



Huish Episcopi Academy

The best in everyone

Part of United Learning

Knowledge Organisers

Year 7

Summer Term A

Name:

Tutor Group:

Respect

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Ambition

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Resilience

Key Vocabulary	
1	democracy A country in which power is held by elected representatives.
2	fascism A governmental system led by a dictator having complete power, forcibly suppressing opposition and criticism.
3	patriotism A feeling of attachment and commitment to a country.
4	pacifism The belief that war and violence are unjustifiable.
5	isolation The state of being alone or lonely.
6	persecution The act of treating people in a cruel and unfair way, especially because of their race, religion or political beliefs.
7	refugee A person who has been forced to leave their country in order to escape war, persecution, or natural disaster.
8	empathy The ability to understand and share the feelings of another.
9	scandal An action or event regarded as morally or legally wrong which can lead to public outrage.
10	sacrifice To give up something valued or important for the sake of something or someone else.

Key Terminology	
1	emotive language Emotive language is word choice which is used to evoke (arouse/bring up) emotion in the reader or listener.
2	personal account When someone recounts something that they have experienced or lived through to give a personal and emotional insight into an issue, problem, or achievement.
3	perspective A particular attitude towards or way of regarding something; a point of view.
4	rhetorical questions A rhetorical question is one for which the questioner does not expect a direct answer.
5	tone The attitude towards a subject or audience in a piece of writing.

Context	
1	Anne Frank was born in Germany in 1929 and died in a concentration camp in 1945
2	Anne Frank and her family moved to Amsterdam because the Nazi party had taken over Germany and were persecuting Jewish people.
3	Anne Frank and her family went into hiding in Amsterdam, behind a bookcase in the building where her father worked.
4	Anne Frank kept a diary for two years which she was given as birthday present.
5	Anne Frank's father survived the Holocaust and arranged for her diary to be published.

Huish Episcopi Academy Year 7 SCIENCE Knowledge Organiser Plants and photosynthesis

UNIT 1. Structures found in plants

1	Chloroplasts	Green organelle found in plant cells. Site of photosynthesis.
2	Chlorophyll	Green pigment in chloroplasts that absorbs the energy transferred by light waves, for photosynthesis.
3	Stomata	Tiny pores in the lower surface of a leaf, which open to allow gases to diffuse into and out of the leaf.
4	Phloem	Plant tissue that carries dissolved sugars from the leaves around the plant.
5	Xylem	A long, thick-walled tube found in plants, formed from many dead cells. The vessels carry water and dissolved minerals through the plant.
6	Guard cells	Surround the stomata. Control whether stomata are open or closed

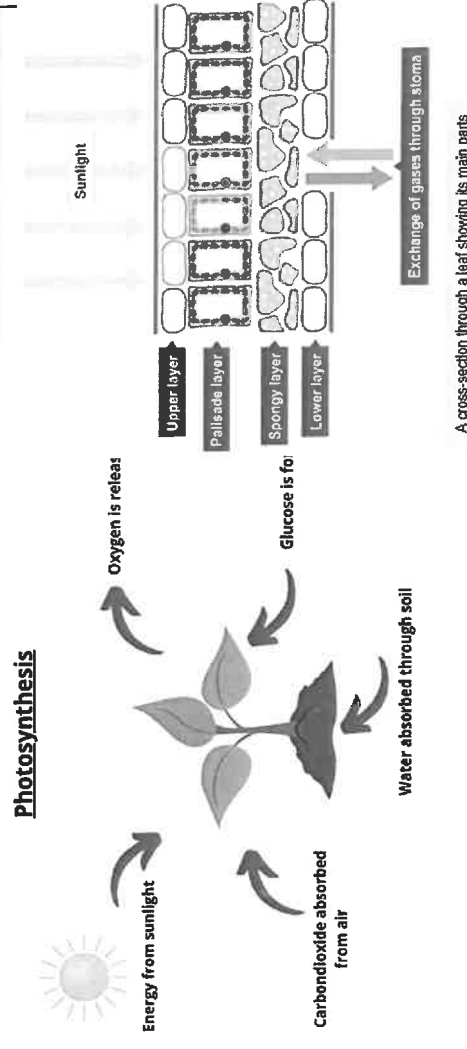
UNIT 3. Important substances

1	Cellulose	Makes up the cell wall and supports the cell.
2	Glucose	The sugar produced by photosynthesis and needed for respiration.
3	Starch	A carbohydrate made by the joining together of glucose molecules.

