



# Trinity Academy Grammar

Year 8 (B)  
Knowledge Organiser  
Term 4

*Your subjects are in alphabetical order.*



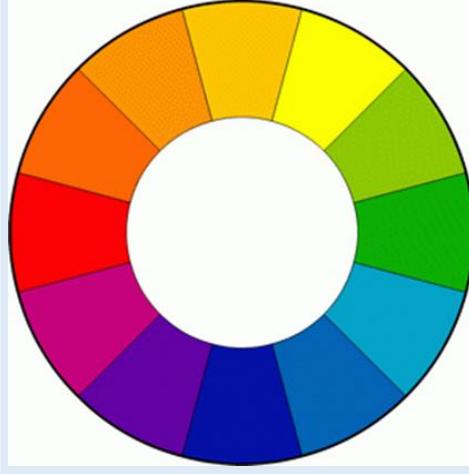
## 1 – Colour Theory

**primary colours:** Primary colours are red, blue and yellow. They are colours that are used to mix other colours and can't be made by mixing other colours

**secondary colours:** Secondary colours are made by mixing primary colours: green, orange and purple

**complementary colours:** Colours that are opposite each other on the colour wheel. (i.e. red and green)

**harmonious colours:** Colours are next to each other on the colour wheel



## 2 – Colour Theory

**hue:** name of the colour

**tint:** colour mixed with white.  
Increases its lightness

**shade:** colour mixed with black.  
Increases its darkness

**value:** how dark or light the colour is

## 3 – Key Vocabulary

**Impressionist:** art that is not trying to show a reflection of real life, but an 'impression' of what the person, light, atmosphere, object or landscape looked like to the artist

**mark making:** lines, dots and marks we create to show texture in art

**expressive:** art that shows a feeling

**impasto:** paint applied in thick strokes

**colour palette:** colours used for an artwork

**contrast:** when opposite elements are arranged together

## 3 – Artist Focus – Vincent Van Gogh - Starry Night 1889



**Impasto Technique:** Van Gogh's "Starry Night" shows a thick impasto technique, where paint is applied in thick strokes.

**dynamic texture:** The canvas comes alive with a dynamic texture created by bold, expressive brushwork, giving a sense of the energy and movement within the scene.

**short, swirling strokes:** Van Gogh's uses short, swirling to depict the night sky, contributing to the sense of movement.

**colour palette:** A colour palette of blues, yellows, and greens is used, creating a striking contrast that makes the sky standout.

**complementary contrasts:** The use of complementary colours adds depth and visual interest.

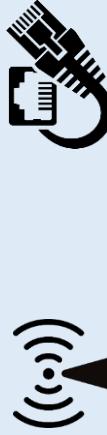
**emotional expression:** Van Gogh's distinctive technique not only captures scene but also shows his internal emotions, making "Starry Night" a powerful example of post-impressionist art.

## 1 – Types of Network

**LAN:** Local Area Network  
**WAN:** Wide Area Network  
**Network:** Two or more computers connected together  
**Router:** A router forwards messages from one network to another. It acts as a gateway  
**Network Cable:** Connects different devices together

## 2 – Wired and Wireless

**Hub:** a hub connects a number of computers together.  
**Server:** a server is a powerful computer which provides services  
**ISP:** Internet service Provider  
**Wired:** wired networks send data along cables  
**Wireless:** wireless networks send data through the air using radio waves  
**Bandwidth:** is the amount of data that can be moved from one point to another in a given time. Higher bandwidth = more data per second



## 3 - Internet

**Internet:** the internet is a worldwide network of computers.

The Internet is the physical hardware, i.e. the cables, the routers, and other pieces of hardware used to connect devices together. Any device connected to the internet is part of this network.

**WWW:** World Wide Web

**Web browser:** is a piece of software (code) used to view information on the World Wide Web.

## 4 - Topology

**Topology:** the physical and logical arrangement of connections in a network  
**Bus:** every computer and network device is connected to a single cable  
**Ring:** forms a ring connecting devices with exactly two neighbouring devices  
**Star:** all the devices are connected to a single hub through a cable  
**Mesh:** every device is connected to another device

## 1 - Naturalism

### Key Vocabulary

**Naturalism:** the illusion of real life presented on stage. It aims to be an accurate representations of ordinary people in believable situations

**Stanislavsky's System:** created by Stanislavski and can be used to produce a naturalistic performance, which includes **emotion memory**

**Emotion memory:** when the actor finds a real past experience where they felt a similar emotion to that demanded by the role they are playing. They then 'borrow' those feelings to bring the role to life

**Fourth wall:** the invisible wall between the audience and the actors on stage

## 2 - Given Circumstances

The given circumstances are the information about the character that you start off with and the play as a whole

- *How old is the character?*
  - *What's their situation in the play and in relation to the other characters?*
  - *Are there any notes provided about the play and its characters?*
- Such notes and stage directions may not tell you everything you need to build a character but they are a starting point.

