

Parent Workshop One

Knowledge Organisers

Mr B. Hodges - Assistant Principal



Excellence through rigour, resilience and passion

**Excellence
Love
Family
Determination
Politeness**

Why Knowledge is so Powerful



- First and foremost: confidence.
- Reflects the huge changes in assessment towards knowledge.
- Improves literacy, numeracy and analytical thinking skills.
- Increases ability to access further education.
- Increases ability to access employment sectors.
- Facilitates social mobility/increases cultural capital.

Theoretical Grounding



Correct use of knowledge organisers hit at least **10 out of 17** principles set forth by Rosenshine.

1. Begin a lesson with a short review
2. Present new material in small steps
3. Limit the amount of material students receive at one time
4. Give clear and detailed instructions and explanations
5. Ask a large number of questions and check for understanding
6. Provide a high level of active practice for all students
7. Guide students as they begin to practice
8. Think aloud and model steps
9. Provide models of worked out problems
10. Ask students to explain what they learned
11. Check the responses of all students
12. Provide systematic feedback and corrections
13. Use more time to provide explanations
14. Provide many examples
15. Re-teach material when necessary
16. Prepare students for independent practice
17. Monitor students when they begin independent practice.

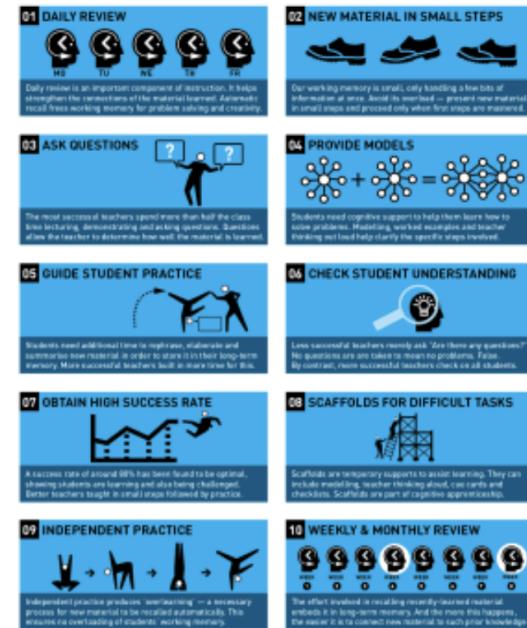
Professor Barak Rosenshine

THE PRINCIPLES OF INSTRUCTION

TAKEN FROM THE INTERNATIONAL ACADEMY OF EDUCATION
This poster is from the work of Barak Rosenshine who based these ten principles of instruction and developed classroom practices on:

