

# YEAR 7

## CURRICULUM INFORMATION FOR TERM 1

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**CRAMLINGTON**  
**LEARNING VILLAGE**



WHERE THE ART OF TEACHING MEETS THE SCIENCE OF LEARNING

# WHAT IS A KNOWLEDGE ORGANISER?

A knowledge organiser sets out the most important facts and ideas that teachers believe pupils need to study in their subject during each term or topic. Pupils will use it to support their learning, memorise information and revise the key ideas for each of their topics before key assessments. For parents they are a simple way to know what is being taught and a handy way to test your child's understanding too!

## HOW ARE KNOWLEDGE ORGANISERS USED?

They are used inside and outside of lessons to structure the knowledge that we expect pupils to develop and retain over time.

They are designed to help pupils make sense of what they learn in lessons, allowing them to complete more challenging tasks.

They should give pupils the opportunity to feel more expert or specialist in a subject, and learn more for themselves.

They help to make homework more meaningful and to link it directly to what is learned in lessons.

They help to develop the techniques needed to memorise information, ready for GCSEs.

Knowledge organisers are useful for memorisation techniques and teachers will help pupils to understand ways to use these for revision.

## HOW DOES OUR MEMORY WORK?

Your brain stores information in both our long term and short term memories. Our short term memory is our 'working memory'-we use it for day to day thinking and problem solving and only store memories in here for a short amount of time. Our long term memory contains information that we know really well, and our short term memory 'calls it up' when we feel we need to use it. If we don't memorise information, our short term memory soon forgets it. Also, if we try to remember too much information in too short a period we overload our short term memory- this can affect our ability to think clearly and lead us to make mistakes.

If you have any questions about the content of these knowledge organisers then please direct your enquiries to Mr Clark.

# Year 7 Art

These are the skills and facts that you need to know and use in your insect project

## Colour Vocabulary

**Primary colours** are the 3 main colours. They cannot be made, but are used to make all other colours.

**Secondary colours** are made by mixing 2 primary colours.

**Tertiary colours** are made by mixing a primary and secondary colour together.

**Complementary colours** are opposite on the colour wheel.



**Harmonious colours** are next to each other on the colour wheel.

**Tint** - when you add white to a colour to make it lighter



**Shade** - when you add black to a colour to make it darker

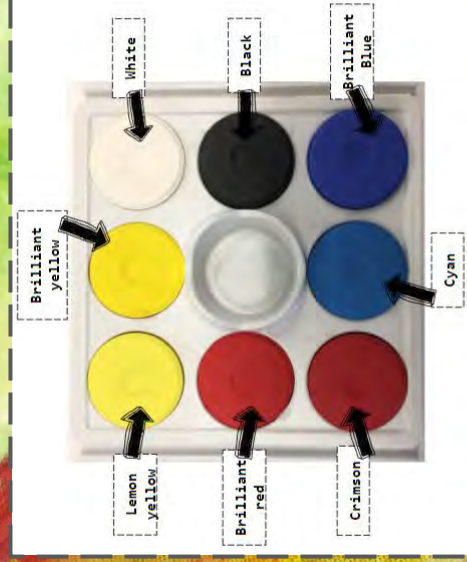


## Art Technique Key Words

<b>Media/Medium</b>	The materials and tools used by an artist to create a piece of art
<b>Technique</b>	The way an artist uses tools and materials to create a piece of art
<b>Composition</b>	Where you place objects on the page
<b>HighLight</b>	The bright or reflective area on an object or piece of art
<b>Shadow/shade</b>	The darker areas within a piece of art or object
<b>Proportion</b>	The size relationship between different parts - eg height compared to width

## Making objects look 3D

To prevent your drawings from looking flat, you should use a range of tones and marks. Pressing harder and layering with your pencil creates different tones. Use the direction of your pencil to help enhance the 2D surface, and you can also include shadows which will also help objects appear 3D.



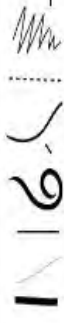
## Art Formal Elements

### Colour

What you see when light reflects off something. Red, yellow and blue are primary colours.

### Line

A mark which can be long, short, wiggly, straight etc.



### Tone

How light or dark something is.



### Texture

How something looks or feels - eg rough or smooth.



### Pattern

A symbol or shape that is repeated.



### Shape

A 2D area which is enclosed by a line - eg triangle.



### Form

Something which has 3 dimensions - eg a cube, sphere or sculpture.



## Markmaking

To make your drawings look more realistic, you should try to use different marks to show textures and surfaces. You can do this by changing the direction, pressure or length of your marks.



## Grades of pencil

Pencils come in different grades, the softer the pencil, the darker the tone.

H=Hard B=Black

In art the most useful pencils for shading are 2B and 4B. If your pencil has no grade, it is most likely HB(hard black) in the middle of the scale.



# Year 7 - Insects

Project specific information

## Brief overview of topic

In this project you will explore the theme of insects. You will work in a small handmade zine sketchbook and learn how to draw and print insects using a range of 2D techniques. You will use the work of other artists to inspire your own final painting composition applying your knowledge of colour theory.

## Great books about insects

Eyewitness Insect - DK  
 Ultimate Bugopedia - National Geographic  
 Drawing and Painting Insects - Andrew Tyzack

## Places to visit

Great North Museum - Hancock  
 Kirkley Hall Zoological Gardens  
 Northumberland Wildlife Trust  
 The Alnwick Garden - bees

## Websites

<http://www.insects.org>  
<http://www.britishtobugs.org.uk>  
<http://www.nationalinsectweek.co.uk>  
<http://www.buglife.org.uk>  
<http://www.ukbutterflies.co.uk>



## Artists



Cornelia Hesse Honegger

Damien Hirst



Esra Rosie



Abby Diamond

Christopher Marley



Lucy Arnold



## Insect Project Key Words

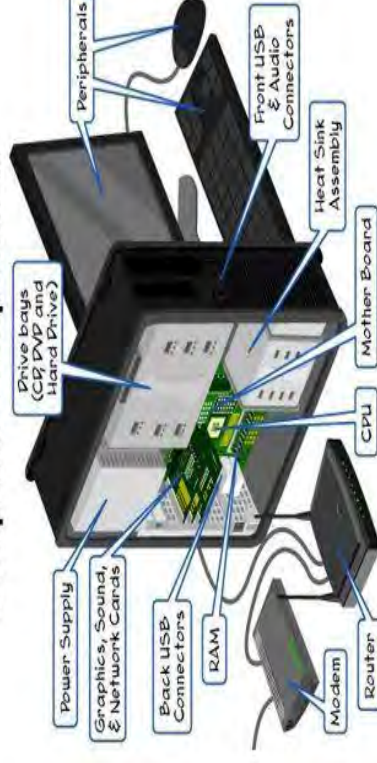
<b>Insect</b>	Any group of small animals having no backbone and three parts to their body.
<b>Exoskeleton</b>	The hard covering on the outside of the insect that protects or supports the body.
<b>Thorax</b>	The thorax is one of the three main body parts of an insect. The thorax is the middle segment, behind the head and before the abdomen. The six legs and two pairs of wings (if present) are attached to the thorax.
<b>Arthropod</b>	The scientific name for insects and arachnids(spiders)
<b>Abdomen</b>	This is the last of the three parts of an insect and other arthropods body.
<b>Antennae</b>	The antennae are a pair of sense organs located near the front of an insect's head.
<b>Swarm</b>	A large group of insects all moving together.
<b>Compound Eye</b>	A type of eye that some arthropods have that is made up of many parts.
<b>Wings</b>	Insect wings enable them to fly and are usually attached to the thorax. The two pairs are often referred to as the forewings and hindwings.
<b>Segmented</b>	Insects have a segmented body which means that is is divided. The three segments are the head, thorax and abdomen. They also have segmented legs.
<b>Mandible</b>	Insect mandibles are a pair of appendages near the insect's mouth. Their function is typically to grasp, crush, or cut the insect's food, or to defend against predators or rivals.
<b>Proboscis</b>	The most well known example of a proboscis in insects is the feeding tube used by adult butterflies and moths.
<b>Colony</b>	Some insects, such as bees, ants, and termites, live together in groups called colonies. Millions of insects may live in a single colony, building a giant nest.
<b>Cocoon</b>	The silky enclosure spun by caterpillars that they live in while they're turning into adult insects.
<b>Chrysalis</b>	The stage of caterpillars, moths, and other insects that is between the larva and the adult stage.
<b>Hive</b>	A structure where bees live, especially a beehive or the group of bees living there.