### Key Vocabulary

**Dialogue:** the text that is spoken by the actor

## 3 - Characterisation Skills

### Key Vocabulary

**facial expression:** the appearance, mood or feeling conveyed by a person's face

**posture:** the position a character holds themselves in when sitting or standing

**gesture:** a movement made by part of the body (e.g. arms, head) to convey a character's emotions

**gait:** a person's manner of walking

**pitch:** the degree of highness or lowness of the voice

**pace:** the speed at which someone speaks

**tone:** a quality in the voice that expresses the speaker's feelings or thoughts

## 4 – Evaluation

### Evaluate your performance:

- Describe how you have used a range of performance skills and techniques in your performance.  
*In my performance I have used the skills of...  
I chose to use these skills because...*
- Identify one strength of your performance and give a reason why.  
*One strength of my performance was... because...*

- Identify one area for improvement in your performance and give a reason why.  
*I would like to improve my use of... because ...  
I will do this in my next performance by...*

**volume:** the degree of loudness or the intensity of a sound

## 1 – Vocabulary

- perspective**: the point of view in a story
- first person narrative perspective**: where the story is told from one person's viewpoint
- third person narrative perspective**: narrative written using pronouns such as 'he', 'she' and 'they'
- omniscient narrator**: an all-knowing narrator
- theme**: a 'big' idea that runs through a text, e.g. love, fear
- cyclical structure**: when a story ends similarly to how it began, e.g. in 'Animal Farm'
- adversity**: a difficult situation
- empowerment**: the process of being more strong and more confident

## 2 – Cultural Knowledge

- Rabindranath Tagore**: writer of 'Subha'; he was a Indian novelist and poet who won the Nobel Prize for Literature. He wrote mainly about those from underprivileged parts of society in the 'social realism' genre
- social realism**: a genre of writing which aims to draw attention to the real conditions of the working class or disadvantaged to criticise (argue against and challenge) power/class structures
- Bengal**: a region of East Asia, which is in both India and Bangladesh
- caste system**: the hierarchical Hindu class system
- ableism**: discriminatory, oppressive, abusive behaviour arising from the belief that disabled people are inferior to others

## 3 – Writing Effective Narratives

- characterisation**: developing interesting, believable characters in writing by:
- giving your characters clear motivations, dreams and desires
  - give the protagonist an 'arc' – some kind of transformation
  - going into detail about your character's physical world: their appearance, clothing, mannerisms, how they speak to others, etc

**imagery**: use of techniques that helps the reader imagine your story's 'world': metaphor, simile, personification, pathetic fallacy

**in media res**: when a story begins in the middle of the action

**flashback**: a part of a story that takes place earlier than the main part of the story

**climax**: the most intense and exciting part of a story

**denouement**: the ending of a story / final outcome

## 4 – Grammar: Conjunctions/Dashes for Effect

- dashes add more information to a sentence** (replacing brackets), e.g: 'Subha' - which tells the tale of a young Indian girl who suffers from others' prejudice - is a heart-breaking story. They insert a break into a sentence (replacing brackets, colon or semi-colon) and to emphasise the idea after the dash, e.g.: 'The teacher demanded one thing from her students – their attention.' They show repetition of a word or phrase for effect or to emphasise an idea, e.g.: "It can't—it can't be—not—not a dragon!" she screamed.

**Conjunctions**: words that help to connect together clauses (parts of a sentence)

- For, Or, And, Nor, But, So (**FANBOYS**) - used to make compound sentences
- Since, Therefore, Though, While, Which, Who—used to make a subordinate clause/complex sentence

## French

## Year 8

## Term 4

### 1 – The Perfect Tense

To form the perfect tense you need:

<b>Part of avoir</b>	<b>Past participle</b>
j'ai	joué

We form the past participle of regular -ER verbs by:

- removing -ER from the end of the verb
- adding 'é' to the end of the verb

e.g. **jouer** → **joué**

j'ai regardé  
j'ai visité  
j'ai joué  
j'ai écouté  
j'ai mangé  
j'ai téléchargé  
I watched  
I visited  
I played  
I listened  
I ate  
I downloaded

### 2 – The Perfect Tense

When forming the past tense, the part of 'avoir' that we use changes, depending on who is doing the action:

j'ai	joué	I played
tu as	joué	you played
il a	joué	he played
elle a	joué	she played
on a	joué	we played
nous avons	joué	we played
vous avez	joué	you (pl) played
ils ont	joué	they (m) played
elles ont	joué	they (f) played

e.g. **nous avons regardé** = we watched  
**elle a téléchargé** = she downloaded

### 3 – Irregular Past Participles

Some verbs have irregular past participles, which do not follow the usual pattern. This includes:

j'ai	joué	I played	→ fait
tu as	joué	you played	→ lu
il a	joué	he played	→ bu
elle a	joué	she played	→ vu
on a	joué	we played	→ pris
nous avons	joué	we played	e.g.

faire (to do) → faire  
lire (to read) → lire  
boire (to drink) → boire  
voir (to see) → voir  
prendre (to take) → prendre