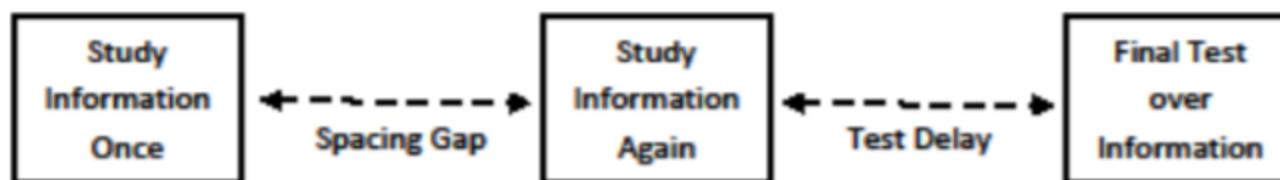
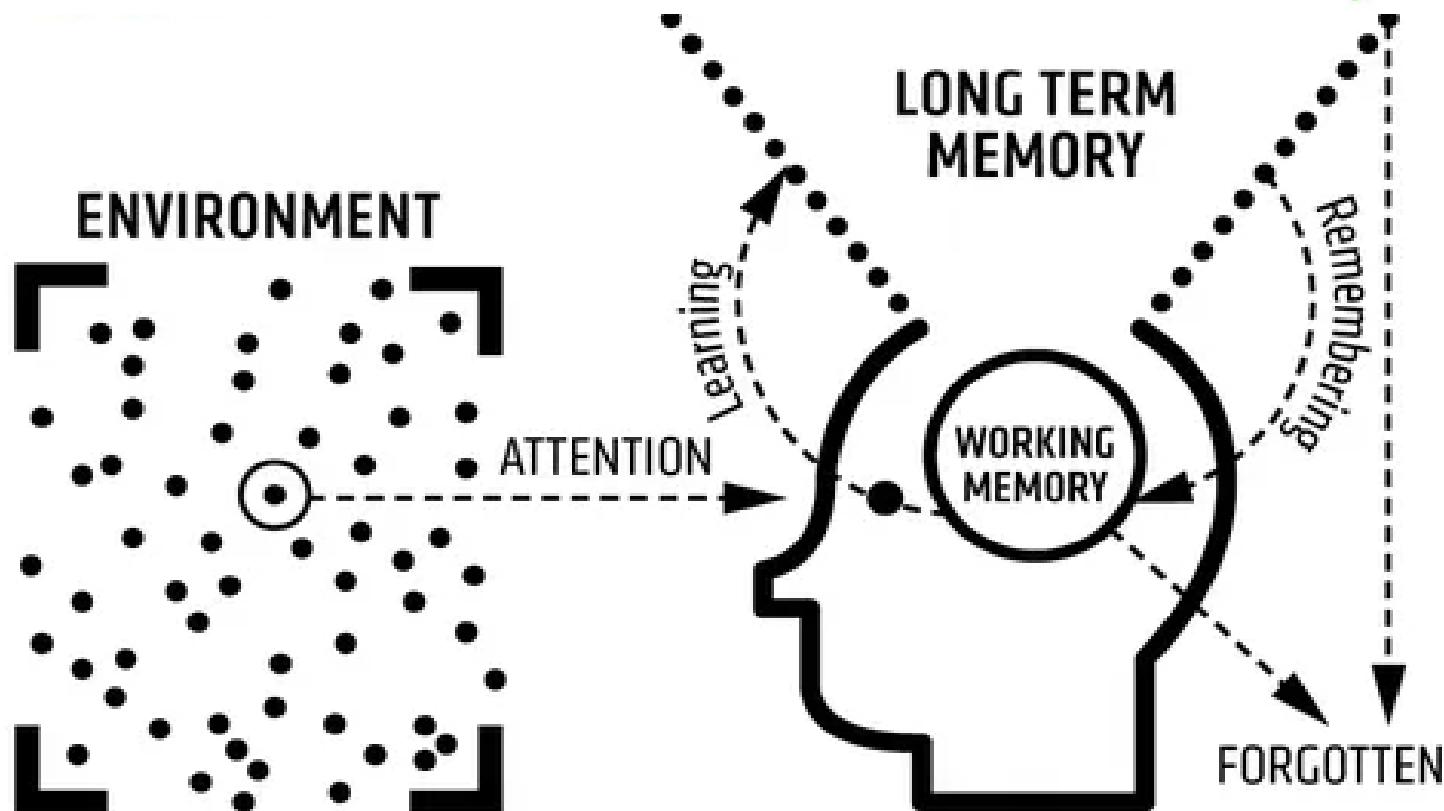
- research on how the brain acquires and uses new information
- research on the classroom practices of those teachers whose students show the highest gains
- findings from studies that taught learning strategies to students.

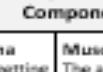
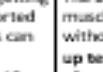
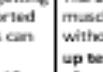
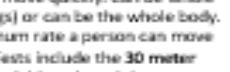
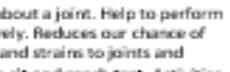
HOW:
teachthought.com