UNIT 3. Processes

1	Active transport	Process by which roots absorb mineral ions from the soil using energy from respiration.
2	Osmosis	The movement of water from a dilute to a concentrated solution, through a partially permeable membrane.
4	Transpiration stream	The movement of water through the xylem.
5	Photosynthesis	Carbon dioxide + water → glucose + oxygen This process requires light.
6	Pollination	Transfer of pollen from one plant to another

Photosynthesis and structure of a leaf



1	Jesus	The most important figure in Christianity, believed to be the Son of God.
2	Mary	The mother of Jesus.
3	Ministry	The work of a religious person.
4	Crucifixion	The execution of Jesus, by the Romans, on a cross.
5	Resurrection	Jesus rising from the dead three days after his crucifixion.
6	Ascension	Jesus' ascent to heaven, 40 days after his resurrection.
7	Mary Magdalene	A follower of Jesus who witnessed his resurrection.
8	The Great Commission	Jesus' instruction to his followers to spread his teachings to all people.
9	Apostles	The twelve main followers of Jesus who spread his message.
10	St Paul	An early Christian leader who wrote many letters in the New Testament.
11	Phoebe	A deaconess mentioned in the New Testament who helped the early church.
12	Lydia	A businesswoman and early Christian supporter of Paul.
13	Nicene Creed	A statement of Christian faith.
14	Trinity	The Christian belief in one God in three persons: Father, Son and Holy Spirit.
15	Reformation	A movement in the 16 th century that led to the creation of Protestant churches.
16	Protestant	A branch of Christianity that broke away from the Catholic Church during the Reformation.
17	Catholic	The largest branch of Christianity, led by the Pope.
18	Pope	The leader of the Catholic Church.
19	Messiah	One expected to save and lead the people. Christians believe this to be Jesus.
20	Salvation	Being saved from sin and its consequences.
21	Sermon on the Mount	A collection of teachings by Jesus covering topics like love, prayer and moral guidance.
22	The Lord's Prayer	A prayer taught by Jesus to his disciples, summarising key beliefs in the Christian faith.
23	Denomination	A specific branch of group within Christianity.
24	Sacrament	An important ritual that represents an important part of the faith.

Holy Books introduced	The most important book in Christianity. It is divided into two main parts: the Old Testament, which contains the history and teachings of the Jewish faith, and the New Testament, which focuses on the life, teachings, death and resurrection of Jesus and the early Christian community.
The Bible	
The Gospels	These are four books in the Bible which contain the accounts of the life of Jesus. They are written by Matthew, Mark, Luke and John.

Tools for Studying Religion	Theology is the study of God and ideas about God. Theologians look at how ideas about God influence beliefs in religions and the actions people will do. Social Scientists use evidence to see how people are influenced by society. Social Scientists look at patterns in what people believe about God and how this may change due to time and place.
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Huish Episcopi Academy Year 7 History Knowledge Organiser – England and her Neighbours

Key Terms	
1	Artillery
2	Hatchet
3	Heresy
4	Homage
5	Lance
6	Mace
7	Polearm
8	Relations
9	Resistance
10	Siege

Very large guns, in this period this included gunpowder canons that fire long distances.

Single handed axe with a wooden handle.

A belief that goes against the teachings of the Church.

Special honour or respect shown to a person in public.

A spear used by soldiers on horseback.

A type of blunt weapon used for close combat.

A sharp bladed handheld weapon on a wooden pole.