# KS3 Computing Knowledge Organiser HT1 – I’m a Computer Hardware Engineer

COMPUTING HARDWARE VOCABULARY	
<b>Hardware</b>	The components kept inside a computer.
<b>Peripheral</b>	A device which can add extra functionality to a computer system. Peripherals can either input or output data from the computer.
<b>Input</b>	A peripheral device which takes data from the real world and enters it into a computer systems.
<b>Output</b>	A peripheral device which takes data from a computer system and presents it into the real world.
<b>Motherboard</b>	Connects all components in the computer together.
<b>Processor (CPU)</b>	Performs any calculation and fetches, decodes and executes instructions.
<b>RAM</b>	Short term (volatile) memory, which stores currently in-use programs and instructions.
<b>Hard Drive</b>	Devices that store all the data and applications on a computer when the power is turned off.
E-SAFETY VOCABULARY	
<b>Cyber Bullying</b>	The bullying of another person using the internet, mobile phones and other digital devices, with the intent to deliberately upset them.
<b>Netiquette</b>	Correct or acceptable way of communication on the internet.
<b>Cyberstalking</b>	Repeated use of electronic communication to harass or frighten someone.
<b>Online Grooming</b>	Deliberate act taken to befriend and create an emotional connection with a child, resulting in not good intentions.
<b>Cyberpal</b>	A friend who you only communicate with through the internet or cyberspace.

COMMON PERIPHERALS		
Input	<b>Mouse</b>	Controlling a pointer on a screen.
	<b>Keyboard</b>	Typing commands/text.
	<b>Scanner</b>	Taking a digital copy of a document.
	<b>Microphone</b>	Records real-life sound and makes it into a digital sound.
Output	<b>Screen/Projector</b>	Displays visual information from a computer.
	<b>Printer</b>	Making a real-life, physical copy of a document.
	<b>Speaker/Headphones</b>	Outputs digital sound.
	<b>Motor</b>	Outputs movement,
Storage	<b>External Hard Drive</b>	Used in computers/games consoles – largest capacity for portable storage.
	<b>Memory Stick</b>	Used for transferring data easily.
	<b>SD Card</b>	Regularly used in cameras/phones – very small memory with fast access.
	<b>CD</b>	Usually used for files that shouldn't be changed (eg. games, albums)

## Computer Components



# KS3 Computing Knowledge Organiser HT2 – I’m a Computer Scientist

KEY VOCABULARY	
<b>Denary</b>	Base 10 number system. Uses digits 0,1,2,3,4,5,6,7,8,9
<b>Binary</b>	Base 2 number system. Uses digits 0 and 1 only.
<b>Hexadecimal (Hex)</b>	Base 16 number system. Uses characters 0-9 and A,B,C,D,E and F
<b>BIT</b>	BINARY DIGIT – a single value of 0 or 1
<b>Binary Code</b>	Representation of values using multiple bits
<b>Character Set</b>	A list of unique values, stored in binary, which represent the letters, numbers and symbols a computer can show/use.
<b>ASCII</b>	American Standard Code for Information Interchange. A character set which uses 7 bits to store 128 (2 <sup>7</sup> ) characters
<b>Extended ASCII</b>	A character set which uses 8 bits to store 256 (2 <sup>8</sup> ) characters
<b>UNICODE</b>	A character set which uses 16 bits to store 65,535 characters (2 <sup>16</sup> )
<b>Pixels</b>	An individual dot of colour, used to produce an onscreen image. ( <b>P</b> icture- <b>e</b> lement)
<b>Colour Depth</b>	The amount of bits used to map colour to an image (measure by 2 <sup>n</sup> ) e.g. 4 bits is 2 <sup>4</sup> (16 colours)
<b>Resolution</b>	Height x width (measure in pixels)

**REMEMBER MAXIMUM VALUES!**  
 Max value which can be represented with 8 bits (1 byte) = 255  
 Total number of available values = 256 (255 + 0)

BINARY PLACE VALUES								
BASE Exponent	2 <sup>7</sup>	2 <sup>6</sup>	2 <sup>5</sup>	2 <sup>4</sup>	2 <sup>3</sup>	2 <sup>2</sup>	2 <sup>1</sup>	2 <sup>0</sup>
PLACE VALUE	128	64	32	16	8	4	2	1

**CONVERTING DENARY TO BINARY TO HEX**

HEXADECIMAL	
DENARY	HEX
0-9	0-9
10	A
11	B
12	C
13	D
14	E
15	F

There are two methods for converting a HEX value to Denary

Hexadecimal: **5F**

Binary: **0101 | 1111**  
821 820 819 818 817 816 815 814 813 812 811 810  
 01011111

Decimal: **95**

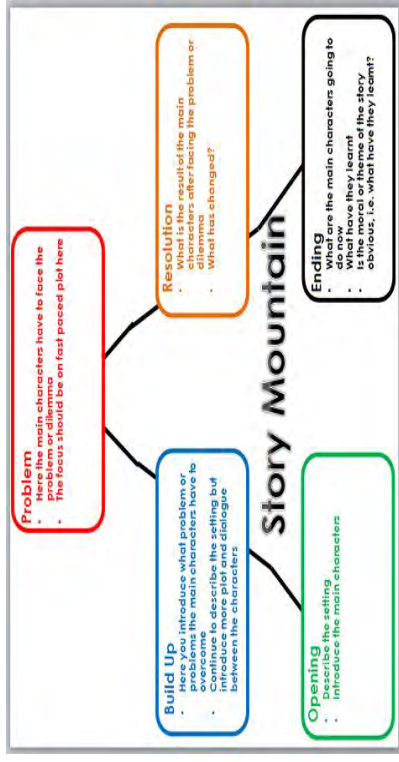
OR:  
 $5F = (5 \times 16) + F$   
 $5F = 80 + 15$   
 $5F = 95$

**IMAGE REPRESENTATION**

1	0	0	1	1	1	1	1	0	0
2	0	1	1	1	0	0	1	1	0
3	1	1	1	0	1	1	0	1	1
4	1	0	0	0	0	0	0	0	1
5	1	1	0	0	0	0	0	1	1
6	1	0	1	1	1	1	1	0	1
7	0	1	1	1	0	0	0	1	1
8	0	0	0	0	1	1	1	0	0