Memory and Interleaving

Oasis
academy
coulsdon



GCSE PHYSICAL EDUCATION - ANALYSING AND EVALUATING PERFORMANCE (AEP)				
For the purpose of assessment, you are required to demonstrate your ability to analyse and evaluate your own practical performance in a sport of your choice.				
The principles of training – Action Plan				Movement Analysis
The principles of training: SPORT  Specificity Making training specific to the sport being played / movements used / muscles used / energy system(s) used.				Progression Gradual increase of the amount of overload so that fitness improves, but without potential for injury. Once adaptations have occurred make more demands of the body. Agonist – The muscle that contracts (shortens). Antagonist – The muscle that relaxes (lengthens). Fixator – Stabilise the agonist muscle e.g. the rotator cuff is a fixator muscle for the movements shown above.
Reversibility 				Key principles of overload. FITT: used to increase the amount of work the body does, in order to achieve overload Frequency: how often you train Intensity: how hard you train Time: length of the training session Type: specific method, used eg continuous training.
Types of training – Action Plan				Movement Analysis
Circuit training  A series of exercise stations whereby periods of work are interspersed with periods of rest. The content/demand of the circuit can be altered in order to improve different components of fitness. Weight training  The use of weights/resistance to cause adaptation of the muscles. Choose appropriate weight/exercise depending on fitness aim, eg strength/power training or muscular endurance				Continuous training  Sustained exercise at a constant rate (steady state) without rests, involving aerobic demand for a minimum of 20 minutes, eg running, swimming, rowing, cycling. It improves cardiovascular fitness. Sometimes referred to as a steady state training. Appropriate to marathon runners. Interval training  Periods of training/work that are followed by periods of rest or low intensity exercise. High intensity interval training (HIIT)  Alternating periods of short intense anaerobic exercise with less intense recovery periods
Plyometric training  Swedish for 'speed play'. Periods of fast work with intermittent periods of slower work. Varying speed, terrain and work: rest ratios. Often used in running; sprint, jog, walk, jog, sprint, etc. interval training  Periods of training/work that are followed by periods of rest or low intensity exercise. High intensity interval training (HIIT)  Alternating periods of short intense anaerobic exercise with less intense recovery periods				Plyometric training Use of plyometric exercises eg bounding, depth jumping, to increase power. It includes an eccentric contraction (lengthening of the muscle) followed by larger concentric contraction (shortening of the muscle). Weight training  One rep max: The maximal amount that can be lifted in one repetition by a muscle/group of muscles (with the correct technique). Repetitions: The number of times an individual action is performed. A set is a group of repetitions.
Components of fitness – Assessment & Analysing				Risk Assessment - Action Plan
Cardiovascular endurance / Stamina  The ability to keep exercising without getting tired. The more O ₂ that can be transported around the body the more the muscles can use this O ₂ the more cardiovascular endurance you have. Tests include the 12 min Cooper test the Multistage fitness (beep) test. Examples of activities where it is important include Running, cycling, swimming and aerobics. Strength  The ability of a muscle to exert a force over a short period of time. Depends on the size of and number of muscles involved. Tests for strength include the grip strength dynamometer test and the 1 rep max test. Good indications of strength on the 1 rep max test can include the bench press, squat or leg curl. Agility  How quickly you can change direction under control maintaining speed, balance and power. Three main components include – core strength, balance and flexibility. Tests for agility include the Illinois agility test. Activities where agility is important include				Risk Assessments  The technique by which you measure the chances of an accident happening, anticipate what the consequences would be and plan actions to prevent it. Examples of potential hazards:  Sports Hall – Exercise / gym equipment, walls, doors, windows, lighting, hard floor, other participants. Fitness Centre – Equipment (broken or position), flooring, windows, free weights, other participants. Playing field – litter (including broken bottles and dog mess), goal posts and other semi-permanent equipment, movable equipment, fencing, pitch surface, other participants. Artificial outdoor areas – same as playing field. Swimming pool – water, chemicals in the water, surface or surrounding area, equipment, weather (if outdoors), other participants.
