Year 7 Autumn 2 Keywords

Subject	Keywords and Definitions
Art	**Guernica:** A large mural painting by Pablo Picasso created in response to the bombing of the Spanish town of Guernica during the Spanish Civil War**.** **Cubism:** An art movement developed by Picasso and Georges Braque that breaks objects into geometric shapes and shows multiple viewpoints at once. **Monochromatic:** Using only one colour or a limited range of colours. Guernica is painted in black, white, and grey tones. **Symbolism:** The use of images or objects to represent larger ideas or meanings. **Composition:** The arrangement of shapes, figures, and objects within an artwork. **Contrast:** The difference between light and dark areas that creates drama and emphasis. **Distortion:** Deliberately altering shapes and forms to create emotional impact. **Tone:** The lightness or darkness of colours used to create depth and mood. **Fragmentation:** Breaking subjects into separate pieces or angular shapes, a key feature of Cubism. **Perspective:** The way depth and space are represented in an artwork. Picasso challenges traditional perspective in Guernica.
Computing	**Algorithm:** A precise, step-by-step set of instructions used to solve a problem or complete a task. **Decomposition:** The process of breaking a complex problem down into smaller, more manageable parts. **Sequence:** Running instructions in order, one after another, from top to bottom. **Variable:** A named storage location in a computer's memory used to hold a value that can change while the program is running. **Hardware:** The physical, tangible components of a computer system that you can touch (e.g., CPU, keyboard, hard drive). **Software:** The programs, applications, and operating systems that run on a computer and tell the hardware what to do. **Input Device**: A piece of hardware used to send data and control signals into a computer (e.g., mouse, keyboard, microphone). **Output Device**: A piece of hardware that receives data from a computer and presents it to the user (e.g., monitor, speaker, printer). **Binary:** A base-2 number system used by computers that consists of only two digits: 0 and 1. **Network:** A collection of computers and devices connected to share resources, data, and communication.
Dance	**Actions:** The movements within a dance. **Space:** The area that we dance in.

	Dynamics: How movements are performed. **Relationships:** Who is performing the movement. **Timing:** When the movements happen. **Formations:** Where the dancers are placed on the stage. **Choreographic devices:** Different ways to develop the dance. **Unison:** All movements at the same time. **Canon:** Same move one after the other. **Question and Answer:** One action followed by their partner do a different action back to them.
Drama	**<u>Myths and Legends</u>** **Reportage:** A style of drama that presents events like a news report, often using facts, interviews, and witness accounts. **Soundscape:** A collection of sounds created by performers to establish a setting, mood, or atmosphere. **Physical Theatre:** A style of performance that uses movement and body language as the main way of telling a story or communicating ideas. **Narration:** Speaking directly to the audience to explain events, provide information, or move the story forward. **Mime:** Acting without words, using only facial expressions, gestures, and movement to communicate. **Ensemble:** A group of performers working together cooperatively to create a performance. **Conscience Alley:** A drama technique where a character walks between two lines of people who offer different thoughts or advice to help them make a decision. **Thought Track:** A technique where a character's inner thoughts are spoken aloud to reveal what they are thinking or feeling. **Staying in Role:** Remaining fully committed to a character by consistently using appropriate voice, movement, and reactions. **Characterisation:** The process of creating a believable character through voice, movement, mannerisms, emotions, and actions.
English	**<u>Gothic Creative Writing</u>** **Cursed:** To be under a curse or doomed **Oppressive:** Controlling with extreme and harsh methods **Desolation:** Completely empty and destroyed **Grotesque:** Hideous and disgusting **Dilapidated:** Ruined by age or neglect **Ominous:** Hinting that something bad is going to happen **Shrouded:** Covered and enveloped to conceal view **Malicious:** Extremely evil **Sinister:** Deliberately evil **Decaying:** Destroyed and rotting
French	**Bonjour:** Good day / Hello **Salut!:** Hi **Comment tu t'appelles?:** What is your name