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### 4 – Time Expressions

l'année dernière last year  
la semaine dernière last week  
hier yesterday  
hier matin yesterday morning  
hier soir yesterday evening  
le mois dernier last month  
dans le passé in the past

je suis arrivé(e) I arrived  
je suis resté(e) he/she stayed  
il est arrivé he arrived  
elle est restée she stayed

### 5 – Giving Opinions

To give opinions in the past tense we can use:

c'était	it was	très	very
je l'ai trouvé	I found it	un peu	a bit
amusant	funny	assez	quite
barbant	boring		
divertissant	entertaining		
effrayant	scary		
émouvant	moving		
fascinant	fascinating		
génial	great		
idiot	stupid		
nul	rubbish		
passionnant	exciting		

The verbs **aller**, **rester** and **arriver** all use **être** in the past tense:

je suis allé(e)	I went
je suis arrivé(e)	I arrived
je suis resté(e)	I stayed
il est arrivé	he arrived
elle est restée	she stayed

### 6 – The Perfect Tense With Être

Some verbs use 'être' in the past tense instead of 'avoir':

<b>Part of être</b>	<b>Past participle</b>
je suis	allé(e)
il est/ elle est	allé(e)
nous sommes	allé(e)

# Geography

## Year 8 | Term 4

### Coasts

#### 1 – What is a Coast?

##### Key Vocabulary

**coast**: the location in which the land meets the sea

- The UK's coastline is 31,360 km long because it is an island
- Some parts of the coast are sandy or rocky whilst other parts contain cliffs
- The coastline changes over time due to the geology (rock types) of the coastline
- People use the coast for many purposes such as: fishing, recreation, trade, agriculture and human settlements

#### 2 – Waves

##### Key Vocabulary

**fetch**: The distance the wind blows over the surface of the water

- swash**: when a wave breaks and water is washed up the beach
- backwash**: When the water runs back down the beach

- Waves are created by wind blowing over the sea
- Constructive waves build up the beach and have a strong swash
- Destructive waves are much taller, cause erosion, and have a strong backwash

#### 3 – Erosion

##### Key Vocabulary

**erosion**: is where material is taken away by the sea

- abrasion**: this is when pebbles grind along a rock platform, much like sandpaper
- hydraulic action**: is the force of river or sea eroding a cliff or river bank

- Headlands are formed as soft rock erodes leaving hard rock sticking out into the ocean
- This leaves a curved shape in the side of the coastline with no rock. This is a bay. We commonly find beaches inside these

#### 4 – Cliff Collapse

##### Key Vocabulary

**cliff collapse**: when sections of a cliff fall away

- Waves attack the bottom of the cliff, particularly during storms and at high tide
- Eventually a wave-cut notch is formed
- At the same time weathering attacks the top of the cliff. The weakened cliff is unsupported and collapses
- The sea removes the rocks and the process restarts
- The cliff will move back and leave a rocky platform at the base called a wave-cut platform

#### 5 – Deposition and Transportation

##### Key Vocabulary

**transportation**: the moving of sediment

**solution**: dissolved chemicals in water

**suspension**: particles carried within the water

**traction**: large pebbles rolled along the seabed

##### Key Vocabulary

**hard engineering**: man made concrete structure designed to reduce flooding and erosion

**soft engineering**: the use of natural materials such as sand to prevent erosion

#### 6 – Stopping Coastal Erosion

##### Key Vocabulary

**longshore drift**: the zigzag pattern of swash and backwash which transports sediment in the direction of the prevailing wind

- Hard engineering are effective at protecting cities and reducing flooding. However, they are costly
- Soft engineering where sand is added to a beach or trees are planted. These are low cost but they are not as effective as hard engineering

##### deposition

: the dropping of rocks when water slows

| – Causes of the First World War

2 – Fighting the War

3 - Weapons

**Alliance:** an agreement to be on the same side

**Imperialism:** the desire for a bigger empire

**militarism:** anything related to the army

THE JOURNAL OF CLIMATE

- The First World War started in 1914 and was fought between two alliances – the Triple Entente and the Triple Alliance

Triple Entente included: Britain, France and Russia

Triple Alliance included: Germany, Austria-Hungary and Italy

The 4 long-term causes of the conflict were: militarism, alliances, imperialism, and nationalism

The event that triggered WW1 was the assassination of Austrian Archduke Franz Ferdinand by a terrorist gang in Serbia

11 = The Battle of the Somme

**casualties:** soldiers who are injured or killed

- The Battle of the Somme started on 1<sup>st</sup> July 1916
  - The aim was to distract German soldiers away from Verdun, where France were struggling against German attacks
  - The British fired an artillery bombardment on the German trenches for seven days
  - The British suffered 57,000 casualties on the first day.
  - It remains the worst day in British military history
  - The Somme lasted from July to November 1916

5 – America Enters the War

- In May 1915, a British ship called the Lusitania was stopped America from becoming involved in the war
- **U Boat:** German term for submarines
- **isolationist:** to keep yourself separate from others. This stopped America from becoming involved in the war