Key Themes <b>The Unforgotten Coat:</b>	Key Themes <b>Adventure Writing:</b>
Culture Friendship Folk tales Family New experiences Memories	Culture Friendship Danger Travel New experiences Risk



Key Characters	<p><b>The Unforgotten Coat:</b></p> <p>Chingis Nergui Julie Mimi Mrs Spendlove Duncan Shooky Julie's mum</p> <p><b>Adventure Writing:</b></p> <p>Bear Grylls Joe Simpson (Touching the Void) Jessica Ennis Usain Bolt Captain Scott</p>
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Key Quotations: The Unforgotten Coat	<p><i>I saw that coat today for the first time since we all left.</i></p> <p><i>And that's how I found these pictures.</i></p> <p><i>I really did want to be a good guide.</i></p> <p><i>In Mongolia we are nomads</i></p> <p><i>Don't talk about demons. Don't even mention them.</i></p> <p><i>Mad coats- long, like dressing gowns, with fur inside.</i></p>
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**Baseline:** write a story about an adventure in Mongolia.


- Varied sentence openers:**
- Adverbial -ly opener
  - Connective opener
  - Time phrase opener
- Ambitious Language:**
- Adjectives
  - Adverbs
  - Similes
  - Alliteration

- Punctuation Accuracy:**
- Capital letters
  - Full Stops
  - Commas in a list
  - Commas to separate subs (complex sentences)
  - Commas after adverbial -ly opener
  - Semi Colons

Key Terms	Meaning
Tension	Making the reader feel nervous and anxious.
Narrative structure	The order of events in a story.
Narrator	The person who tells us the story.



Key Themes	<p>Children</p> <p>Growing up</p> <p>Families</p> <p>Trust</p> <p>Birth</p> <p>Loss</p> <p>Death</p> <p>Love</p> <p>Circle of life</p> <p>Nature</p> <p><b>Key Words</b></p> <p>Simile</p> <p>Metaphor</p> <p>Alliteration</p> <p>Personification</p> <p>Stanza</p> <p>Quotation</p> <p>Analysis</p> <p>Explicit</p> <p>Implicit</p> <p>Enjambement</p> <p>Theme</p>
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<p>Nettles- Vernon Scannel</p> <p>My son aged three fell in the nettle bed.</p> <p>'Bed' seemed a curious name for those green spears,</p> <p>That regiment of spite behind the shed:</p> <p>It was no place for rest. With sobs and tears</p> <p>The boy came seeking comfort and I saw</p> <p>White blisters beaded on his tender skin.</p> <p>We soothed him till his pain was not so raw.</p> <p>At last he offered us a watery grin,</p> <p>And then I took my billhook, honed the blade</p> <p>And went outside and slashed in fury with it</p> <p>Till not a nettle in that fierce parade</p> <p>Stood upright any more. And then I lit</p> <p>A funeral pyre to burn the fallen dead,</p> <p>But in two weeks the busy sun and rain</p> <p>Had called up tall recruits behind the shed:</p> <p>My son would often feel sharp wounds again.</p>	
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Key Poems	<p>Tay Moses</p> <p>Nettles</p> <p>Messy Fingers</p> <p>Prayer Before Birth</p> <p>Childhood Tracks</p>
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Key Quotations	<p><u>Tay Moses-</u></p> <p><b>'You'll drift to the uplands'</b></p> <p><u>Nettles-</u></p> <p><b>'Bed seemed a curious name for those green spears'</b></p> <p><u>Messy Fingers-</u></p> <p><b>'Sticky fingers, tangled hair'</b></p> <p><u>Prayer Before Birth-</u></p> <p><b>'I'm afraid the human race with tall walls will wall me'</b></p> <p><u>Childhood Tracks-</u></p> <p><b>'Slants of evening sunlight slowly disappear'</b></p>
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Key Terms	Meaning
Stanza	A section or paragraph in a poem.
Quotation	Words taken from the poem or text.
Theme	An important idea that runs throughout the poem or text.



# Year 7 Module 1.1

## Les verbes essentielles

Être - to be (being)	Avoir - to have (having)	Faire - to do (doing)
Je suis	J'ai	Je fais
Tu es	Tu as	Tu fais
Il/elle est	Il/Elle a	Il/elle fait

## Adjectival Agreement

When an adjective describes a feminine noun, the adjective's spelling and sometimes its sound change. The most common change is to add an 'e' to the end of the adjective. (This is for adjectives not already ending in 'e'.)

Masculine C'est - it is / Il est - He is	Feminine C'est - it is / Elle est - she is	English meaning
grand	grande	big
petit	petite	small
anglais	anglaise	English
français	française	French
intelligent	intelligente	intelligent
amusant	amusante	funny

## Key Sounds

ça va?



midi

jeu



je



faux



jouer

bébé



enfant

train



collège

mais



Shhhhhh!

Les devoirs: [www.quizlet.com](http://www.quizlet.com) or [www.languagenut.com](http://www.languagenut.com)

I can...

Recognise, understand and use three essential French verbs: **ÊTRE**, **AVOIR** and **FAIRE**

Recognise, understand and use the following phonetic sounds: 'a', 'i' and 'eu', 'e' and 'au(eau/o)', 'u' and 'ou', 'é (-er, -et)', 'en', 'an', 'on', '-ain' / '-in', 'è', 'é', and silent final letters

Understand and explain adjectival agreement

Describe people and things

## Genders in French

All nouns in French have a gender. They are either masculine or feminine. This does not mean they are male or female. For example, a dog, 'un chien' is always masculine, regardless of its actual gender

## Indefinite articles

Masculine	Feminine	Vowel	Plural
Un	Une	-	Des
One/a/an	One/a/an	-	Some

## Definite articles

Masculine	Feminine	Vowel	Plural
Le	La	L'	Les
The	The	The	The

## Year 7 French 1.1

### VOCABULARY

- learning what it means to know a word from recognition, to pronunciation, spelling and using the word in sentence
- high-frequency words relevant to context
- mixed word class vocabulary sets (10 words per week) [here](#)

### GRAMMAR

- to be, being: **ÊTRE**
- to have/having- **AVOIR** (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> person singular)
- indefinite articles, singular and plural nouns
- adjectives- gender and agreement
- yes/no questions with raised intonation

### PHONICS (SSC- Sound-symbol correspondence)

Recognise, understand and use the following phonic sounds: 'a', 'i' and 'eu', 'e' and 'au(eau/o)', 'u' and 'ou', 'é (-er, -et)', 'en', 'an', 'on', '-ain' / '-in', 'è' / 'ê', and silent final letters

### SPEAKING

- describing people and things
- Talk about doing and making things
- use specific phonic sounds: 'a', 'i' and 'eu', 'e' and 'au(eau/o)', 'u' and 'ou', 'é (-er, -et)', 'en', 'an', 'on', '-ain' / '-in', 'è' / 'ê', and silent final letters

### READING

- understanding short sentences with familiar language and essential verbs: **ÊTRE**, **AVOIR** and **FAIRE**
- Distinguish between 'having' and 'being'

### LISTENING

- understanding specific phonic sounds
- understanding questions through raised intonation

### WRITING

- producing short sentences with familiar language essential verbs: **ÊTRE**, **AVOIR** and **FAIRE** in the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> person singular
- Using adjectival agreement

### HOME LEARNING

- **Learning:** key vocabulary 1/cycle (quizlet based)
- **Activities:** language nut

# Humanities

## Year 7 -Exploring the United Kingdom



### Key Idea 1: What is Geography?

There are three different branches of

Geography:

**Human:** Human landscape

**Physical:** Natural Landscape.

**Environmental:** The impact on our surrounding.

However, all three branches overlap.