	Je m'appelle: My name is... **Comment ça va? / Ça va?:** - How are you? **Ça va très bien:** I am very well. **Pas mal merci:** Not bad, thank you. **Ça ne va pas:** Not good Et toi?: and you? **Aurevoir/à plus!:** Goodbye / See you later!
Geography	**Colonies:** When a country takes control of another state or country to govern it. **Confluence:** The point where two rivers join together. **Contour Lines:** Lines on a map joining points of equal height. **Desertification:** The process by which fertile land becomes desert, typically as a result of drought, deforestation, or inappropriate agriculture. **Estuary:** A wide river mouth where fresh river water mixes with salty sea water. **Exploited:** When a place, person, or thing is used for someone else's benefit rather than their own. **Floodplain:** The flat land beside a river which may flood when the river overflows. **Independence:** When a country governs itself and is no longer a colony. Life **Expectancy:** The average number of years a person is expected to live. **Misconception:** A view or opinion that is incorrect because it is based on faulty thinking or understanding. **Perception:** The way in which something is regarded, understood, or interpreted.
History	**Feudal System:** The way medieval society was organised, with the king at the top and peasants at the bottom. **Monarch:** A king or queen who rules a country. **Noble:** A wealthy and powerful person who owned land and served the monarch. **Knight:** A trained soldier who fought on horseback and served a lord. Peasant: A poor farmer who worked the land. **Serf:** A peasant who was tied to the land and had to work for a lord. **Manor:** A large estate owned by a lord, including farmland and a village. **Castle:** A fortified building used as a home and defence for lords and nobles. **Tithe:** A payment, usually one-tenth of a person's income or produce, given to the Church. **Guild:** An organisation of skilled craftspeople or merchants in a medieval town who worked together to protect their trade, maintain quality standards, train apprentices, and support their members.
Maths	**<u>Algebraic Notation</u>** **Function:** Mathematical relationship between an input and output, written as a rule **Input:** Number, term or expression that goes into a function and results in an output **Output:** Number, term or expression that results from a function being applied to an input

	Operation: Mathematical process such as addition or multiplication **Inverse:** Opposite effect of **Variable:** Symbol, usually a letter, that can represent any value in mathematical expressions, identities and formulae **Term:** Number or variable or any combination of number and variable combined by multiplication or division **Expression:** Collection of terms involving variables and numbers **Substitute:** Replace letters with numerical values **Constant:** Term with no variable **<u>Expressions and Equations</u>** **Equation:** Statement to show that two expressions are equal **Commutative:** When an operation gives the same result whatever the order of the terms involved **Equal to:** The same in value **Equivalent:** Equal for all values of a given variable **Fact family:** Related facts from a calculation or an equation **Bar model:** Visual representation used to show a mathematical relationship **Term:** Number or variable or any combination of number and variable combined by multiplication or division **Like terms:** Terms with the same variable(s) and power(s) **Unlike terms:** Terms with different variable(s) or power(s) **Coefficient:** Number in front of a variable indicating the multiple of the variable **Expression:** Collection of terms involving variables (letters) and numbers **Simplify:** Write an expression in a simpler equivalent form **Inverse:** Opposite effect of **Unknown:** Value not yet known, indicated with a letter and used in an equation or inequality **Solve:** Find the value(s) of an unknown in an equation **Solution:** Value of an unknown that satisfies an equation or inequality
Music	**Harmony:** The musical Background, often considered to be all instruments that are not playing the melody or rhythmic accompaniment of a composition. **Melody:** The "Tune" or line considered to be the dominant instrument leading a composition. **Dynamics:** The softness or Strongness of a instrument or group of instruments, often referred to as the "Quantity" of sound produced. **Tempo:** The speed or pace of a song, often referred to in BPM or Beats per Minute. **Sonority:** The quality of method in which sound is produced from an instrument. **Rhythm:** The combination of short and long sounds, developed into a recurring pattern. **Texture: T**he various layers of music, often referred to as Thin or Thick.
PD (Personal Development	**Diversity:** Including many different types of people or things. **Anxiety:** An uncomfortable feeling of nervousness.

