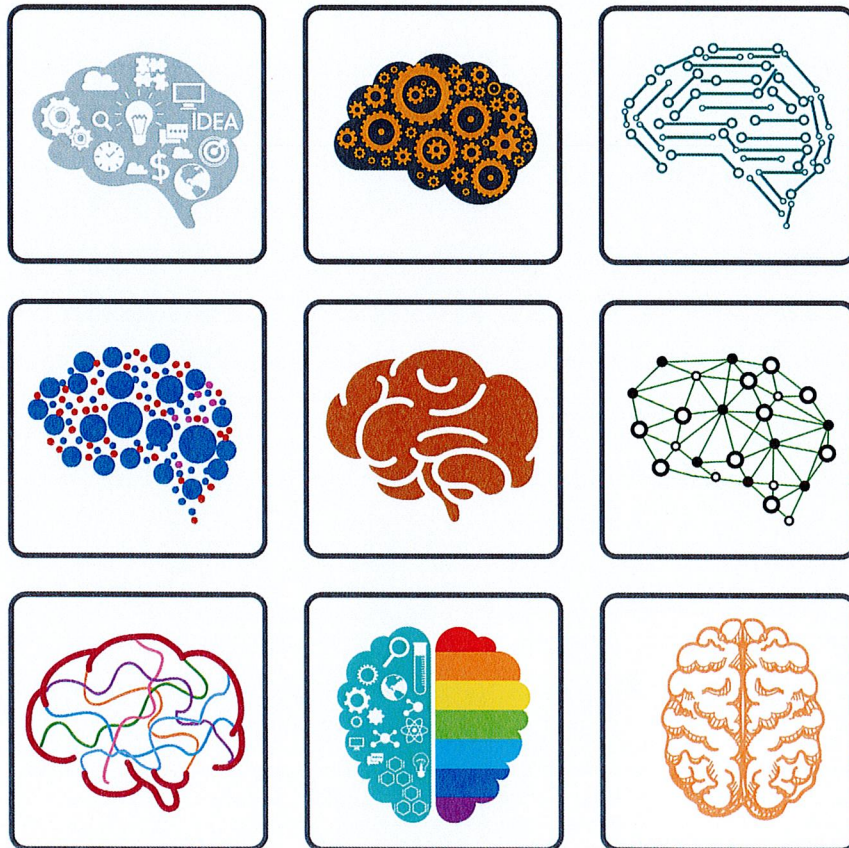


# Waseley Hills High School

## Y8 Foundation Subjects

# KNOWLEDGE ORGANISERS



## **What are knowledge organisers?**

Knowledge organisers contain essential, fundamental knowledge that you **MUST** know in order to be successful in Year 7 and subsequent years. Knowledge organisers will help you to recap, revisit and revise what you have learnt in lessons, enabling you to move the knowledge from your short-term memory to your long-term memory.

Knowledge organisers are also designed to help you learn a wide range of knowledge which in turn will mean you are more prepared for your lessons as well as your GCSEs that you will sit in the future.

## **How can I access the knowledge organisers?**

Each subject area has created a knowledge organiser for the topics you will cover over the year. This booklet contains the knowledge organisers for Art, Drama, IT, RPE and Music. It is important that you keep all of your knowledge organisers somewhere safe, because the knowledge required in Year 7 will also be needed in Years 8-11.

## **How will the knowledge organisers be used?**

You will use your knowledge organisers at times in class, but you will mainly use them to support you with your homework. Most of the time, your teachers will give you specific tasks focused on using your knowledge organiser for your homework, but sometimes they may allow you to pick a way of using them to help revise for a topic.