Muscular endurance  The ability of the muscle or a group of muscles to contract or keep going without rest. Tests include the press-up test and the sit-up test. Examples of activities where it is important include cross country running, cycling, swimming, rugby and football. Power  Used in dynamic activities such as jumps or breaking through a tackle. Power is often called fast strength. Tests include the vertical jump test and standing long jump test. Activities where power is particularly important include triple jump, games such as rugby, sprinting and throwing. Balance  The ability to retain the center of mass above the base of support. Can be static (still) or dynamic (moving). The ability to stay upright and in control of body movement. Tests include the Stork stand test. Activities include Gymnastics, dance				Risk Assessments  The technique by which you measure the chances of an accident happening, anticipate what the consequences would be and plan actions to prevent it. Examples of potential hazards:  Sports Hall – Exercise / gym equipment, walls, doors, windows, lighting, hard floor, other participants. Fitness Centre – Equipment (broken or position), flooring, windows, free weights, other participants. Playing field – litter (including broken bottles and dog mess), goal posts and other semi-permanent equipment, movable equipment, fencing, pitch surface, other participants. Artificial outdoor areas – same as playing field. Swimming pool – water, chemicals in the water, surface or surrounding area, equipment, weather (if outdoors), other participants.
Speed  The ability of the body to move quickly. Can be whole body parts (eg arms or legs) or can be the whole body. Can be seen as the maximum rate a person can move over a specific distance. Tests include the 30 meter sprint test. Examples of activities where it is important include athletics, swimming, squash, football and basketball. Flexibility  The range of movement about a joint. Help to perform a sport safely and effectively. Reduces our chance of injury and reduces stress and strain to joints and muscles. Tests include the sit and reach test. Activities include gymnastics, dance, games such as hockey and football, tennis and table tennis. Co-ordination  The ability to move limbs at different times to do more than one task effectively. Making a good decision and putting into action effectively. Tests include the wall shew test. Activities include Dance, racket sports, team games and martial arts. Reactions  The time it takes to initiate an action or movement, or the time it takes to make a decision to move. Tests include the meter ruler drop test. Activities include the				Risk Assessments  The technique by which you measure the chances of an accident happening, anticipate what the consequences would be and plan actions to prevent it. Examples of potential hazards:  Sports Hall – Exercise / gym equipment, walls, doors, windows, lighting, hard floor, other participants. Fitness Centre – Equipment (broken or position), flooring, windows, free weights, other participants. Playing field – litter (including broken bottles and dog mess), goal posts and other semi-permanent equipment, movable equipment, fencing, pitch surface, other participants. Artificial outdoor areas – same as playing field. Swimming pool – water, chemicals in the water, surface or surrounding area, equipment, weather (if outdoors), other participants.
				S Specific – targets must to the point. M Measurable – can it be measured and compared. A Achievable – the target must be challenging but yet reachable. R Realistic – matched to the performers skill level. T Time bound – Set for a particular time to be completed.
				