The way in which two people, groups or countries behave towards each other.

Refusal to accept or obey something.

A military act of surrounding a city or base, attacking it, and cutting off supplies. The goal of a siege is to force the city or base to surrender.

Key Dates	
13	1284
14	1295
15	1301
16	1314
17	1328
Key People	
	Joan of Arc
	William Wallace
	Edward I
	Edward II
	Edward III
	Robert the Bruce

Statute of Rhuddlan – England conquers Wales

Scotland signs an alliance with France

Edward gave his son the title 'Prince of Wales'

Battle of Bannockburn

England agrees peace terms with Scotland

Patron saint of France – defender of France

Commander of the Scottish army

King of England 1272-1307

King of England 1307-1327

King of England 1327-77

King of Scots 1306-1329

Huish Episcopi Academy Year 7 Geography Knowledge Organiser Unit 2 Topic World of Work

1. Employment sectors	
1	Employment When people are in work, receiving a wage and paying tax.
2	Unemployment When people are not in work, therefore do not receive a wage and do not pay tax.
3	Primary industries Industries which collect or extract natural resources from the environment, such as farming or fishing.
4	Secondary industries Industries which manufacture goods into products, such as builders, car manufacturers or food processing
5	Tertiary industries Industries that provide a service, such as teachers and doctors
6	Quaternary industries Industries that involve using technology, design and research

2. Influences on employment structures	
1	Industrialisation A move from primary employment to secondary employment, with a rise in manufacturing.
2	Mechanisation When machinery begins to do the jobs which once required humans.
3	Disposable income The money a person has left to spend after they have paid all their bills.
4	Public services A service that is given or funded for the benefit of the community.

3. Location of Industry	
1	Site The actual place where a settlement first grew up. This refers mainly to its physical setting.
2	Situation The location of a place relative to other features nearby.
3	Footloose Industries which are not tied to a specific location and can operate from anywhere.
4	Raw materials Natural resources that are used to make other things.
5	Labour Workers, employed people.
6	Market A place where things are bought and sold.

4. Trade	
1	Trade The exchange of goods and materials between countries.
2	Import Goods brought into a country.
3	Export Sending goods to another country for sale.
4	Trade bloc An arrangement in which participant countries lower trade barriers with one another.
5	Tariff A tax imposed on goods when they are imported or exported between countries.

Huish Episcopi Academy Year 7 Knowledge Organiser Term 5 Where I Live

UNIT 1 . Where I live		
1	Vivo en...	I live in
2	Un pueblo	A town
3	Un pueblecillo	A village
4	Una aldea	A hamlet
5	que se llama	Which is called...
6	Está en la provincial de Somerset	It is in the region of Somerset

UNIT 2 . What is in My Town /village		
1	Hay ...	There is.../are...
2	Muchas cosas que hacer	Lots of things to do
3	Una tienda	A shop
4	Un mercado	A market
5	Un supermercado	A supermarket
6	Una bolera	A bowling alley
7	Una iglesia	A church
8	Una mezquita	A mosque
9	La comisaría	The police station

Unit 3. Places in the town		
1	El colegio	The school
2	La escuela	The primary school
3	El ayuntamiento	The town hall
4	La cafetería	The café
5	El restaurante	The restaurant
6	La calle	The street
7	Los semáforos	The traffic lights
8	La estación de trenes	The train station
9	El cine	The cinema
10	El polideportivo	The sport centre
11	La plaza	The square
12	El parque	The park
13	El parque infantil	The playground
14	La estación de bomberos	The fire station
15	La gasolinera	The petrol station
16	Los Correos	The Post Office
17	El banco	The bank

Huish Episcopi Academy Year 7 Knowledge Organiser Term 5 Where I Live

UNIT 4. Intensifiers		
1	Muy	Very
2	Un poco	A bit
3	Bastante	Quite
4	Demasiado	Too
5	Ni...ni...	Neither...nor.