### Key Idea 2: What are the physical characteristics of the UK?

The UK landscape is extremely diverse with the Grampian Mountains in Scotland and lowland areas in the South East of England. The relief of the landscape has been shaped by millions of years of physical processes such as erosion. Rivers have carved their way through the landscape with longest being the Severn.

### Key Idea 3: What is flooding and how can we reduce our risk?

Natural hazards cannot be helped, they'd occur with or without us.

However Humans have often exacerbated them and made them become more frequent, especially as the population has grown.

River flooding is an increasing concern for the UK with both physical and human causes.

### Key Idea 4: Where do people live in the UK?

The UK's population is continuously growing and currently stands at 66.6million.

The majority of the population live in urban areas rather than rural. The growth of urban areas is known as urbanisation. This has created both problems and benefits for UK cities.

### Key Idea 5: Why do people migrate and what impact does it have on the UK?

Migration has always played a part in the story of the United Kingdom but in recent years immigration has seen to be portrayed as negative by the media. It is important to understand that this is a misconception.

### Key words

**Continent:** A very large area of land, that usually consists of several countries. There are seven continents: Africa, Antarctica, Asia, Europe, Oceania, North America and South America.

**Environmental Geography:** Referring to the natural landscape and issues that can be placed upon it.

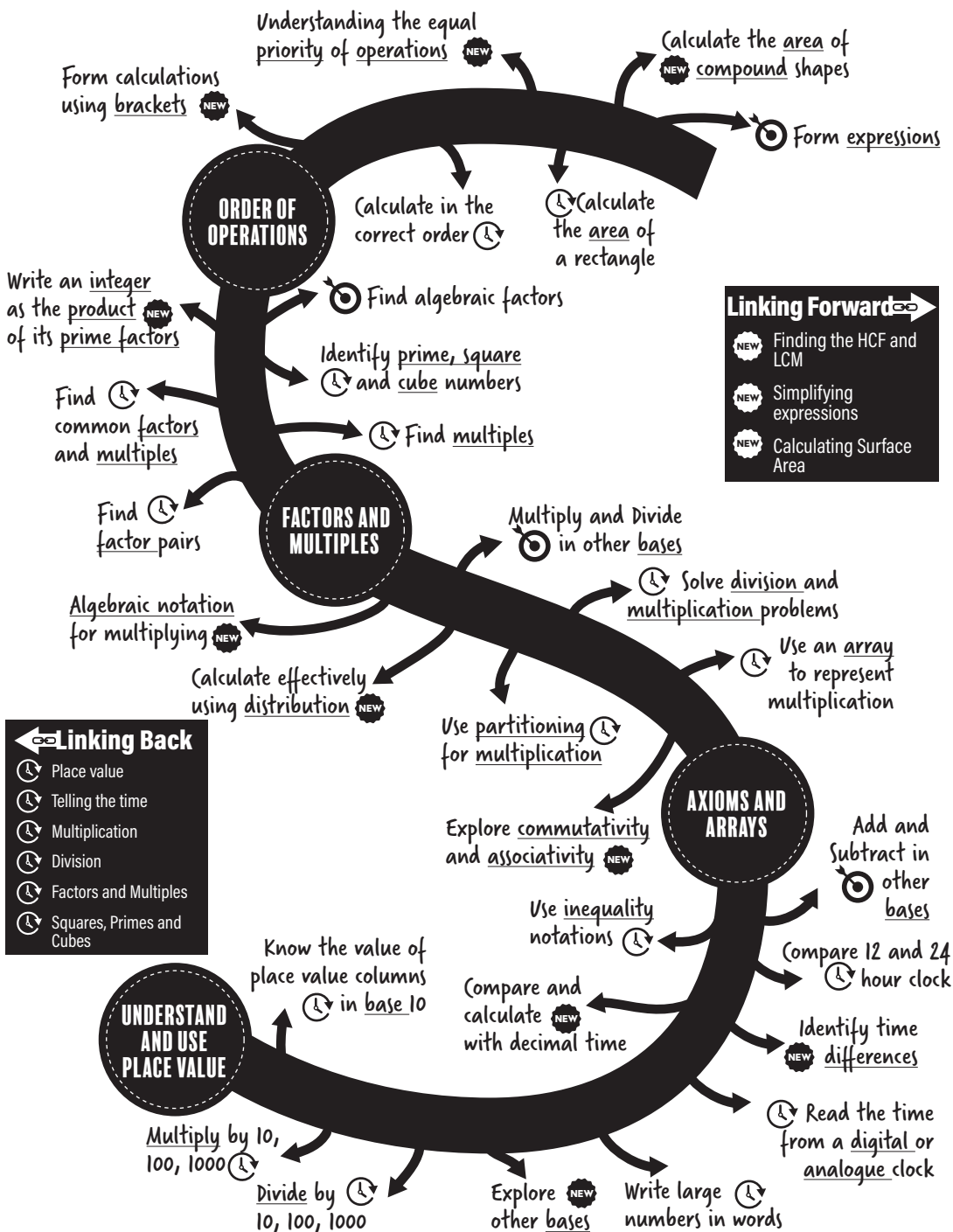
**Erosion:** The wearing away or removal of land by the action of physical features (sea/rivers/ice).

**Human Geography:** The study of the human landscape and population.

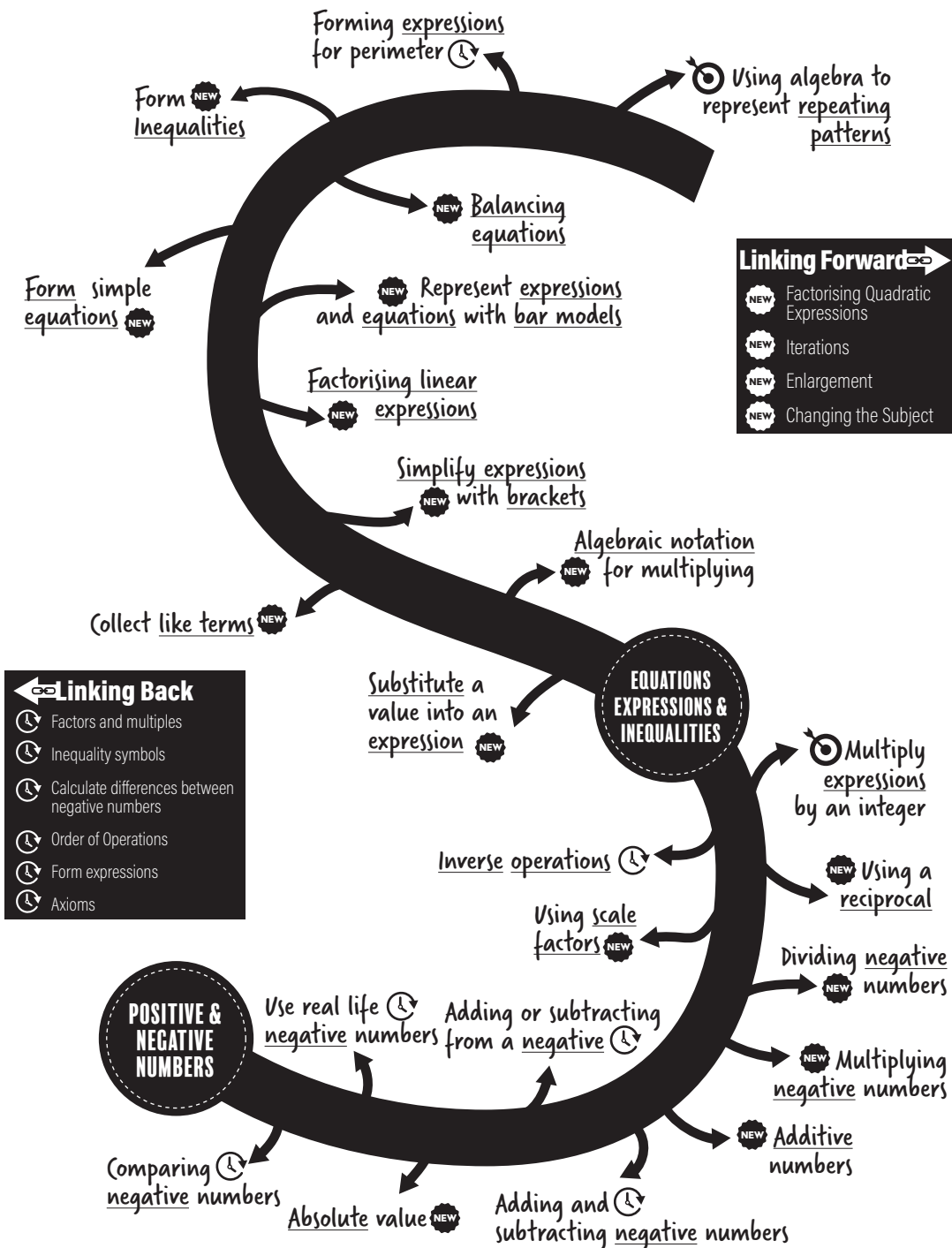
**Physical Geography:** The study of the natural landscape and its features.



# MATHS AUTUMN 1



# YEAR 7 AUTUMN 2



**Linking Forward** →

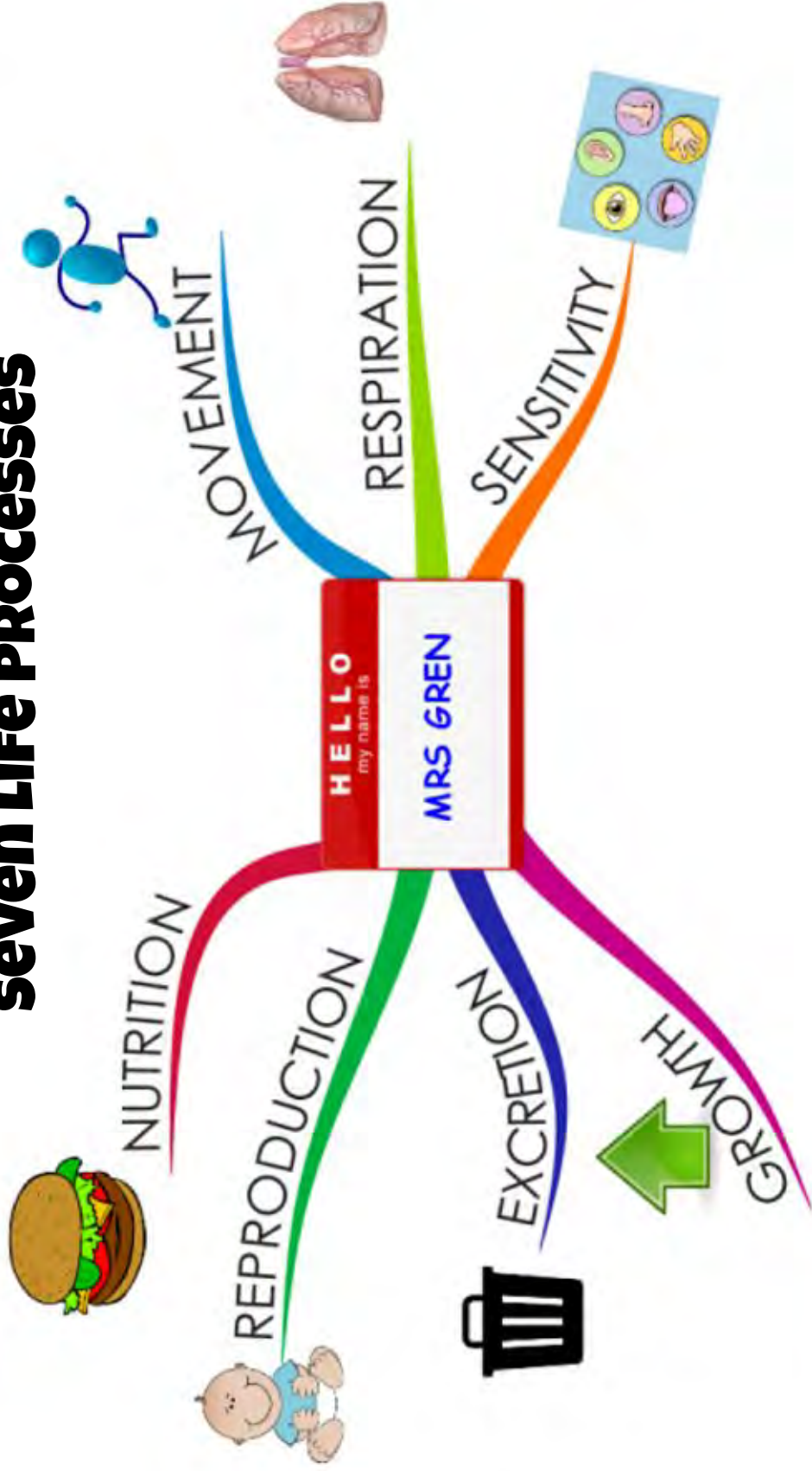
- <sup>NEW</sup> Factorising Quadratic Expressions
- <sup>NEW</sup> Iterations
- <sup>NEW</sup> Enlargement
- <sup>NEW</sup> Changing the Subject