Les loisirs sont passionnantes	Fan de musique ou cinéphile?	sain - healthy	le frigo - fridge	jongler– to juggle
le film d'aventure – adventure film	commencer – to start, begin	le miel – honey	le déjeuner- lunch	le bowling – bowling alley
se détendre, se relaxer – to rest	regarder – to watch	avoir faim – to be hungry	la recette – recipe	jouer au bowling – to bowl
la course automobile – motor racing	surexcité(e) – excited	le goûter – snack	le vin rouge – red wine	le stage de cuisine – cookery cou
stupide - stupid	Tout vendu – sold out	la cafétéria – snack bar	la crème – cream	le concert– concert
Le documentaire - documentary	francophone – German speaking	le café – coffee	le sandwich au jambon – ham sandwich	la galerie d'art – art gallery
faire les courses– to shop	avoir du succès– successful	le fromage – cheese	la soupe – soup	Le moniteur/ la monitrice – coac
le billet – ticket	c'est à propos de – It's about	le biscuit – biscuit	L'exercice c'est le mieux!	les échecs – chess
le marchand de glaces– ice cream vendor	le rôle principal – star role	faire la cuisine – cook	le travail dur – hard work	se bronzer – to sunbathe
regarder la télé - to watch tv	sortir (film) – to release (film)	le gâteau - cake	patiner sur glace– to ice skate	participer à – to take part
les séries télévisées – tv series	apprendre à connaître – to get to know	délicieux– tasty	fatigant- tiring	tennis de table – table teni
les loisirs - freetime	la comédie – comedy	L'heure du repas – meal (time)	le gymnase – gym	le tournoi – tournament
l'énigme – plot, storyline	le membre – member	le fruit – fruit	génial – great	faire une randonnée – to hike, w
s' intéresser à – to be interested in	maison de disques – record company	les frites – chips	le netball – netball	la randonnée - hike
le club de jeunes – youth club	la batterie – drum kit	le kebab – kebab	courir– to run	Es-tu brave?
faire la cuisine – to cook	la tournée – tour	la moutarde – mustard	faire du cyclisme – to go cycling	La peur – fear
le drame policier – detective drama	vendre – to sell	la spécialité – speciality	patiner – to rollerskate	L'équipement– equipment
ennuyeux– boring	Mondial(e)– worldwide	les bonbons – sweets	nager – to swim	accompagner – to accompa
le film romantique – romantic film		le/la végétarien(ne) - vegetarian	faire de la voile – to sail	découvrir – to experience
l'équipe – team	Nourriture et boisson	le raisin- grape	skier – to ski	Le parachutage - parachuting
le journal, les info – news	la pomme– apple		s'amuser– to have fun	L'extérieur- outside
se passer – to happen	l'orange – orange	Où voulons-nous manger?	le type de sport – type of sport	Les empreintes – footprint
le feuilleton – soap opera	choufleur – cauliflower	la soupe à l'anguille– eel soup	Le sport pour tous	Le lac de montagne – mountain l
l'émission– programme	la saucisse frite– fried sausage	le repas du soir – evening meal	partir – to depart	Le défi - challenge
Excitant(e) – exciting, thrilling	le pain – bread	la vieille ville – old town	bien s'amuser – to enjoy oneself	L'exploit – achievement
quotidien(ne)– daily, every day	l'oeuf – egg	le poulet rôti – roast chicken	le voyage, excursion – trip, excursion	Avoir du courage – to have coura
répéter – to practise, rehearse	la glace – ice cream	la saucisse épicee– spicy sausage	se laver – to bathe	brave – brave, courageous
améliorer – to improve	la nourriture – food, meal, cuisine	la boulette de viande –meatball	la visite – visit	essayer – to try out
la publicité - advertisement	le poisson – fish	le petit-déjeuner - breakfast	l'enregistreur - recorder	plonger – to dive
la météo – weather forecast	la viande – meat	apprécier – to enjoy	la chose – thing	surmonter – to overcome
	le jus de fruit – fruit juice	la framboise – raspberry	l'escrime - fencing	Aventureu(x)/se - adventurous
prendre une bouffe d' air frais– to get a breath of fresh air	le restaurant – pub	la pomme de terre – potato	la visite guidée – guided tour	La nage en eau vive – white water swimming
	les légumes- vegetables	la cuisine – kitchen, cuisine	le barbecue - bbq	à un moment donné– point in tir