6 = Armistice

- **armistice:** an agreement to stop fighting
- In Spring 1918 American soldiers arrived in France, causing the Germans to lose the First World War
- An armistice was signed at 11 o'clock on the 11th November 1918

- Dangerous weapons that were quicker to make, use and caused more damage
  - Machine guns were a new weapon that could quickly fire bullets quickly without the need to reload
  - Chlorine gas and mustard gas were both used
  - The British were the first country to build tanks and they were first used at the Battle of the Somme in 1916
  - These new weapons caused lots of injuries and meant trenches were used for protection

## Literacy B

## Spelling Rules – Homophones

### Year 8 | Term 4

#### Week 1: are/our

**our: belongs to us (two or more people)**  
*e.g. We bought our first house.*



**are: state of being**  
*e.g. We are driving a car.*

#### Week 2: there/their/they're

**their:** belonging to a person  
*e.g. Their car*

**there:** a place  
*e.g. over there.*

<b>they're:</b> shorter <i>'they are'</i>	<b>there</b>	<b>they're</b>
<i>e.g. They're watching.</i>		

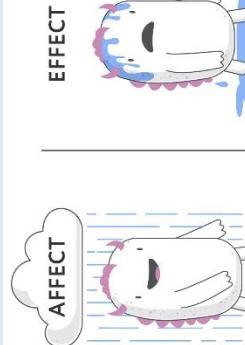
#### Week 3: witch/which

**which:** used when asking a question  
*e.g. Which one should I wear?*



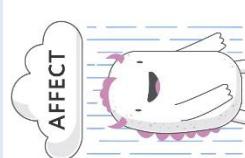
#### Week 4: affect/effect

**affect:** a verb meaning something has changed (the action)  
*e.g. The weather might affect the barbecue.*



#### Week 5: then/than

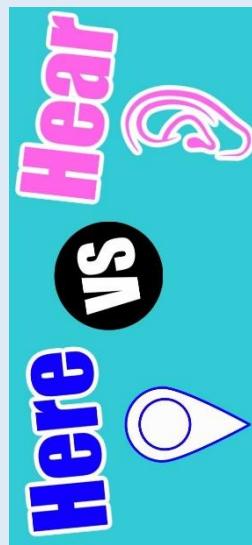
**then:** relating to time.  
*e.g. You need to apologize, and then you can come back in.*



#### Week 6: here/hear

**here:** a place or location  
*e.g. I am over here.*

**hear:** listening  
*e.g. I can hear you.*



**effect:** a noun meaning change (the result)  
*e.g. I added an effect to my picture.*

# Mathematics

## Developing Number

### Year 8

### Term 4

Those topics highlighted in yellow also appear in Science, Geography or Technology

#### 1 – Sequences

#### 2 – Indices

sequence: a succession of terms formed according to a rule

$$9, 18, 27, 36, 45, \dots$$

term to term rule: lets you find the next term in a sequence Example add 9

linear sequence: a number pattern which increases (or decreases) by the same amount each time.

ascending: to go up  
descending: to go down

$$4^3 = 4 \times 4 \times 4$$

index: multiply the number by itself

$$\frac{2}{5}$$



#### Key Vocabulary

index: a number that tells you how many times to multiply the number by itself

numerator: number of pieces

denominator: total number of pieces

percent: a fraction out of a hundred.

equivalent: the same value. e.g. 0.1 = 10%

$$\text{Tenth} = \frac{1}{10} = 0.1 = 10\% \quad \text{Hundredth} = \frac{1}{100} = 0.01 = 1\%$$

indices: the plural of index

#### 4 – Percentages

#### Key Vocabulary

percentage: a fraction out of 100

% is the symbol used to represent a percentage

increase: to make an amount bigger. The new amount will be greater than 100%

decreasing: to make an amount smaller. The new amount will be less than 100%

multiplier: a number used to calculate a percentage  
e.g. Calculating  $50 \times 0.46$  will find 46%  
0.46 is the multiplier

#### 5 – Ratio (Term 1 Recap)

#### ratio

a part to part comparison

The ratio of a to b is written as a:b

parts: you say the ratio 2:5 as “two to five”

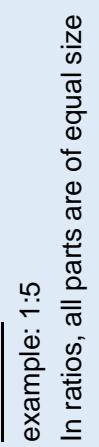
This means for every 2 parts of one thing, there are 5 of another “:” is called a colon

unit ratio: in the form 1:n

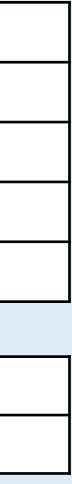
example: 1:5

In ratios, all parts are of equal size

example: 2:5



$$\frac{2}{5}$$



proportion: when two ratios or fractions are equal

#### 3 – Fractions

#### 6 – 12 Times Table

$$1 \times 12 = 12$$

$$2 \times 12 = 24$$

$$3 \times 12 = 36$$

$$4 \times 12 = 48$$

$$5 \times 12 = 60$$

$$6 \times 12 = 72$$

$$7 \times 12 = 84$$

$$8 \times 12 = 96$$

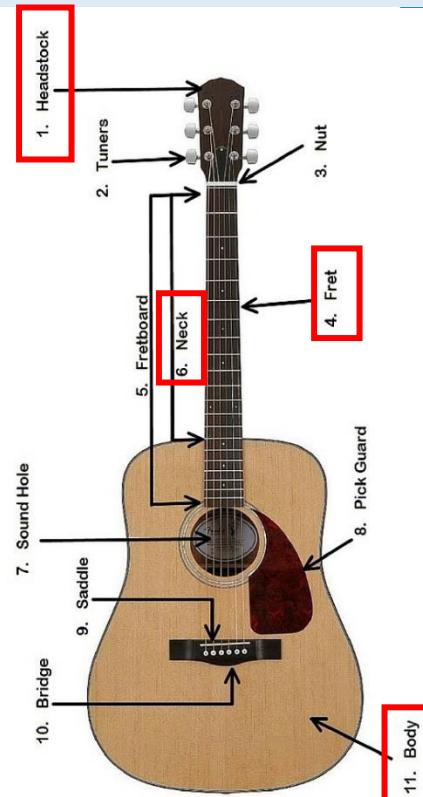
$$9 \times 12 = 108$$

$$10 \times 12 = 120$$

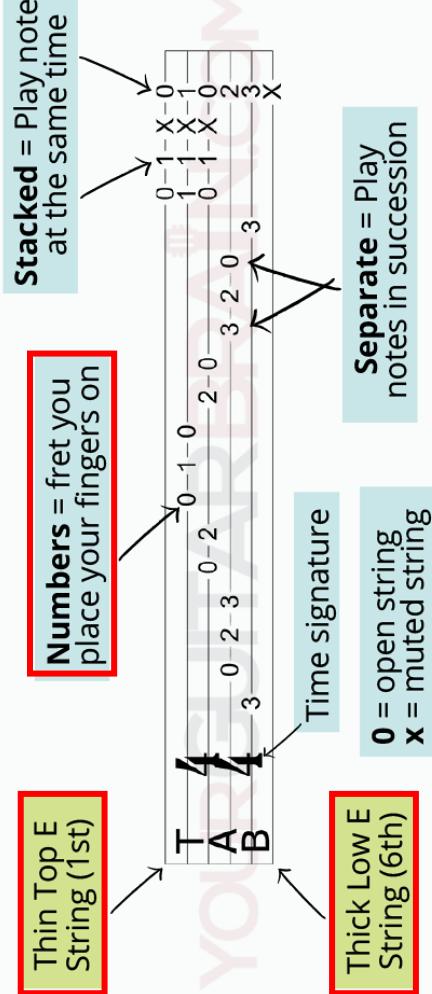
$$11 \times 12 = 132$$

$$12 \times 12 = 144$$

## 1 – The Guitar



## 2 – Tablature



## 3 – Key Vocabulary

### Key Vocabulary:

**lyrics:** the words of a song

**hook:** the 'catchy' section of a song which the listener will remember. Can be melodic, rhythmic or lyrical

**riff:** a repeated musical pattern usually used in the intro or instrumental sections.  
Can be melodic or rhythmic

**melody:** the main tune of the song, sung by the lead singer

**counter-melody:** a second melody which will play with the original melody to add variation

**texture:** the different layers of sound

## 4 – Lead Sheet, Notation and Arrangements

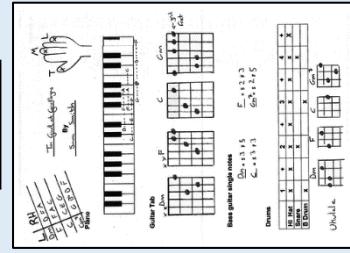
### Key Vocabulary:

**lead sheet:** a form of notation which only contains the essential elements including the riff, lyrics, chords and bass line

**cover:** a new performance, remake or recording by someone other than the original artist

**arrangement:** a piece of music which has been changed to work with different performers and instruments

**full score:** when all parts are written meaning no interpretation. Usually used in classical music



## 1 – Dribbling

**Key Vocabulary**

**3 steps:** the maximum number of steps you can take when holding the ball  
**pivot:** to turn to face a different direction without taking your foot off the floor

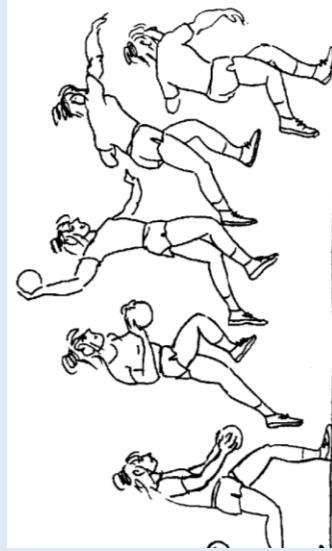
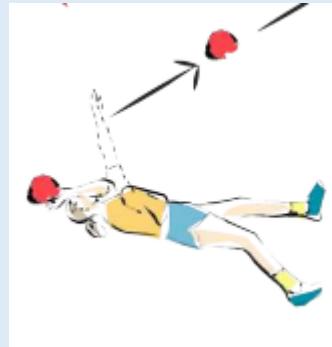


- dribbling the ball- finger tips, head up, snap with wrist
- 3 steps with the ball before shooting or passing
- 3 seconds with the ball when standing still

## 2 – Passing &amp; Receiving

**Key Vocabulary**

**'w' grip:** how to grip the ball when catching it  
**bounce pass:** a pass that bounces on the floor once before reaching a teammate



## 3 – Shooting

**Key Vocabulary**

**jump shot:** more effective shot to increase the likelihood of scoring  
**accuracy:** the precise placement of something

## 4 – Defending

**Key Vocabulary**

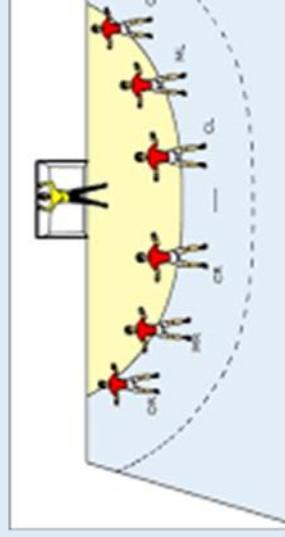
**intercept:** to stop something in progress  
**reaction time:** the time taken to respond to something



## 5 – Attacking Phase of Play

**Key Vocabulary**

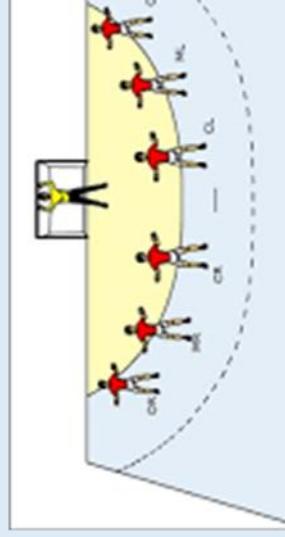
**pivot:** an attacking player who travels along the opponent's crease



## 6 – Defending Phase of Play

**Key Vocabulary**

**formation:** the positional placement of players  
**Defensive formation:**



## 1 – Set up, Grip, Stance and Rally

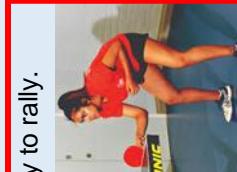
### Key Vocabulary

**pistol grip:** the correct positioning of the hands on the bat



**stance:** the position you stand in ready to rally.

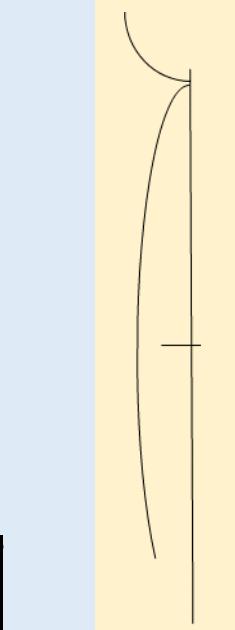
- feet shoulder-width apart
- low, knees bent
- balls of feet
- ready, anticipation



## 2 – Backhand

### Key Vocabulary

**Pathway:** the direction and distance the ball moves



- Key Vocabulary**
- backhand serve:**
- Stand with knees slightly bent
  - Slightly side on to the table (to allow for backswing)
  - As the ball drops strike the ball with the bat angled towards the table.

**forehand serve:**

- Face sideways with shoulder pointing towards target
- As the ball drops strike the ball with the bat angled towards the table.
- Finish with bat pointed towards opponent

## 3 – Serve

### Key Vocabulary

- Pathway:** the direction and distance the ball moves
- Key Vocabulary**
- backhand serve:**
- Stand with knees slightly bent
  - Slightly side on to the table (to allow for backswing)
  - As the ball drops strike the ball with the bat angled towards the table.

## 4 – Forehand

### Key Vocabulary

- Pathway:** the direction and distance the ball moves
- Key Vocabulary**
- backhand serve:**
- Stand with knees slightly bent
  - Slightly side on to the table (to allow for backswing)
  - As the ball drops strike the ball with the bat angled towards the table.

## 5 - Tactics to Overcome an Opponent

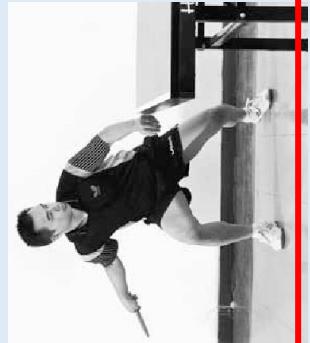
### Key Vocabulary

- tactics:** an action or strategy carefully planned to achieve an specific outcome

## 4 – Forehand

### Key Vocabulary

**forehand drive:** an attacking shot used to attack the opponent. This shot has more depth and passes lower over the net