**← Linking Back**

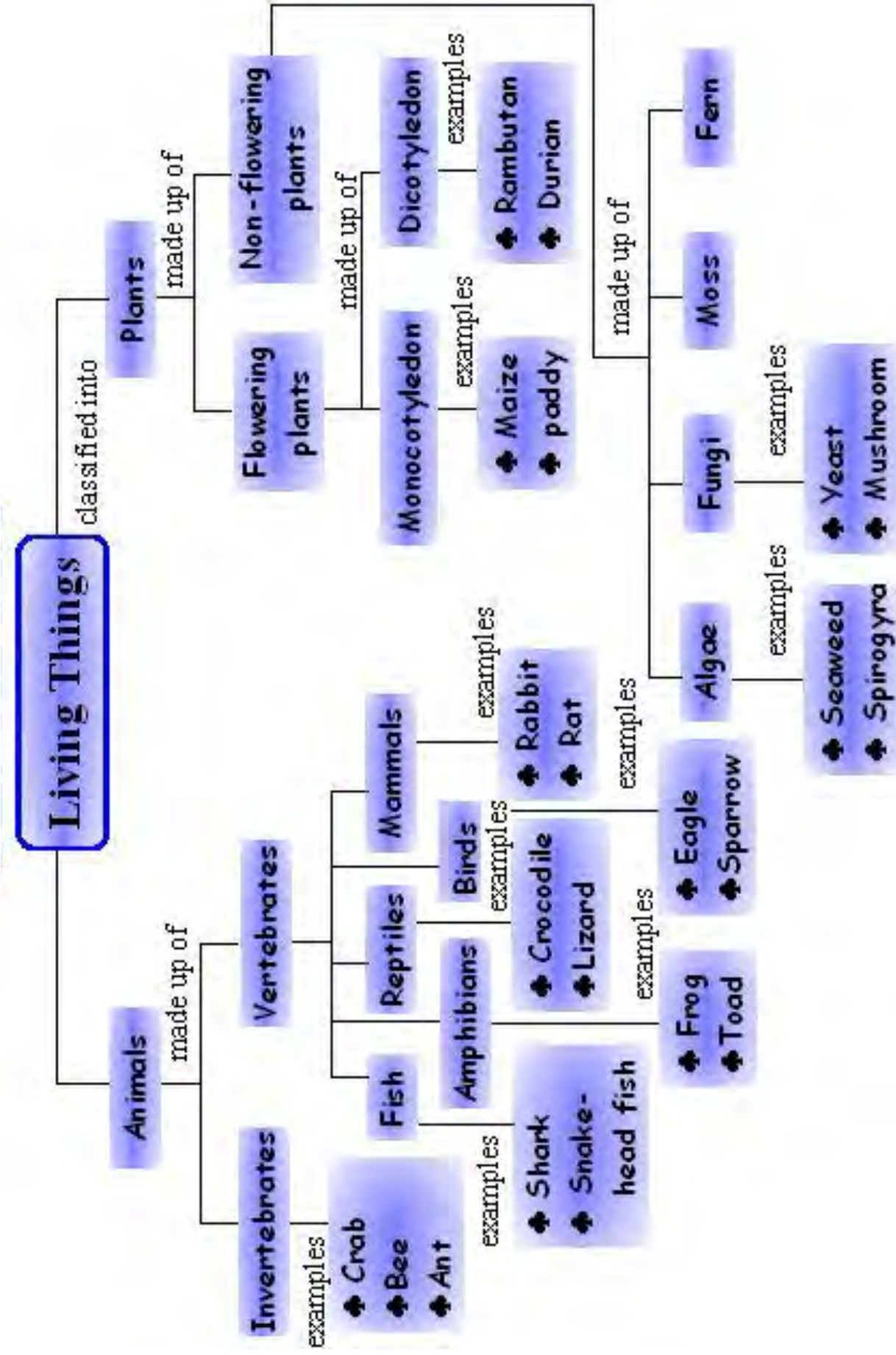
- <sup>NEW</sup> Factors and multiples
- <sup>NEW</sup> Inequality symbols
- <sup>NEW</sup> Calculate differences between negative numbers
- <sup>NEW</sup> Order of Operations
- <sup>NEW</sup> Form expressions
- <sup>NEW</sup> Axioms

# Y7 science - 7 BIO 1

## Seven LIFE PROCESSES



# CLASSIFYING LIVING THINGS





Vertebrates  
(with backbone)



Amphibian



- cold-blooded
- breathe with lungs and gills
- smooth, moist skin (no scales)
- lay eggs

Bird



- warm-blooded
- lay eggs
- have feathers & wings
- two legs
- breathe with lungs
- have bills or beaks

Fish



- cold-blooded
- breathe with gills
- lay eggs
- have fins

Mammal



- warm-blooded
- have hair
- produce milk for young
- give live birth
- have hair or fur
- breathe with lungs

Reptile

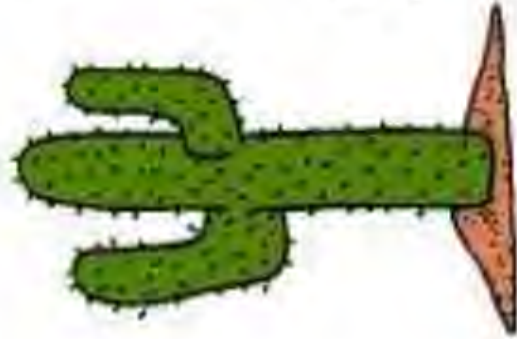


- cold-blooded
- breathe with lungs
- lay eggs
- dry scaly skin



## Cactus

1. No leaves – reduce water loss.
2. Small surface area – reduce water loss.
3. Very thick stem – store water.
4. Spines – stop animals eating it.
5. Shallow but extensive roots – absorb water quickly when it rains.



### Structural Adaptations

Sharp quills for protection from predators

Protruding snout (for accessing termite mounds)

Sharp claws for digging / burrowing

### Behavioural Adaptations

Curles into ball when threatened (exposes quills)

Digs burrows in which to nest and rest

May hibernate during winter in very cold regions

### Physiological Adaptations

Ears sensitive to low frequencies (detect ant sounds)

Well developed olfactory system (used for detection)

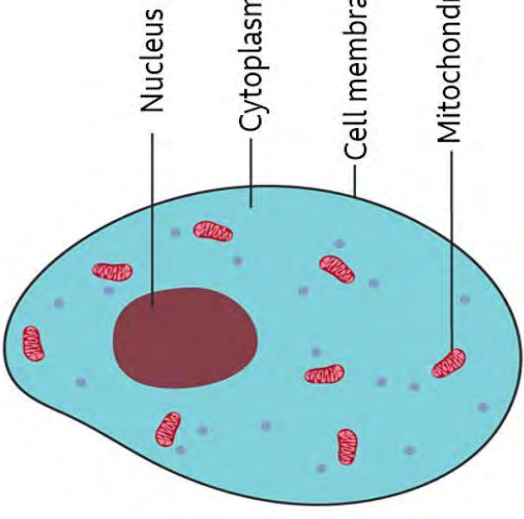
Tongue can stiffen and penetrate soil due to blood flow

# ADAPTATIONS

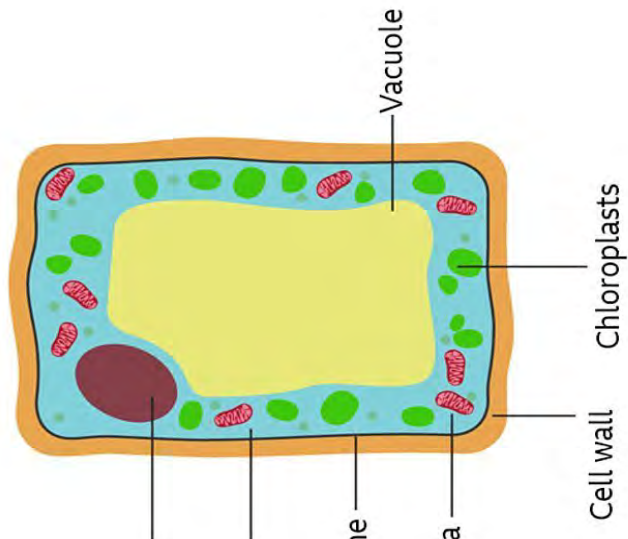
# CELLS

Organelle	Function (job)
Nucleus	Controls the cell
Cytoplasm	Where chemical reactions happen.
Cell membrane	Controls what goes into and out of the cell.
Mitochondria	Where energy is released in the cell.
Cell wall	Provides structure and support.
Chloroplast	Where photosynthesis happens (they absorb sunlight)
Vacuole	Contains sap