Macbeth, by William Shakespeare							
A. Context		B. Vocabulary/Concepts		C. Key Scenes			
1597	<i>Daemonologie</i> written by James, the future king.	Protagonist	Main character.	Act 1 Scene III	Macbeth and Banquo meet witches and prophecies are made.		
		Antagonist	Oppositional character.				
1599	<i>Basilikon Doron</i> (meaning royal gift) written by James, the future king.	Phallic	Alluding to the penis.	Act 1 Scene V	Lady Macbeth reads Macbeth's letter and decides on a course of action.		
		Sycophantic	Flattering for personal gain.				
1603	Death of Elizabeth I and the accession of James I. Beginning of Jacobean era.	Tragic Hero	Inherently good character who falls.	Act 1 Scene VII	Macbeth ponders and worries yet is vigorously persuaded by Lady Macbeth.		
		Duplicitous	Two-faced.				
1605	The Gunpowder Plot.	Harmartia	A fatal flaw.	Act 2 Scene II	The aftermath of the "deed".		
1606	<i>Macbeth</i> first performed.	Equivocation	Purposely false statement.	Act 3 Scenes I/II	Banquo is suspicious. Macbeth and Lady Macbeth discuss the best course of action.		
		Transgress	Go against.				
1616	Shakespeare dies aged 52 The Great Chain of Being The Divine Right of Kings	Misogyny	Hatred of women.	Act 3 Scene IV	Macbeth sees shocking images via hallucination. Macbeth visits the Witches and receives more prophecies.		
		Patriarchy	Male dominated society.				
		Emasculation	The removal of 'maleness'.				
D. Thematic Content		Dichotomy	Relationship between opposites.	Act 5 Scene I	Lady Macbeth sleepwalks and hallucinates.		
Unchecked Ambition	The corrupting nature of immoral "desire".	Regicide	Killing of a king.	Act 5 Scene V	Macbeth's nihilistic soliloquy regarding time.		
Religion	The schema of existence in Jacobean England.	Id	Unconscious, instinctive desire.	F. Quotations			
Biblical Imagery	Multiple allusions to the Bible throughout the play.	Ego	Realistic, rational mind.	"Fair is foul, and foul is fair."			
The Supernatural	The power of mysterious, unnatural forces.	Super Ego	Idealistic "correct" behaviour.	"Stars, hide your fires. Let not light see my deep and black desires."			
Cruelty vs Masculinity	Was/Is viciousness a key aspect of being male?	Paradox	Self-contradictory statement.	"Look like the innocent flower but be the serpent under it."			
Betrayal	Macbeth's levels of extreme disloyalty/treachery.	E. Key Characters		"Yet I do fear thy nature; It is too full o' the milk of human kindness..."			
Time	Nihilistic approach to the pointlessness of existence.	Macbeth	Thane of Glamis.	"Unsex me here, fill me from the crown to the toe top full of direst cruelty."			
Fate vs Free Will	Predetermination or choice?	Lady Macbeth	Wife of Macbeth.	"I dare do all that may become a man; Who dares do more is none."			
G. Critical Approaches		King Duncan	King of Scotland.	"Or art thou but a dagger of the mind, a false creation..."			
Binary Opposition	The nature of opposites or dualism.	Banquo	Loyal friend to Macbeth.	"Macbeth doth murder sleep."			
Feminist	Equality for women.	Macduff	Thane of Fife.	"A little water clears us of this deed."			
Psychoanalytic	Freudian approach to the (mainly) unconscious mind.	Three Witches	"Weird" (fate) sisters.	"There's daggers in men's smiles."			
Historicism	Alternative approaches to history.	Malcolm	Son of Duncan.	"I fear thou play'dst most foully for it."			
H. Literary Techniques							
Tragedy	A text dealing with tragic occurrences and the downfall of the protagonist.	"I am in blood stepped in so far that... returning were as tedious as go o'er."					
Soliloquy	Thoughts spoken aloud to the audience by one character.	"It will have blood, they say; blood will have blood."					
Foreshadowing	Subtle prediction of later action.	"Out, damn spot! Out I say!"					
Elision	Action taking place offstage.	"Yet who would have thought the old man to have so much blood in him?"					
Symbolism	One thing standing for, or representing, another.	"Out, out, brief candle!"					
Motifs	Recurring images/symbols within a text (blood, hallucinations, sleep, hands).	"Tomorrow, and tomorrow, and tomorrow, creeps in this petty pace..."					
Freytag's Pyramid	Five stages of a dramatic text.	"It is a tale, told by an idiot, full of sound and fury, signifying nothing."					
Pathetic Fallacy	Weather reflecting the mood or atmosphere.	"Despair thy charm... Macduff was from his mother's womb untimely tear'd "					
Euphemism	A polite word or expression replacing harsh/unpleasant ones.	"This dead butcher and his fiend-like queen."					

Paper 1 Physics equations

Average speed (m/s) = distance (m) ÷ time (s)
Distance travelled (m) = average speed (m/s) × time (s)
Acceleration (m/s ²) = change in velocity (m/s) ÷ time (s)
Acceleration = (final velocity - initial velocity) ÷ time
Final velocity ² - