Year 9 Autumn 2 Keywords

Subject	Keywords and Definitions
Art	**Surrealism:** An art movement that explores dreams, imagination, and the unconscious mind. **Dreamlike:** Having a strange or unreal quality, similar to a dream. **Fantasy:** Imaginary ideas, creatures, or worlds that do not exist in reality. **Symbolism:** Using objects, colours, or images to represent deeper meanings or ideas. **Juxtaposition:** Placing unexpected objects together to create surprise or mystery. **Distortion:** Changing the appearance of objects from how they look in real life. **Imagination:** Creating ideas and images from the mind rather than direct observation. **Biomorphic Shapes:** Organic, flowing shapes inspired by living things, often seen in Surrealist artworks. **Unconscious Mind:** Thoughts, memories, and feelings that exist beyond conscious awareness and can inspire artwork. **Transformation:** Changing one object into another or altering its appearance in a surprising way.
Computing	**Abstraction:** The process of removing unnecessary details from a problem to focus only on the essential characteristics needed to solve it. **Selection:** A logic construct that uses Boolean conditions (True/False) to determine which block of code to execute. **Iteration:** The repetition of a block of code, categorised as count-controlled (e.g., FOR loops) or condition-controlled (e.g., WHILE loops). **Boolean Logic:** A form of algebra centred around three main logical operators (AND, OR, NOT) that result in a True or False value. **Data Type:** A classification that specifies what type of value a variable can hold (e.g., Integer, String, Float/Real, Boolean). **Von Neumann Architecture:** The traditional design of a computer system where both data and program instructions are stored together in the same memory. **Secondary Storage:** Non-volatile storage used to permanently save data and software when the computer is turned off (e.g., SSDs, HDDs). **IP Address (Internet Protocol Address):** A unique numerical label assigned to each device connected to a network, used for identification and routing. **Encryption:** The process of scrambling data into an unreadable format using a key, ensuring it can only be read by authorized parties. **Computational Thinking:** A problem-solving mindset involving decomposition, pattern recognition, abstraction, and algorithmic thinking.

Drama	**<u>The History of Comedy</u>** **Mime:** Acting without words, using only facial expressions, gestures, and movement to communicate meaning. **Slapstick:** A type of comedy that uses exaggerated physical actions, accidents, and comic mishaps to entertain an audience. **Commedia dell'arte:** An Italian form of theatre featuring stock characters, masks, physical comedy, and improvised performances. **Silent Movie:** A film style that tells a story without spoken dialogue, relying on physical expression, movement, and visual storytelling**.** **Sitcom:** A situation comedy that creates humour through recurring characters, relationships, misunderstandings, and everyday situations. **Status:** The level of power, importance, or authority a character holds in relation to others, often shown through voice, posture, and behaviour. **Play:** A performance approach that encourages actors to explore, experiment, take risks, and find humour through curiosity, spontaneity, and enjoyment. **Gleeman:** A travelling entertainer in medieval times who performed stories, music, tricks, and comic acts for audiences. **Clocking:** A performance technique where an actor deliberately looks at the audience to share a reaction, acknowledge an event, or create comedy. **Passing the Focus:** Deliberately directing the audience's attention from one performer or action to another using eye contact, movement, timing, or staging.
English	**<u>A Christmas Carol</u>** **Misanthropic:** having a dislike of other people, leading to one avoiding social interaction and preferring solitude **Covetous:** having a strong desire for possessions, wealth **Miser:** someone who has a strong desire to possess money and hates to spend it **Avarice:** extreme greed for wealth **Altruism:** selfless concern for the well-being of others **Philanthropic:** seeking to promote the welfare of others **Redemption:** the action of being saved from sin or error **Salvation:** being saved from evil or harm **Benevolence:** kindness or goodwill towards others **Omniscient Narrator:** an omniscient narrator is an all-knowing narrative voice that can reveal the thoughts, feelings, and experiences of all characters, as well as past, present, and future events in a story
Geography	**Biome:** A large-scale ecosystem with a distinct climate, flora, and fauna. **Ecological Significance:** Dictates macro-environmental conditions and seasonal moisture across vast continental regions. **Ecosystem:** A localized community of interacting organisms and their physical environment. **Ecological Significance:** Determines how species utilize local water, soil, and air to obtain nutrients and sustain life. **Biosphere:** The Earth's living layer on, above, and below the surface.