Animal cell








Plant cell

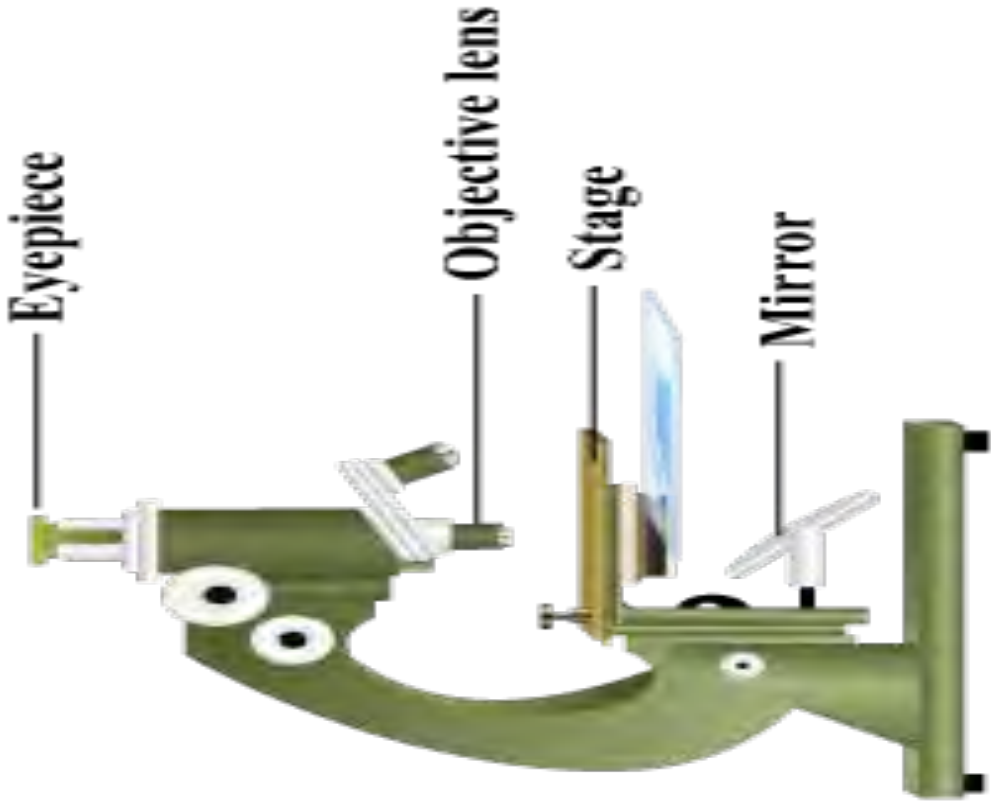


Found in plant cells only

## Keywords:

cell, nucleus, cytoplasm, mitochondria, membrane, chloroplast, vacuole, microscope, microscopic, specialised, palisade cell, sperm cell, red blood cell, root hair cell, ciliated cell, cilia.

Specialised cell	Specialisation	Found in
Red blood cell 	No nucleus and, large surface area for carrying more oxygen.	Blood
Sperm cell 	Tail for swimming to the egg.	Testes
Egg cell 	Large nucleus to aid fertilisation..	Ovaries
Ciliated cell 	Has microscopic hairs (cilia) to push particles along.	Trachea (windpipe) and fallopian tubes.
Root hair cell 	Absorbs water from the soil in the roots.	Roots of plants.
Palisade cell 	Contains many chloroplasts for photosynthesis. Found in the leaves.	Leaves of plants.

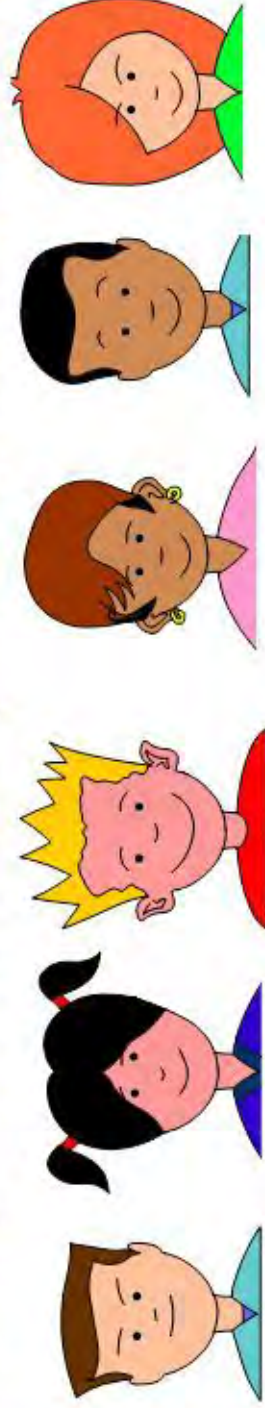


Parts of a Light Microscope



## Different types of variation

People are similar, but not identical, to their parents or each other. The differences in a species are called **variation**.



Variation can come about for two reasons. What are they?

1. People **inherit** characteristics from **both** of their parents and each person gets a different combination of features. This is called **inherited variation**.
2. Other characteristics are affected a person's surroundings. This called **environmental variation**.

Which features are environmental and which are inherited?

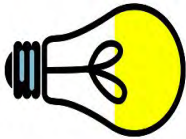


# 7PHYS1 - ENERGY

**7 Stores of Energy**

- Thermal
- Kinetic
- Nuclear
- Chemical
- Electrical
- Gravitational potential
- Elastic potential

Energy is measured in Joules (J) or kilojoules (kJ)

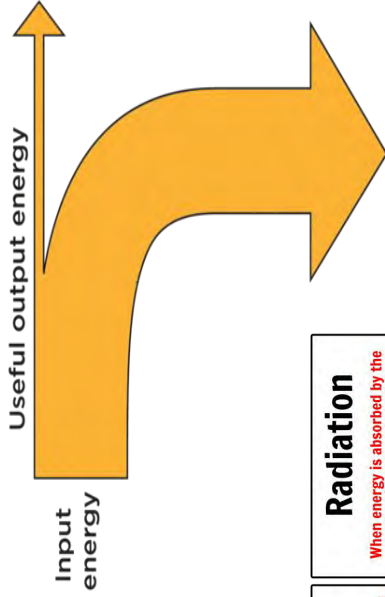


$$\text{Total ENERGY} = \text{Joules (J)}$$

Joules (J)