UNIT 5. Where I would like to live and weather		
1	Me gustaría vivir ...	I would like to live
2	En las montañas	In the mountains
3	En la costa	By the sea
4	En el campo	In the country
5	En una ciudad grande	In a big city
6	Prefiero	I prefer
7	Porque es...	Because it is...
8	Porque hay...	Because there is/are
9	Es..	It is...
10.	Hace sol	It is sunny
11.	Hace frío	It is cold
12.	Hace viento	It is windy
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Unit 5. What my town is like...		
1	Tranquilo	Quiet
2	Concurrido	Busy
3	Ruidoso	Noisy
4	Sucio	Dirty
5	Limpio	Clean
6	Seguro	Safe
7	Peligroso	Dangerous
8	Animado	Lively
9	Aburrido	Boring
10	Grande	Big
11	Pequeño	Small
12	Interesante	Interesting.
13	Me gustaría vivir en...	I would like to live in..
14	Mi pueblo ideal sería...	My ideal town would be
15.	Tendría	It would have
16.	Un pueblecillo donde se puede...	A village where you can
17.	En la foto hay	In the photo there is/are
18.	En la foto se ve	In the photo you can see

4.1.1 Où habites tu? - Where do you live?

J'habite dans...	I live in...
Une petite/grande maison	A small/big house
Une maison individuelle	A detached house
Une maison jumelée	A semi-detached house
Un appartement	An apartment
...est situé(e)/...se trouve	...is situated/...is located
Dans le nord/le sud/l'est/l'ouest de l'Angleterre	In the north/south/east/west of England
À la campagne	In the countryside
À la montagne	In the mountains
Au bord de la mer	By the seaside
Dans une (grande) ville	In a town/city
Dans un village	In a village
Près d'un aéroport/d'un centre commercial	Near an airport/shopping centre
J'aime habiter ici	I like living here
On peut (+infinitive)	You can
Il y a...	There is/are...
Beaucoup de choses à faire	Lots of things to do
Opportunités pour les jeunes	Opportunities for young people
Un bon système de transport en commun/transports publics	A good public transport system
J'aime la tranquillité	I like the peacefulness

4.1.2 Décris ta maison - Describe your house

Ma maison est... Mon appartement est...	My house is... My apartment is...
Il y a... (+ un/une or number)	There is/are...
Il n'y a pas de (+item)	There isn't/aren't...
Un salon	A living room
Un balcon	A balcony
Un garage	A garage
Un jardin	A garden
Un bureau	A study/office
Une cuisine	A kitchen
Une buanderie	A utility room
Une salle de bains	A bathroom
Une salle à manger	A dining room
Une chambre Deux chambres	A bedroom Two bedrooms
La chambre de mes parents/ ma soeur	My parent's/sister's bedroom

4.2 Décris ta chambre - Describe your bedroom

Il y a... (+ un/une or number)	There is/are...
Il n'y a pas de (+item)	There isn't/aren't...
Un lit	A bed
Un bureau	A desk
Un poster	A poster
Un ordinateur	A computer
Une chaise	A chair
Une armoire	A wardrobe
Une étagère	A bookshelf
Des lits superposés	Bunk beds
Sous	Under
Sur	On top of
Entre	Between
Devant	In front of
Dernière	Behind
À côté du/de la/des	Next to

4.3.1 Décris ta ville ou ton village - Describe your town or village

Qu'est-ce qu'il y a dans ta ville ?	What is there in your town?
Il y a... (+ un/une or number)	There is/are...
Il n'y a pas de (+item)	There isn't/aren't...
Beaucoup de	Lots of
Un centre commercial	A shopping centre
Un centre de loisirs	A leisure centre
Un parc	A park
Un cinéma	A cinema
Un restaurant (italien/chinois)	A (Italian/Chinese) restaurant
Un café	A café
Un parc d'attractions	A theme park
Un théâtre	A theatre
Un bowling	A bowling alley
Un château	A castle
Un musée	A museum
Une piscine	A swimming pool
Une patinoire	An ice rink
Une bibliothèque	A library