	Ecological Significance: Defines the global vertical zone containing the conditions necessary to support life. **Lithosphere:** The solid outer layer of the Earth (crust and upper mantle). **Ecological Significance:** Anchors root systems and releases essential minerals into the soil through rock weathering. **Atmosphere:** The layer of gases surrounding the Earth. **Ecological Significance:** Regulates surface temperatures, filters solar radiation, supplies vital gases, and drives global rainfall. **Hydrosphere:** All water found on Earth, including oceans, groundwater, and vapour. **Ecological Significance:** Supplies essential hydration and governs seasonal water availability for ecosystems. **Latitude:** The distance measured north or south of the Equator. **Ecological Significance:** Controls solar radiation intensity and growing season length, dictating where specific vegetation thrives. **Altitude:** The height of land above sea level. **Ecological Significance:** Drives a temperature drop of approximately 6.5°C per 1,000 metres, creating harsher environments that force specialised biological adaptations. **Flora:** The plant life native to a specific region or biome. **Ecological Significance:** Serves as primary producers converting solar energy to food, while providing physical habitats. **Fauna:** The animal life native to a specific region or biome. **Ecological Significance:** Acts as consumers, pollinators, and seed dispersers to maintain ecological balance and nutrient cycling.
History	**<u>Life in Nazi Germany</u>** **Treaty of Versailles:** The peace treaty signed in 1919 that officially ended World War I and placed harsh punishments on Germany. **Reparations:** Payments Germany had to make to Allied countries for the damage caused during the war. **War Guilt Clause:** A rule in the Treaty of Versailles that forced Germany to accept full responsibility for starting World War I. **Dictatorship:** A system of government where one person (like Hitler) has total power and makes all decisions. **Propaganda:** Information (posters, films, speeches) used by the Nazis to influence people's opinions and gain support. **Gestapo:** The Nazi secret police who arrested and punished people who opposed Hitler. **Hitler Youth:** A Nazi organisation that trained and influenced young people to support Nazi ideas. **Nuremberg Laws:** Laws introduced in 1935 that took away the rights of Jewish people in Germany. **Resistance:** Actions taken by individuals or groups to oppose and fight against Nazi rule.
Maths	**<u>Properties of Number</u>**

	Factor: Integer that divides exactly into another integer **Multiple:** Result of multiplying a number by an integer **Prime number:** Positive integer that has exactly two factors, 1 and itself **Express:** Rewrite in another way after some working **Prime factor:** Factor of a number that is prime **Product:** Result of a multiplication **Prime factor decomposition:** Process of writing a number as the product of its prime factors **Index notation:** Using exponents to show how many times a number (the base) is multiplied by itself **Square number:** Product of a number that has been multiplied by itself **Cube number:** Product of a number that has been multiplied by itself twice **Highest Common Factor:** Common factor of two or more integers that has the greatest value **Lowest Common Factor:** Lowest multiple shared by two or more numbers **Venn diagram:** Visual diagram used to organise information into sets **Set:** Group of numbers or objects known as members or elements **Element:** Number or object in a set **Intersection:** Intersection of two or more sets represented by the overlapping region between the sets **Universal set:** Set that contains all the relevant objects for a given context **Real number:** All positive and negative numbers, including decimals and fractions **Rational number:** Number that can be written in the form a/b, where a and b are integers **Irrational number:** Number that cannot be written in the form a/b, where a and b are integers **Recurring:** Decimal number that has a single or group of digits infinitely repeating, usually written with a dot above the repeating digit or start and end of the group of repeating digits **Terminating:** Decimal number that has a finite number of digits **<u>Area and Volume</u>** **Area:** Amount of space taken up by a shape or surface, measured in square units **Perpendicular height:** Height of a shape, measured at a right angle from the base to a vertex or edge **Unit:** Standard measurement used to express a quantity **Formula:** Mathematical rule or equation that shows the relationship between different variables or quantities **Compound shape:** 2-D or 3-D shape that is made up of two or more shapes **Radius:** Distance from the centre of a circle to any point of the circumference **Diameter:** Straight line passing through the centre of a circle from one point on the circumference to another **Perimeter:** Total distance along the boundary of a 2-D shape