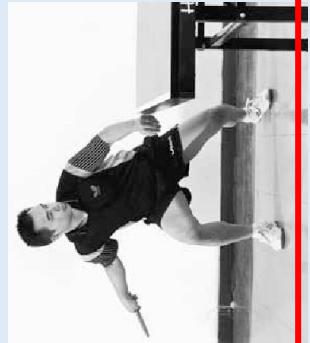
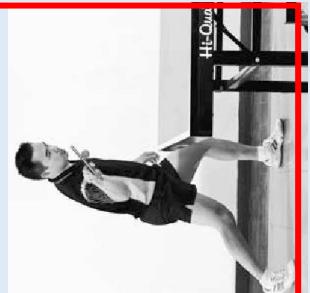


## 6 – Rules and Regulations

### Key Vocabulary

- let:** when serving, if the ball hits the net and goes over, hitting the opponents side, the serve must be repeated

- doubles:** Every two serves, the previous receiver becomes the new server and the partner of the previous server becomes the receiver



## PE

## Year 8 | Term 4

## Football

### 1 – Dribbling

#### Key Vocabulary

**control:** the ability to manage a moving object  
**side step:** stepping one way and taking the ball in the opposite direction



- Techniques for a lofted pass:
- Non-kicking foot by the ball
  - Lean body back
  - Striking foot to get under the ball
  - Arms out for balance

### 2 – Passing

#### Key Vocabulary

**through ball:** passing the ball between two opponents to a teammate



Using **muscular strength** to keep the ball from the defender by placing the body between the defender and the ball, in a side on position.

### 3 – Receiving

#### Key Vocabulary

**scan:** looking behind and around for space and players  
**shielding:** protecting the ball from being taken



### 4 – Defending

#### Key Vocabulary

**steal:** gaining possession of the ball from the opponent  
**timing:** a particular point to take tackle the opponent



### 5 – Shooting

#### Key Vocabulary

**power:**

**lob:** looping the ball over the goalkeeper into the goal having won possession



### 6 – Positional Play

#### Key Vocabulary

**unit:** several players linked together  
**counter-attack:** moving the ball up the pitch quickly having won possession



## 1 – The Four Aims of Life

### Key Vocabulary

**dharma:** someone's duty and purpose in life

**kama:** the Sanskrit word for love, desire and pleasure

**artha:** prosperity and the pursuit of wealth

**moksha:** the ultimate aim in life; to be free from the cycle of life, death and rebirth

- All Hindus believe that the purpose of life is to achieve four aims: dharma, kama, artha and moksha.
- By working towards these aims, Hindus believe that they will be good people and be living a good life.

## 2 - Karma

### Key Vocabulary

**karma:** the idea that actions have consequences

**reincarnation:** being reborn into a new body in the next life

- Hindus believe that their good actions in life give them good karma; whereas their bad actions take away karma
- Hindus believe that, if they can gather good karma, then they can achieve a better reincarnation in the next life
- Hindus see karma as a way of explaining why bad things sometimes happen. E.g. they might see suffering as a punishment for bad karma in a previous life

## 3 – The Cycle of Life

### Key Vocabulary

**reincarnation:** being reborn into a new body in the next life

**samsara:** the cycle of life, death and rebirth

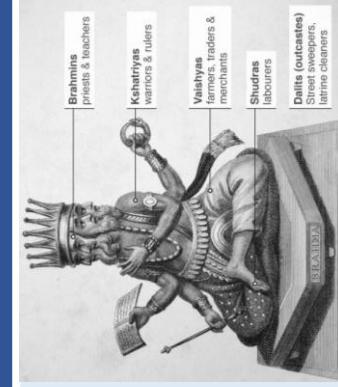
**atman:** an eternal piece of Brahman which lives inside every living thing

- In Hinduism, all life goes through birth, life, death and rebirth. This is known as the cycle of samsara
- It is the atman which moves onto the next body in the next life.
- Hindus see the body as an empty shell after death
- The quality of the rebirth depends on the amount of karma that a person has accumulated
- Hindus believe that you can be reborn as a human or an animal

## 4 – The Caste System

### Key Vocabulary

**caste:** a group within Hindu society



- There are four main traditional castes and thousands of subgroups
- Hindus believe they are born in a caste, based on their karma in their previous life, and this caste cannot change until the next life
- Traditionally, the group a Hindu is born into can decide what jobs they get and what their duties in life are