4.3.2 Qu'est-ce qu'on peut faire dans ta ville? - What can you do in your town?

On peut (+infinitive)	You can
On ne peut pas (+infinitive)	You can't
Aller au cinéma	Go to the cinema
Aller à la plage	Go to the beach
Aller au bowling	Go to the bowling alley
Jouer au parc	Play in the park
Manger au restaurant	Eat at a restaurant
Visiter le musée/le château	Visit the museum/the castle
Voir un spectacle	See a show
Faire des promenades	Go for walks
Faire du shopping	Go shopping

4.4.1 Tu aimes habiter ici? Pourquoi/pourquoi pas? - Do you like living here? Why (not)?

J'aime habiter ici	I like living here
Je n'aime pas habiter ici	I don't like living here
Beaucoup de choses à faire	Lots of things to do
Beaucoup d'emplois	Lots of jobs
Beaucoup d'opportunités pour les jeunes	Lots of opportunities for young people
Beaucoup d'espaces verts	Lots of green space
Trop de pollution	Too much pollution

4.4.2 Où vas-tu habiter plus tard? - Where are you going to live later?

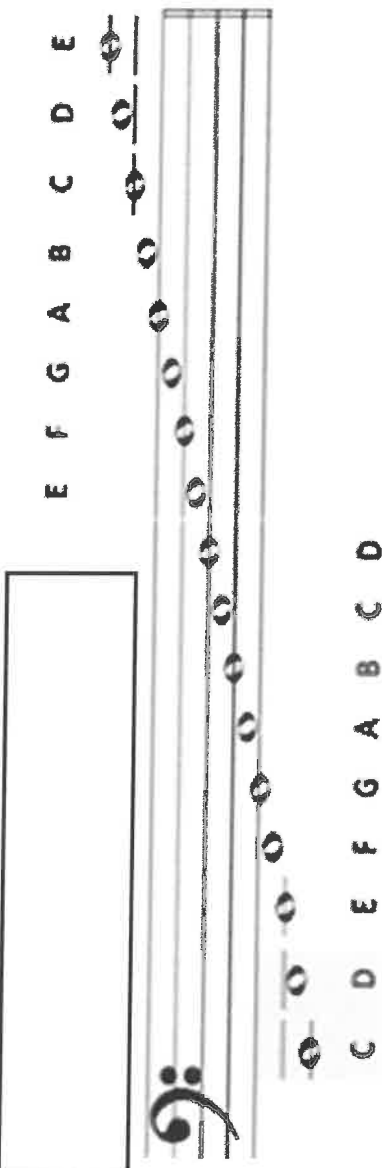
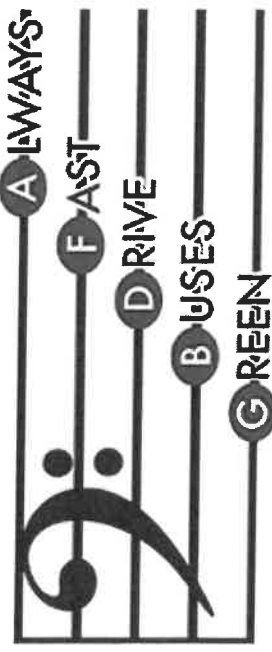
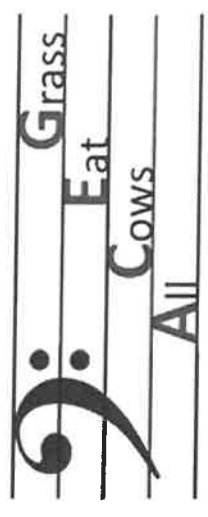
À l'avenir	In the future
Je vais habiter	I'm going to live
Je voudrais habiter	I would like to live
Je veux habiter	I want to live
À (+city name)	In
À la campagne	In the countryside
À la montagne	In the mountains
Au bord de la mer	By the sea
Dans une grande ville	In a city
À l'étranger	Abroad
En France/en Espagne/en Allemagne/en Australie	In France/in Spain/in Germany/in Australia
Au Portugal/au Maroc	In Portugal/in Morocco
Aux États-Unis/aux Caraïbes	In the USA/in the Caribbean
J'aime le soleil	I like the sun
J'adore la culture	I love the culture
J'aime la nourriture	I like the food
J'aime faire du ski	I like skiing
C'est plus intéressant que...	It's more interesting than...

Huish Episcopi Academy Year 7 Music Knowledge Organiser Unit 4 Hooks and Riffs

Section 1: Keywords	
1	Hook The 'catchy bit' of the song that you will remember
2	Melodic Hook Based on the instruments and the singers
3	Rhythmic Hook Based on the patterns in the drum and bass parts
4	Lyrical Hook Based on the repeating words of the chorus
5	Riff A repeated musical pattern. (This term is used in pop music)
6	Ostinato A repeated musical pattern. (This term is used in classical music)
7	Melody The main tune in a piece
8	Bass Line The lowest pitched part of the music
9	Repeat Symbol Shows the performer to go back to the start and play the music again
10	Treble Clef Symbol to show the notes played at a higher pitch
11	Bass Clef Symbol to show the notes played at a lower pitch

Section 2: Signs and Symbols			
1	Repeat marks 	Treble Clef 	Bass Clef 
			Time Signature 

Huish Episcopi Academy Year 7 Music Knowledge Organiser Unit 4 Hooks and Riffs

Section 3: Bass Clef			
1			
2	Bass Clef Notation - Lines		Bass Clef Notation - Spaces 

Year 7 Drama UNIT 3: 'Genres'

Section A

1	Genre	A category or type of drama
2	TIE	(Theatre in Education) – A type of theatre designed to educate and engage young audiences
3	Comedy	A type of performance that is meant to be funny and entertain people.
4	Slapstick	A kind of comedy that uses exaggerated physical actions, like falling or hitting, to make people laugh.
5	Melodrama	A dramatic style that is exaggerated, emotional, and often has clear heroes and villains.
6	Stock Character	A common character type that appears in many stories, like the "clown" or the "villain."
7	Physical Theatre	A type of performance where actors use their bodies, movement, and gestures to tell a story instead of just words.
8	Body Propping	Using your own or others' bodies to create objects, scenery, or effects in a performance.
9	Mirroring	Copying another person's movements exactly, often used in acting exercises or dance
10	Balances	When performers use control and coordination to stay steady while holding a position or supporting each other.

Section B

1	Projection	How loud or quiet your voice is
2	Pitch	How high or low your voice is
3	Pace	The speed at which an actor delivers their lines or performs their actions
4	Emphasis	The stress or importance placed on certain words or phrases in dialogue
5	Tone	The emotion shown in your voice
6	Gesture	Movements of the hands, arms, or body that express ideas or emotions
7	Eye Contact	Looking directly into another character's eyes, or avoiding this
8	Facial Expression	Movements of the facial muscles to convey emotions and reactions
9	Posture	The way an actor holds and positions their body
10	Body Language	The non-verbal communication conveyed through an actor's movements

Huish Episcopi Academy Year 7 D&T – Product Design Knowledge Organiser – Project 3 - Coat Hooks

1. CAD/CAM	
1	CAD Computer-Aided Design. CAD is the use of computers to create 2D and 3D designs.
2	CAM Computer Aided Manufacture. CAM . This is the use of machines (controlled by computers) to manufacture products.
3	Techsoft 2D Design Techsoft 2D design is a CAD programme.
4	Co2 Laser Cutter A LASER cutter cuts using light. It's power source is electric. It can speed up production and cut very accurately.
5	LASER LASER stands for (Light amplification of simulated emitted radiation).
6	PC We use a PC to do CAD work. We can save / edit and share our work with others more easily.