	Circumference: Perimeter of a circle **Pi (π):** Mathematical constant representing the ratio of a circle's circumference to its diameter **Face:** Flat surface on a 3-D shape **Surface:** 2-D plane **Dimensions:** Measurements, such as length, width and height, that describe the size and extent of an object **Surface area:** Area that covers the outside of a 3-D shape, calculated by finding the total area of all its surfaces **Edge:** Where two faces of a shape meet **Vertex:** Point at which two or more edges (3-D) or sides (2-D) meet **Net:** 2-D layout of a 3-D shape's faces that can be folded to create the 3-D shape **3-D shape:** Object that has length, width and height, giving it depth that occupies space **2-D shape:** Object that has only length and width, existing on a flat plane without any depth **Prism:** 3-D shape with a constant polygon cross-section **Curved surface area:** Area of the non-flat part of a 3-D shape **Cylinder:** 3-D shape with two parallel and identical circular faces connected by a curved surface **Volume:** Amount of space a 3-D object takes up, measured in cubic units **Constant cross-section:** 2-D shape seen when a 3-D object is cut parallel anywhere between a pair of congruent faces **Pyramid:** 3-D shape with a polygon base and triangular faces that meet at a point (apex) **Cone:** 3-D shape with a circular base and a curved surface that narrows to a single point at the top (apex) **Sphere:** 3-D object where all points on the surface are equidistant from the centre, forming a perfectly round shape **Base:** Face or surface of a 3-D shape used as a reference from which the shape's height is measured; the base is often the bottom of the shape
Music	**Form:** How the music sections are arranged. These can include Binary (AB) Ternary (ABA) and Rondo (ABACA) **Structure:** How music is built in arrangement of Choruses, Verses, Middles and Bridges. **Binary:** A composition of two contrasting sections, often both repeated at least once. **Turnery:** A composition which uses two contrasting sections, A and B, arranged in an ABA configuration, in which the composition finishes on the section it started on. **Rondo:** A composition with a variety of parts, returning to section A after each new section has been played. **Chorus:** A recurring section of a song that delivers a summarized, key message or "point" from the composition.

	Verse: The narrative section of a composition, outlining the thoughts, feelings or actions of the composer or performer. **Syncopation:** The action of playing between beats on the "and" instead of the beat itself. (1 and 2 and 3...)
PD (Personal Development	**Specialist:** someone who has a lot of knowledge, experience or skill in a subject **Choreographer:** A professional dance teacher **Technician:** A worker trained with special skills in science or engineering **Optimism:** A belief that something good will happen **Vocational:** An educational course which prepares you for a particular job **Sector:** How trade and industry is divided **Internship:** A period of training within an institution **Inequality:** Some people have more opportunities to earn money than other people **Assumption**: Something you accept as true without question or proof **Society:** A large group of people who live together in an organised way.
PE	**<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. **<u>Basketball</u>** **Triple Threat:** A position where a player can pass, shoot, or dribble. **Body Positioning:** Using your body correctly for balance, control, and protection of the ball. **Ball Familiarisation:** Becoming comfortable and confident with handling the ball. **Marking (Zonal & Man-to-Man):** Zonal = defending an area; Man-to-man = defending a specific player. **Fast Break:** Quickly attacking before the defence is set. **<u>Cheer</u>** **Stunting:** Working in a group to hold, throw or lift safely **Pyramid:** Formation where several stunts connect and join together **Tumbling:** The gymnastics style movement - for example: forward rolls and cartwheels **Running Tumbling:** A tumbling skill that uses a forward step/power hurdle to gain momentum **Jumps:** An explosive skill pushing off the floor to reach a position