B1 – Digestion	C1 – The Atmosphere	P1 – Energy Stores	
<p><b>Key Vocabulary</b></p> <p><b>enzyme</b> – a biological catalyst</p> <p><b>monomer</b> – a molecule that can bond to other identical molecules to form a polymer</p> <p><b>polymer</b> – a large molecule that consists of many smaller repeating units called monomers</p> <p><b>digest</b> – to break something down</p> <p><b>small intestine</b> – where food molecules are absorbed into the blood</p> <p><b>large intestine</b> – where water molecules are absorbed into the blood</p>	<p><b>Key Vocabulary</b></p> <p><b>atmosphere</b> – the gases surrounding a planet</p> <p><b>composition</b> – what something is made up of</p> <p><b>respiration</b> – a process that provides organisms with energy. Glucose + oxygen → carbon dioxide + water</p> <p><b>combustion</b> – a process of burning fuels in the presence of oxygen. Fuel + oxygen → carbon dioxide + water</p> <p><b>photosynthesis</b> – a process which plants use to produce glucose. Carbon dioxide + water → glucose + oxygen</p>	<p><b>Types of Energy Stores:</b></p> <p><b>thermal</b> – stored in hot objects</p> <p><b>Kinetic</b> – stored in moving objects</p> <p><b>electrostatic</b> – stored in charged materials</p> <p><b>gravitational potential</b> – stored in objects that are high up</p> <p><b>chemical</b> – stored in chemical bonds (e.g. food, batteries)</p> <p><b>elastic potential</b> – stored in stretched or compressed materials (e.g. spring, balloons)</p> <p><b>magnetic</b> – stored in magnetic fields around magnets</p>	
B2 – Enzymes	C2 – Climate Change	P2 – Energy Transfers	<p><b>Key Vocabulary</b></p> <p><b>conduction</b> - process where thermal energy is directly transferred through a material</p> <p><b>radiation</b> _ process where thermal energy is transferred through the emission of waves/particles through space or a substance</p> <p><b>convection</b> - process where thermal energy is transferred through the bulk movement of fluids, e.g. liquids or gases</p> <p><b>insulation</b> – a process that in which thermal energy cannot transfer</p> <p><b>efficacy</b> – how effective something is</p> <p><b>conservation</b> – to keep the same</p> <p><b>dissipate</b> – to be lost to the surroundings</p>

## Weekly Wellbeing

## Drugs and Alcohol

## Year 8

## Term 4

### 1 – Impact of Energy Drinks

#### Key Vocabulary

- energy drink:** a drink which gets its energy from glucose or added ingredients
- energy drinks have a high sugar content
  - drinks that are high in sugar are often high in calories
  - having too many calories can make you more likely to gain weight
  - some energy drinks also contain caffeine
  - caffeine is a stimulant. Drinks containing caffeine can temporarily make us feel more alert or less drowsy
  - caffeine affects some people more than others, and the effect can depend on how much caffeine you normally consume
  - checking the nutrition labels on drinks can help you make healthier choices

### 2 – Medicinal and Recreational Drugs

#### Key Vocabulary

- medicinal:** something with healing properties  
**recreational:** something done for enjoyment

- simple painkillers and remedies can be bought directly from supermarkets and other stores
- prescription-only medicines, such as antibiotics, must be prescribed by a qualified health professional
- medicinal and recreational drugs can change the way the brain works. This effect will vary depending on the type of drug being taken, the person and the environment
- there are four categories of recreational drugs: analgesics (heroin), depressants (alcohol), stimulants (cocaine), and hallucinogens (LSD)

### 3 – Impact of Alcohol

#### alcohol: the intoxicating element of wine, beers or other alcoholic drinks

- alcohol misuse is when you drink in a way that's harmful, or when you're dependent on alcohol
- to keep health risks from alcohol to a low level, both men and women are advised not to regularly drink more than 14 units a week
- a unit of alcohol is 8g or 10ml of pure alcohol, which is about:
  - half a pint of lager/beer/cider
  - a single small shot measure (25ml) of spirits

#### Risks of Alcohol Misuse

- violent behaviour and being a victim of violence
- accidents and injuries requiring hospital treatment
- serious health problems
- social problems for some people, such as unemployment, divorce and homelessness
- E-cigarettes do not burn tobacco and do not produce tar or carbon monoxide.
- using an e-cigarette is known as vaping
- they're not completely risk free, but they carry a small fraction of the risk of cigarettes

### 4 – Impact of Nicotine and E-Cigarettes

#### Nicotine

- smoking is one of the biggest causes of death and illness in the UK
- every year around 78,000 people in the UK die from smoking
- smoking causes around 7 out of every 10 cases of lung cancer
- second-hand smoke comes from the smoke that the smoker breathes out
- breathing in second-hand smoke, also known as passive smoking, increases your risk of getting the same health conditions as smokers
- E-cigarettes are devices that allows you to inhale nicotine in a vapour rather than smoke

- E-cigarettes do not burn tobacco and do not produce tar or carbon monoxide.
- using an e-cigarette is known as vaping
- they're not completely risk free, but they carry a small fraction of the risk of cigarettes



### Look

Look at the information carefully.

Read it three times.

It may help to say it as you read it.



### Cover

Cover it with your hand or a piece of paper.



### Write

Write it out, from memory.



### Check

Check what you have written matches the information exactly.  
Have you got it correct?  
If so, tick your work to show it is correct.



### Correct



If you choose to make flashcards to help you revise, don't forget our top tips.

1. On one side of the card, write the question clearly
2. On the other side of the card, write the answer you want to remember
3. Only put one question on each flashcard
4. Test yourself regularly, until you can't get the answers wrong



Scan the QR code to access a short video on how to use your flashcards more effectively.

If it doesn't match exactly, use your purple pen to correct it.

Repeat the steps above.

If you get 100% correct, move on to the next piece of information.