2. Tools, Materials and Processes	
1	Pillar Drill Used with a drill bit in the chuck to drill holes in wood, metal & plastic.
2	Bench Vice Used to securely clamp work together when gluing, cutting, clamping or drilling.
3	Belt Sander Used to give a clean finish and straight edge on wood
4	PVA Polyvinyl Acetate (PVA) is used to glue wooden parts together
5	Plywood Plywood is a man-made, manufactured wood. Layers of thin wood is glued together to make sheet material.
6	Former A former is a shape in which we laminate our wood around to get a desired shape.
7	Laminate / Lamination Lamination is the process of bending thin parts together and holding them in the desired shape until the glue between them dries.

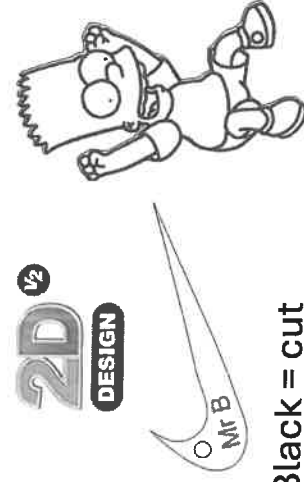


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3. Design Process

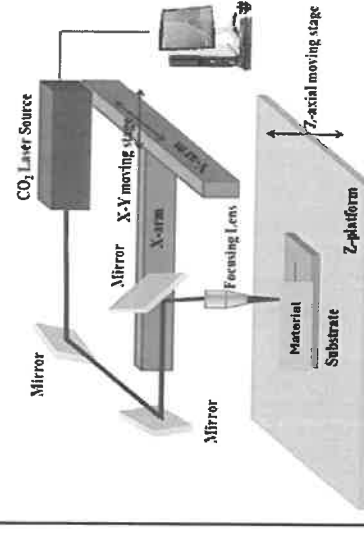
1	Design Brief	A design brief outlines the requirements of a design project.
2	Design Specification	A design specification is a list of criteria your product must have to meet the needs of the user .
3	Mood Board	An arrangement of images , intended to evoke a particular style or concept .
4	Design / Initial Ideas	Realisation of a concept or idea into a drawing or model.
5	Final Design	A final design is a detailed drawing that gives all key details for manufacture (using ACCESSFM to explain).
6	ACCESS FM	Makes you think about products in a critical and analytical way. It stands for aesthetics, consumer, cost, environment, size, safety, function and materials.
7	Icons / Iconic Design	If you describe something or someone as an icon, you mean that they are important as a symbol of a particular thing (famous designs, buildings or people for example).
8	Evaluation	Reviewing the project or product and considering ways to improve it.

Diagram A – Techsoft 2D



Black = cut
Green/Red = engrave

Diagram B - Co2 Laser Cutter



Huish Episcopi Academy Year 7 Computing Knowledge Organiser – Summer A

1 Programming fundamentals	
1	Commands Instructions that tell the computer what to do
2	Conditions Statements that evaluate to true or false
3	If Statements Used to execute a block of code only if a certain condition is true
4	Input Data or information that is provided to the computer
5	Output Data or information that is produced by the computer
6	Process A series of actions or steps taken to achieve a particular result
7	Selection The process of choosing between different options based on conditions

2 Variables and logic	
1	Variables Used to store data that can change during the execution of a program
2	Comparison Checking if values are equal, greater than, or less than each other
3	Debugging The process of finding and fixing errors in a program
4	Expressions Combinations of values, variables, and operators that compute a result
5	Logic The use of reasoning to make decisions
6	Operators symbols that perform operations on values

3 Iteration and selection	
1	Sequencing The order in which commands are executed
2	Condition-Controlled Repeating a set of commands as long as a condition is true
3	Count-Controlled Repeat a set of commands a specific number of times
4	Storage Refers to saving data for later use
5	Subroutines Reusable blocks of code that perform a specific task
6	Tracing The process of following the flow of a program to understand how it works