	Dance: Choreographed movement to music using sharp arm movements, formations and levels **<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.
Religious Studies	**<u>How should religious beliefs influence the way we respond to issues in the world?</u>** **Conflict:** A serious disagreement or struggle between people, groups or countries. **War:** Armed conflict between countries or groups. **Self-defence:** Using necessary force to protect yourself or others from attack. **Retaliation:** Responding to an attack or harmful action with another harmful action. **Just War:** The idea that war may be morally acceptable if it meets strict conditions. **Pacifism:** The belief that war and violence are wrong and conflict should be resolved peacefully. **Peacemaker:** Someone who actively works to prevent conflict or restore peace. **Human Rights:** Basic rights and freedoms that belong to every human being. **Social Justice:** Working towards a society where people are treated fairly and their rights are protected. **Equality:** The principle that people should have equal rights, opportunities and value. **Prejudice:** An unfair judgement or negative attitude towards a person or group. **Discrimination:** Treating someone unfairly because of who they are or a characteristic they have.
Science	**<u>Motion</u>** **Distance:** The total length of the path travelled by an object, measured in metres (m). **Displacement:** The straight-line distance and direction from the starting point to the finishing point. **Speed:** The distance travelled per unit time. Speed = distance ÷ time. **Velocity:** The speed of an object in a given direction. **Acceleration:** The rate of change of velocity. Acceleration = change in velocity ÷ time. **Deceleration:** Negative acceleration; when an object slows down. **Scalar Quantity:** A quantity that has magnitude only, such as speed or distance.

	Vector Quantity: A quantity that has both magnitude and direction, such as velocity or displacement. **Distance-Time Graph:** A graph showing how distance changes over time. The gradient represents speed. **Velocity-Time Graph:** A graph showing how velocity changes over time. The gradient represents acceleration and the area under the graph represents displacement.
Spanish	**¿Qué te gusta comer y beber?:** What do you like to eat and drink? **¿Qué no te gusta comer/beber?:** What don't you like to eat/drink? **Me gusta(n) mucho...:** I really like... **Me encanta(n)...:** I love... **No me gusta(N) nada...:** I don't like... at all. **Odio...:** I hate... **Prefiero...:** I prefer... **el agua:** water **el arroz:** rice **los caramelos:** sweets **la carne**: meat **la fruta:** fruit **las hamburguesas**: hamburgers **los huevos:** eggs **la leche:** milk **el marisco:** seafood/shellfish **el pescado:** fish **el queso:** cheese **las verduras:** vegetables
Technology – Textiles	**Resist Dyeing:** A dyeing method where parts of a fabric are protected so they do not absorb the dye, creating patterns. **Couching:** An embroidery technique where a thread or yarn is laid on the fabric surface and stitched down with small machine or hand stitches. **Construction:** The way of sewing a product together in textiles **Motif:** A repeated design, pattern, symbol, or image used in artwork or textiles **Repeat pattern:** A design that is repeated over and over in a regular way to cover a surface without gaps.
Technology – Product Design	**Acrylic:** A type of thermoplastic that softens when heated and can be reshaped. **Engraving:** Carving a design into a hard surface. **Isometric:** A type of technical drawing used to represent 3D objects by preserving the true proportions of the object. **LED:** Light emitting diode, a low powered component that emits light. **Soldering:** The process of joining two or more metal components by melting a filler metal called solder to create a strong bond.

Technology - Food	**Dovetailing:** A cooking technique where ingredients are prepared and timed so everything is ready at the same moment **Food Intolerance:** Difficulty in digesting certain foods that can cause discomfort **Function:** The role a nutrient or ingredient plays in the body or a recipe **Moderation:** Eating a balanced amount - not too much or too little - to have good health **Nutritional Needs:** The amount and type of nutrients your body requires to stay healthy and grow **Sedentary:** Spending lots of time sitting or not moving **Source:** The food or ingredient where a nutrient comes from **Time Management:** How you plan and use your time effectively to complete tasks