kilo - thousand

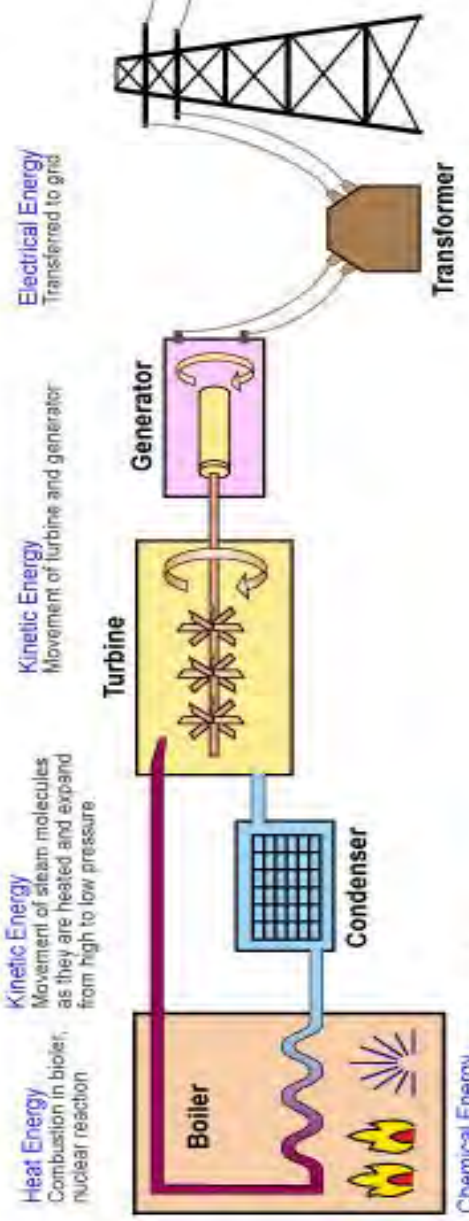
kilojoule (kJ) - 1000 J



<p><b>Conduction</b></p> <p>The transfer of thermal energy from one material to another by direct contact.</p> <p>If you use a metal stick for fire your hand will get hot because the heat transfers from the fire to the metal to your hand.</p>	<p><b>Convection</b></p> <p>The transfer of thermal energy by the circulation or movement of a liquid or gas</p> <p>In a hot air balloon, the hot gas from the fire raises the balloon.</p>	<p><b>Radiation</b></p> <p>When energy is absorbed by the surface it heats the surface</p> <p>Using a microwave creates radiation to heat up food in your microwave.</p>
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**Wasted output energy**

Fossil fuels (coal/oil/gas) release carbon dioxide into the atmosphere when they are burned in cars and power stations.



**How is energy efficiency calculated?**



The energy efficiency of a device can be calculated using this formula:

$$\text{energy efficiency} = \frac{\text{useful output energy}}{\text{total input energy}}$$

- Useful energy is measured in Joules (J).
  - Total energy is measured in Joules (J).
  - Energy efficiency does not have any units.
- It is a number **between 0 and 1** which can be converted into a percentage by multiplying by 100.

**Energy is neither created nor destroyed.**

It can be **transferred** from one **object** to another or transformed from one form to another.



*Law of conservation of energy.*

# Calculating Work Done (J)

*A force acting through a distance*

**Work = Force x Distance**

● The equation for power-

**Power =  $\frac{\text{Work Done}}{\text{Time Taken}}$**

Word Equation

**P =  $\frac{W}{t}$**

Dimensions

**Watt = Joule / second**

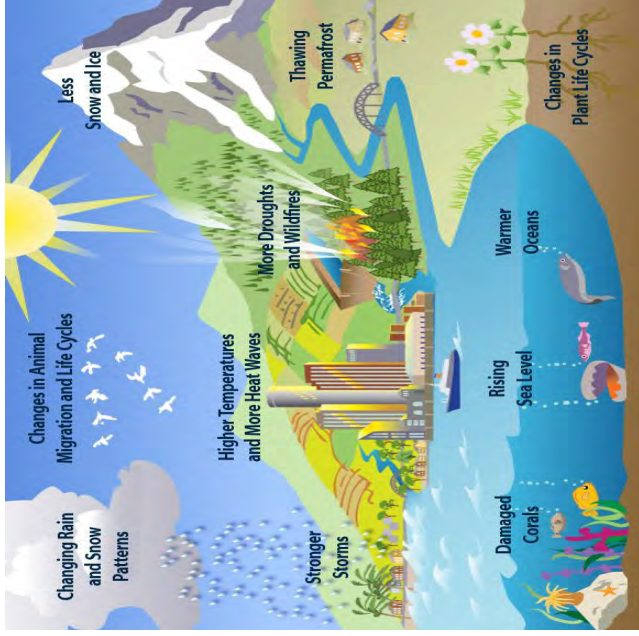
Units

# GLOBAL WARMING

Extra heat is kept in the air by 'greenhouse gases' produced from human activity.



# CLIMATE CHANGE



Method	How it works	Advantages	Disadvantages
Solar	<ul style="list-style-type: none"> <li>- Solar cells turn the sun's energy into electricity</li> </ul>	<ul style="list-style-type: none"> <li>- No fuel costs</li> <li>- Renewable</li> <li>- No Pollution</li> </ul>	<ul style="list-style-type: none"> <li>- High initial costs</li> <li>- Only works in sunlight</li> <li>- Energy must be stored</li> </ul>
Tidal Energy	<ul style="list-style-type: none"> <li>- Waves are constantly moving</li> <li>- Water flows through turbines.</li> </ul>	<ul style="list-style-type: none"> <li>- No fuel costs</li> <li>- Renewable</li> <li>- No Pollution</li> <li>- Generates energy 24/7/365</li> </ul>	<ul style="list-style-type: none"> <li>- Expensive to construct</li> <li>- Needs proper location</li> </ul>
Wind	<ul style="list-style-type: none"> <li>- Wind blows giant fans that generate electricity</li> </ul>	<ul style="list-style-type: none"> <li>- No fuel costs</li> <li>- Renewable</li> <li>- No Pollution</li> </ul>	<ul style="list-style-type: none"> <li>- High cost of construction and maintenance</li> <li>- Needs a windy location</li> </ul>
Geothermal	<ul style="list-style-type: none"> <li>- The earth's core is hot</li> <li>- Heat turns water into steam</li> <li>- Steam turns turbines.</li> </ul>	<ul style="list-style-type: none"> <li>- No fuel costs</li> <li>- No pollution</li> <li>- Generates energy 24/7/365</li> </ul>	<ul style="list-style-type: none"> <li>- Geothermal stations are expensive to build</li> <li>- Needs to be set up in very specific places around the world</li> </ul>
Hydro-electric	<ul style="list-style-type: none"> <li>- Dams are built.</li> <li>- Water flows through turbines.</li> </ul>	<ul style="list-style-type: none"> <li>- No fuel costs (free once in place)</li> <li>- Renewable (infinite supply)</li> <li>- No Pollution</li> <li>- Generates energy 24/7/365</li> </ul>	<ul style="list-style-type: none"> <li>- Expensive to construct</li> <li>- Changes the environment</li> </ul>
Biofuels	<ul style="list-style-type: none"> <li>- Plant matter is broken down and releases bioethanol and biodiesel</li> </ul>	<ul style="list-style-type: none"> <li>- Can replace, or be blended with, petrol</li> <li>- Reduced pollution by 50-90%</li> </ul>	<ul style="list-style-type: none"> <li>- Decreased fuel efficiency</li> <li>- Uses potential food</li> </ul>