	Independence: Freedom to make your own decisions. **Reliable:** Working well. **Curious:** Interested in learning about the things around you. **Polite:** Behaving in a respectful way. **Celebrations:** A special event where something important happens. **Research:** Detailed study of a subject. **Questionnaire:** Questions which collect specific information. **Characteristics:** noticeable quality in someone or something.
PE	<u>Netball</u> **Footwork:** Rules about stepping and landing when receiving the ball. **Positions:** Specific roles on court (e.g. GS, WA, GK). **Thirds:**The court is divided into three sections. **Obstruction:** Defending too close (within 0.9m). **Contact:** Physical interference with another player. **Advantage:** Play continues if stopping it would disadvantage a team. **Offside:** Players entering restricted areas. **3 Second Rule**: Players must pass within 3 seconds. <u>Indoor Athletics</u> **Technique:** How well a performer executes/demonstrates a skill using the correct movements and body positions. **Hand to Eye Coordination:** Hand-eye coordination is the ability to process visual information and coordinate hand movements to perform the skill. **Standing Long Jump:** A standing long jump measures how far you can jump forward from a stationary start. **Vertical Long Jump:** A vertical jump measures how high you can jump from a stationary start. **Pacing:** Pacing is controlling your speed during an event so that you do not get tired too quickly and can perform well until the end. **Protocols:** Protocols are the rules, instructions, and procedures that participants follow to make sure an activity is safe, fair, and organised. **All Component of Fitness will be included in lesson.** <u>Rugby</u> **Kicking:** Using the foot to move the ball up the field or gain territory. **Passing:** Moving the ball to a teammate using a backward pass. **Rucking:** Competing for possession after a tackle while staying on your feet. **Scrum:** A set piece used to restart play after a minor infringement. **Support play:** Moving to help a teammate in possession of the ball. **Tackling:** Safely stopping an opponent carrying the ball. **Territory:** Gaining ground towards the opponent's try line. **Try:** The main way of scoring by grounding the ball over the try line.
Religious Studies	**<u>What does it mean to be religious and non-religious in the UK?</u>** **Bar/Bat Mitzvah:** Coming of age ceremony for boys (bar) and girls (bat) **Chuppah:** Jewish wedding canopy symbolising their future home together

	Adhaan: The call to prayer in Islam **Aqiqah:** A Muslim ceremony that celebrates the birth of a baby. It may include naming the child, shaving the baby's hair, giving to charity and sharing food **Nikah:** The Arabic word for a wedding ceremony **Baptism:** A Christian ceremony using water to welcome someone into the Christian faith and show their commitment to God **Anand Karaj:** The Sikh marriage ceremony, meaning "blissful union", where the couple make a commitment before the Guru Granth Sahib **Puja:** Hindu prayer or worship **Reincarnation:** Being reborn after death into another body/being **Vaisakhi:** A Sikh festival celebrating the creation of the Khalsa by Guru Gobind Singh in 1699. **Vesak:** A Buddhist festival celebrating important events in the Buddha's life, especially his birth, enlightenment and death **Diwali/Divali:** A Hindu festival known as the Festival of Lights, celebrating the victory of light over darkness and good over evil
Science	**Change of state:** When something changes form, like solid to liquid or liquid to gas. **Pure:** Made of only one thing, with nothing else mixed in. **Mixture:** Two or more things put together but not joined. **Soluble:** Can dissolve in a liquid (can mix in). **Insoluble:** Cannot dissolve in a liquid. **Solution:** A clear liquid made when something dissolves in it. **Particles:** Tiny pieces that everything is made from. **Solvent:** The liquid that does the dissolving (like water). **Solute:** The solid (or gas) that dissolves in the liquid.
Technology – Textiles	**Appliqué:** Sewing small pieces of fabric onto bigger pieces of fabric to make a pattern or a design **Embroidery:** Decorative stitching that is supposed to be visible **Pattern Pieces:** Templates made in paper to be pinned to the fabric to make sure shapes are cut accurately. **Felt:** A fabric made from little fibres with hooks **Annotation:** Labels with explanations
Technology – Product Design	**Render:** The process of drawing with colour, shading, and texturing of an image to make it look realistic. **Annotation:** Descriptive labels around a design or picture to help people understand the design. **Analysis:** The process of breaking down a design into smaller parts in order to gain a better understanding of it. **Primary research:** Conducted by the designer personally, interacting with their clients by forms of questionnaires, interviews and consumer feedback groups. (face-to-face methods) **Secondary research:** Information that has already been recorded -books, internet and data information.

	Iterative design: The process of continually making adjustments to improve the design. **One point perspective:** a drawing technique that uses a single vanishing point on the horizon line to create the illusion of depth and three – dimensional space on a flat surface.
Technology - Food	**Chop:** To cut food into small pieces. **Dice:** To cut into small even cubes. **Slice:** To cut into thin pieces. **Grate:** To shred food into small pieces using a grater. **Peel:** To remove the outer skin of fruit or vegetables. **Mix:** To combine ingredients together. **Whisk:** To beat ingredients to incorporate air.