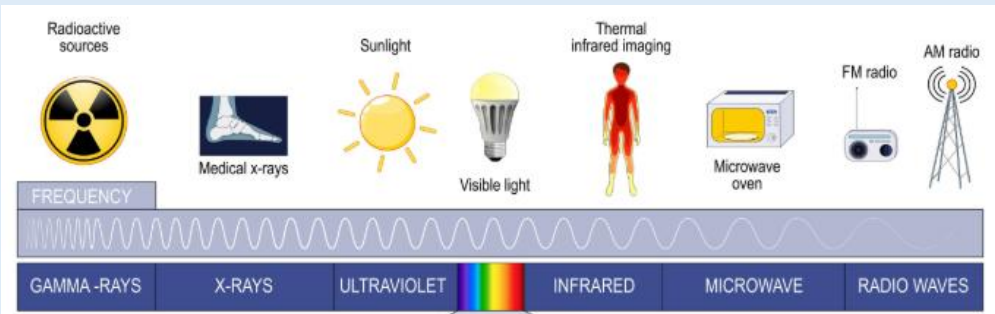


## 1 – The Electromagnetic Spectrum

**electromagnetic waves:** transfer energy as transverse waves

**radiation:** can damage body tissues

**mutation:** a change in DNA sequence caused by X-rays and gamma rays



## 3 – Cancer

**cancer:** uncontrolled cell division/growth which can lead to the formation of a tumour. There are 2 types of **tumour:**

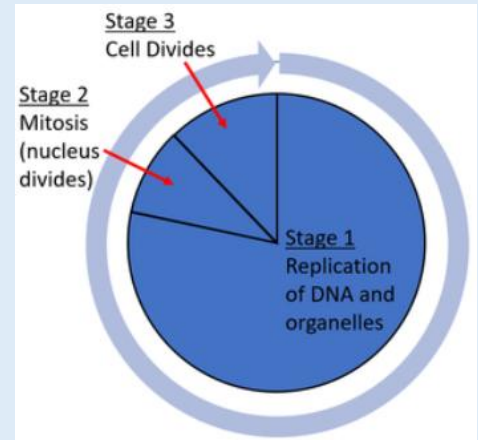
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## 2 – Stem Cells

**stem cells:** undifferentiated cells that can become specialised

**mitosis:** a type of cell division that produces identical cells used for growth and repair.

- It is part of the cell cycle.



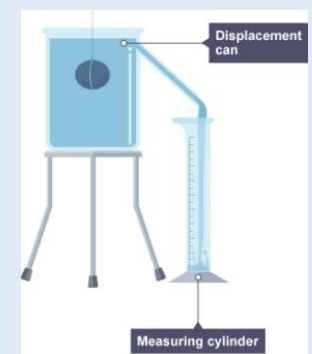
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## 1 – Películas: Tipos, Opiniones y Presente

**Vocabulary:** **veo:** I watch, **suelo ver:** I usually watch, **escucho:** I listen, **suelo escuchar:** I usually listen, **toco:** I play.

**Tipos de película:** **una película de acción:** an action film, **una comedia:** a comedy, **una película de terror:** a horror film, **una película romántica:** a romantic film, **una película de ciencia ficción:** a science fiction film, **una película histórica:** a historical film.

**Opinions:** **odio:** I hate, **me interesa:** I am interested, **no soporto:** I cannot stand, **me parece que:** it seems to me that.

**Justifications:** **porque es emocionante:** because it is exciting, **dado que tiene buenos efectos especiales:** because it has good special effects.

## 2 – Televisión

**Vocabulary:** **las series:** series, **los documentales:** documentaries, **los dibujos animados:** cartoons, **las noticias:** news, **los concursos:** game shows.

**Comparisons:** **más... que:** more...than, **menos... que:** less...than, **tan... como:** as...as.

**Sentence examples:** 1) **Las series son más interesantes que las noticias.** Series are more interesting than the news. 2) **Los documentales son menos interesantes que las películas de acción.** Documentaries are less interesting than action films. 3) **Las comedias son tan divertidas como las series.** Comedies are as funny as series.

## 3 – Pasado (Pretérito) - Past tense

**Vocabulary:** **fui:** I went, **vi:** I saw, **escuché:** I listened, **toqué:** I played, **visité:** I visited, **descargué:** I downloaded, **fue genial:** it was great, **fue horrible:** it was horrible, **fue impresionante:** it was impressive, **fue aburrido:** it was boring.

**Time phrases:** **ayer:** yesterday, **el fin de semana pasado:** last weekend, **la semana pasada:** last week.

**Sentence examples:** 1) **Ayer vi una película y fue impresionante.** Yesterday I watched a film and it was impressive.

2) **El fin de semana pasado fui al cine y escuché música.** Last weekend I went to the cinema and listened to music,

## 4 – Futuro Próximo (Near Future = ir + a + infinitive)

**Vocabulary:** **el cine:** the cinema, **la entrada:** the ticket, **la pantalla:** the screen, **tengo ganas de:** I feel like, **quiero:** I want, **espero:** I hope.

**Near future tense:** **voy a ir:** I am going to go, **voy a ver:** I am going to watch, **voy a escuchar:** I am going to listen, **voy a visitar:** I am going to visit, **voy a tocar:** I am going to play.

**Time phrases:** **pronto:** soon, **mañana:** tomorrow, **este fin de semana:** this weekend,

**Sentence examples:** **Voy a ir al cine mañana porque tengo ganas de ver una película de acción.** I am going to go to the cinema tomorrow because I feel like watching an action film.



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**Time phrases:** **pronto:** soon, **mañana:** tomorrow, **este fin de semana:** this weekend.

**Sentence examples:**

**Voy a escuchar música después.** I am going to listen to music afterwards.