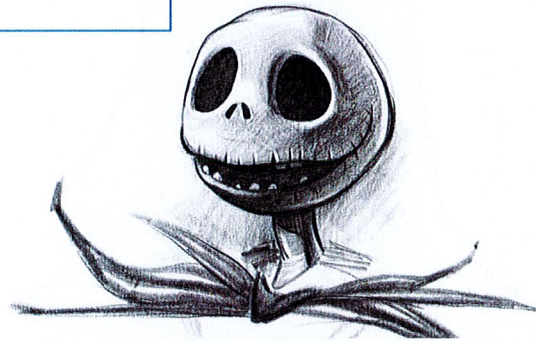
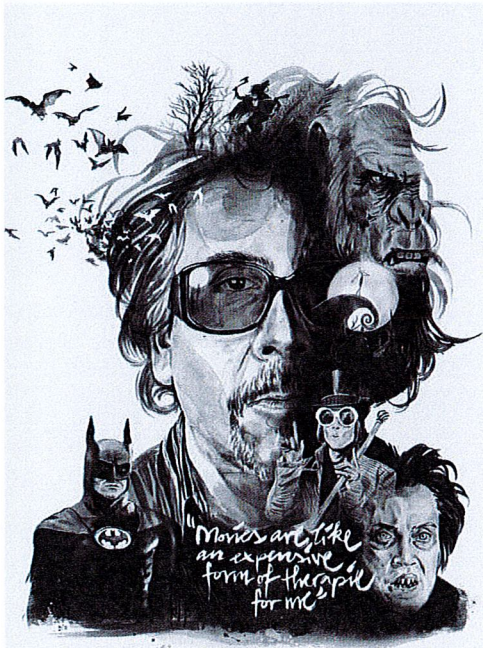
Knowledge Organisers are very useful in developing your confidence at home with topics you have covered in class. Your teacher will test your understanding of the key knowledge through the Do Now activity in your lessons.

**TIM BURTON**

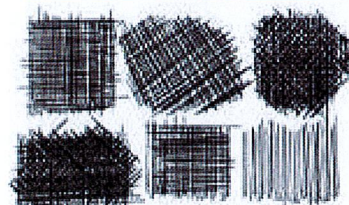
- American director, production designer and artist.
- Unique style – dark, gothic. Stylised and strange characters.
- Known for films such as Edward Scissorhands, the nightmare before Christmas, corpse bride and Charlie and the chocolate factory.

**PATTERN AND SETTING**

- Colour and tone – creating an atmosphere and mood
- Props – adds to the context of the setting
- Composition – the way an artwork is arranged.
- Pattern – black and white, checkerboard, lines.
- Perspective – background, midground, foreground.



**MARK MAKING AND TONE**



CROSS HATCHING



Tonal Value



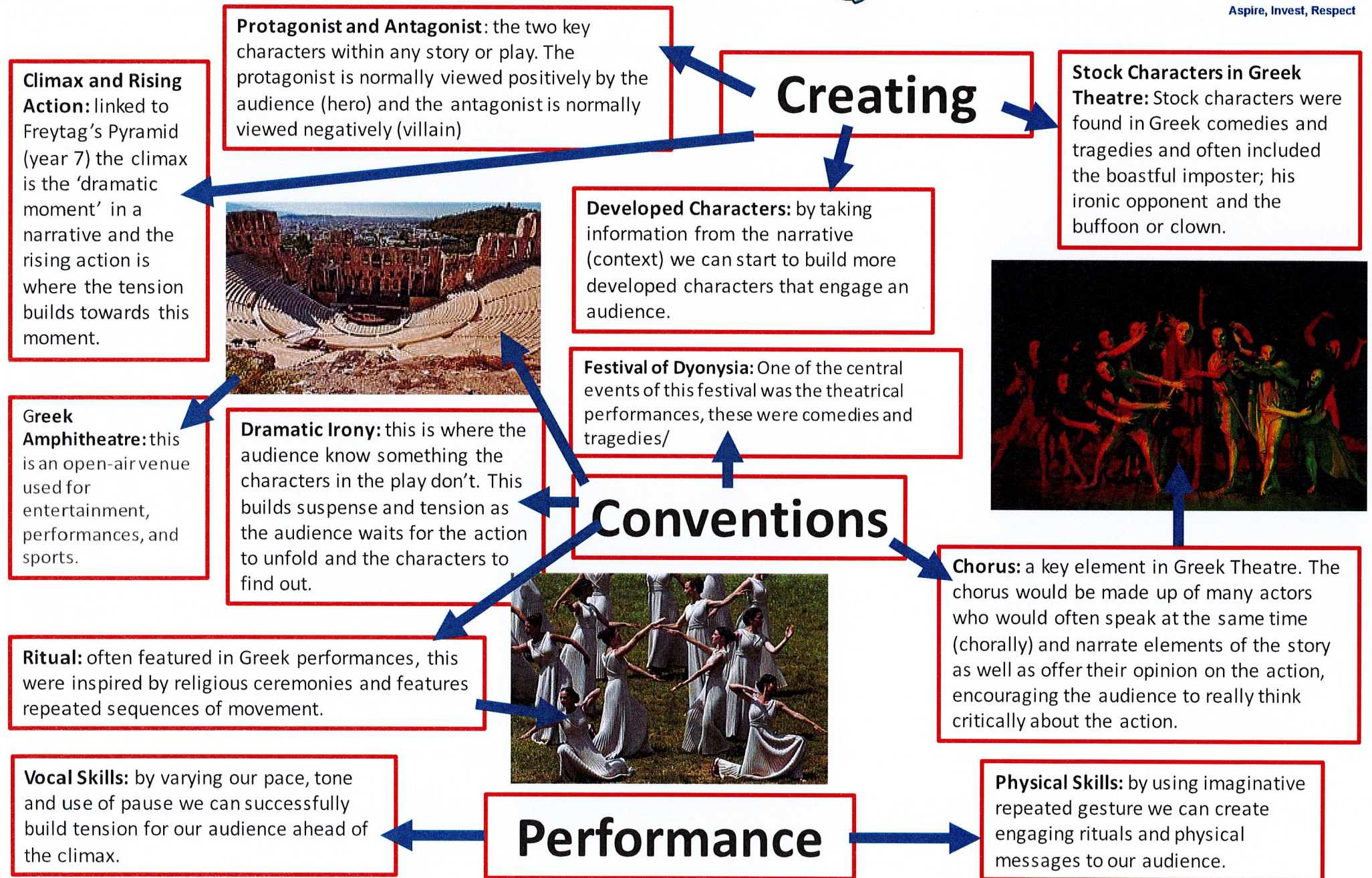
**CHARACTER DESIGN**

- Features of a Tim Burton character; characters in unusual proportions.

# VOCABULARY

Title: Formal elements		Year: 7		AC: 1
Word	Definition	Synonyms	Antonyms	Etymology
Proportion	using the "correct" or natural size for any given object.	Size, balance	Disproportion	Old French, from Latin proportio(n-)
Composition	Elements to include and where to place them (in art)	Planning, spacing, organisation, design	Random, unplanned, imbalance	French compositcion
Tone	Tone refers to how light or dark something is. Tones could refer to black, white and the grey tones between. It could refer to how light or dark a colour appears.	Value, shade	colour	Latin tonus
Pattern	A pattern is a design in which lines, shapes, forms or colours are repeated.	Embellished, intricate, decorated	plain	Middle English patron
Setting	the place or type of surroundings where something is positioned or where an event takes place.	Surroundings, environment, background		Old English settan,
Perspective	Artists use perspective techniques to create a realistic impression of depth, 'play with' perspective to present dramatic or disorientating images.	Position, viewpoint		medieval Latin perspectiva

# Year 8 Drama AC1.1: Greek Theatre and Oedipus





# Year 8 Drama: Greek Theatre: Oedipus Knowledge Organiser

## V O C A B U L A R Y

Word	Definition	Synonyms	Antonyms	Etymology
Character	a person in a novel, play, or film:	person role part	Nobody	<b>Character-actor</b> , one who specializes in characters
Narrative	a spoken or written account of connected events; a story	account story tale chronicle	Rambling	From Old French <i>narracion</i> "account, statement, a relating, recounting, narrating, <i>narrative</i> tale
Protagonist	the leading character or one of the major characters in a play, film, novel, etc.	lead star hero	Antagonist	From Greek <i>prōtagōnistēs</i> "actor who plays the chief or first part
Antagonist	The character who opposes the protagonist, often seen negatively by an audience.	adversary opponent enemy	Protagonist	"one who contends with another," 1590s, from French <i>antagoniste</i> (16c.)
Amphitheatre	An open circular or oval building with a central space surrounded by tiers of seats for spectators, for the presentation of dramatic or sporting events	playhouse auditorium hippodrome		From Latin <i>amphitheatrum</i> , from Greek <i>amphitheatron</i> "double theater, <i>amphitheater</i> ,"



# KNOWLEDGE ORGANISER

Core Knowledge			
1.	Computers come in different shapes and sizes and can have different purposes. Some examples of computer devices are: mobile phone, laptop, tablets, desktop PC, smart watch, projector, printer	7.	Operating system is a software who is responsible for making sure everything runs smoothly e.g. Windows, macOS and Linux.
2.	Computer systems come into 1 of the 2 categories: <i>General-Purpose Computers</i> and <i>Dedicated Computers</i>	8.	Some of the functions of an operating system are: Managing the memory of a processor, Creating and managing user accounts, Allowing the user to access the computer in an easy way and Allow the user to edit and create new files
3.	Specifications or 'specs': a table of hardware components and technical characteristics	9.	AI - Any machine that performs tasks that typically require intelligence in humans
4.	The storage (secondary memory) is the component that stores programs and data. Storage is persistent: which means it retains its contents when the power is off Question - Name a few common storage devices.	10.	There are 2 types of software you can use: open-source and bespoke software. Open-source: The creators of a program can choose to provide access to its <b>source code</b> : anyone can 'see inside' the program to understand how it works, check for errors, suggest improvements, and 'remix' it.
5.	The main memory is the component that stores the programs and data currently in use. Memory is volatile: its contents are lost when the power is off.	11..	Computers use electrical signals. These electrical signals are either on or off. Data is saved as a sequence of 1s and 0s (on and off). <b>All data that we want a computer to process needs to be converted into this binary format</b> (0s and 1s).
6.	Playing games with strangers is as dangerous as meeting strangers outside. People online may not be who they say they are, so never arrange to meet strangers you have only met online.	12.	Computers use the binary system, where the computer devices such as: smart phones, smart watches, security cameras, TVs, kitchen electronics, heating systems etc. all recognize only 1s and 0s. Binary system makes data easy to store and easy to collect the data to and from the memory.

# VOCABULARY

Title Computer Systems Year: 2023 AC: 1

Word	Definition	Synonyms	Antonyms	Etymology
Computing systems	Collection of one or more computers, as well as supporting software and shared storage	Calculation	Manual	Calculating machine
Computer devices	Electronically automated systems e.g. laptop, smartphone	Performing calculations	Non-automated	Calculating machine
General purpose computers	A range of applications which run on the computer device e.g. games console, tablets, media systems in cars	Multi-use	Single-use	ENIAC was the fastest computational device of its time
Dedicated computers	The computer device has only 1 purpose e.g. washing machines, cookers	Specific	General	Dedicate
Specifications	Information about the computer system e.g. size, speed, memory	RAM/ROM/CPU details	Not stated	Spec
Memory	Part of the hardware where data and programs are stored	Recalling information	Forgetful	Mindful
CPU	Brain of the computer	Central Processing Unit	Isolation	1955
Artificial Intelligence	Computer systems which can perform tasks which normally human intelligence perform, such as speech recognition, decision-making, and translation between languages.	Automated	Human intelligence	1956
Peripherals	Extra hardware connected to computer devices e.g. scanner, printer, projector, web cams etc	Accessories	Segment	Periphéreia
Operating System	Supports a computer's basic functions, such as scheduling tasks and controlling peripherals.	Management	Mismanage	First developed by IBM
Bespoke software	Software made for a particular reason e.g. SIMS	Specialist	Off-the shelf	Be-speak
Binary	Base 2 system, using ON (value 1) and OFF (value 0)	Dual	Single	Bini (2 fold)
Denary	Base 10 number system	Decimal		Tenfold

## GREEK PHILOSOPHERS & BELIEF IN GOD

CODE		KEY KNOWLEDGE
8.1.1	SOCRATES	<p>Philos = Greek for love Sophos = Greek for wisdom A Philosopher is someone who looks for truth and knowledge. Born in Athens, Socrates is considered to be the first great figure of ancient philosophy. He thought that we can answer difficult philosophical questions by discussing and debating them.</p>
8.1.2	PLATO	<p>Plato's Analogy of the Cave explains how Plato felt we were doomed to accept things as fact unless we deliberately tried to challenge them. Socrates was killed for challenging accepted knowledge, and Plato believed that his sacrifice meant we are supposed to check that we are experiencing the real.</p>
8.1.3	ARISTOTLE	<p>Aristotle came up with <u>rules</u> of logic. The rules help us decide whether something is true or false, whether it makes sense...whether it is actually proof! Firstly Aristotle says that arguments are made up of premises (a statement about something) and conclusions (a statement that is reached by following from the premises). We call this structure of argument a syllogism.</p>
8.1.4	EPICTETUS	<p>Epictetus is known for being disabled. Origin stated that his leg was deliberately broken by his master. Simplicius stated that he had been lame from childhood, but either way, it was clear he had led a life of challenge. The word Stoic is used to describe someone who remains calm in the face of adversity. The Stoic philosophers believed that there were 4 main challenges that we all face in life, and most Stoic philosophy aims to teach us how to deal with these. Anger, anxiety, perspective and paranoia.</p>
8.1.5	DIOGENES	<p>Diogenes thought that arguing about things and writing books didn't change much, it was better to be out in the world showing people how to live. Diogenes thought society damaged people, and that we should try to live as naturally as possible. Diogenes rejected the normal social structures that people live within. Diogenes led an ascetic life, which means he deliberately chose to live with as little as possible to demonstrate his beliefs.</p>
8.1.6	EPICURUS	<p>Epicurus thought that people were unhappy with their lives because they focussed on the wrong things. Epicurus said that the best way to find pleasure was to realise that most of us already have it, we lose it through making bad decisions and not thinking carefully about our choices and our behaviours.</p>
8.1.7	BELIEF IN GOD	<p>THEIST – Someone who believes in God. ATHEIST – Someone who does not believe in God. AGNOSTIC – Someone who is unsure if God exists. MONOTHEIST – Someone who believes in 1 god. POLYTHEIST – Someone who believes in multiple gods</p>
8.1.8	MIRACLES	<p>The argument that some things cannot be explained and that these events are miracles and the work of God. Biblical miracles; walking on water, raising the dead, turning water into wine. Modern day miracles; Lourdes,</p>
8.1.9	THE COSMOLOGICAL ARGUMENT	<ul style="list-style-type: none"> <li>• Everything must come from something</li> <li>• You cannot make something from nothing</li> <li>• Therefore there must be a 'first cause' that created the universe.</li> <li>• This first cause is God.</li> </ul>



# Knowledge Organiser

## Minimalism

Texture and melody focus

### Context

Emerging out of the restrictive 20<sup>th</sup> century styles of music (serialism) New York composers decided to create a style that used simpler ideas.

### Consonant Harmony

C	Dm	Em	F	G	Am
CEG	DFA	EGB	FAC	GBD	ACE

Developing Repeated ideas



**Composers**  
 Steve Reich  
 Mike Oldfield  
 Philip Glass  
 Michael Nyman

<b>Repetition</b>	The restatement of a section of music – maybe a few notes or even a whole section of music
<b>Layers of Ostinati</b>	Layers of repeating patterns (melodic or rhythmic)
<b>Phase Shifting</b>	When 2 or more versions of a sound or musical motif are played simultaneously but slightly out of synchronisation
<b>Diminution</b>	This means to make smaller. In minimalism it means to half the note lengths of a motif i.e. Making each crotchet a quaver
<b>Augmentation</b>	This means to make bigger. In minimalism it means to double the note lengths of a motif i.e. making each crotchet a minim.
<b>Note Addition/subtraction</b>	Adding or removing beats or notes of a phrase or motif to extend it.
<b>Drone</b>	A drone means a sustained sound – often for a whole piece of music.
<b>Motifs</b>	A short melodic/rhythmic idea. This will be used for basis of manipulation and development in a musical composition.
<b>Polyrhythms</b>	Two or more different rhythms played together.
<b>Diatonic/Consonant Harmony</b>	Notes belong to a key – sounds pleasant to listen to
<b>Steady pulse</b>	Steady consistent beat

# Knowledge Organiser West African Drumming

Rhythm and Texture focus

## Context

West African drumming is commonly integrated with singing and dancing. Djembe drumming is an oral tradition, and drum circles are led by a master drummer. Music is performed at religious ceremonies and other celebrations.

## Drum Strokes Bass, Tone, Slap, Flam

### DJEMBE STROKES



TONE



BASS



SLAP



## KUKU Structure

- Start Signal
- Unison Ostinato
- Stop signal
- Call & Response
- Polyrhythms
- Stop signal

## Vocabulary

Ostinato	Short repeated pattern
Unison	Playing the same thing at the same time
Djembe	Traditional rope-tuned goblet drum from West Africa
Master Drummer	Leader of the drum circle
Polyrhythmic	Several different rhythms played at the same time
Monophonic	1 sound being played (solo instrument)
Call & Response	musical dialogue: musical statement followed by a response from another performer/s
Layered Texture	Introducing musical ideas one at a time and layering them up
Accent	Playing certain notes with more emphasis, slightly louder
Syncopation	Playing off-beat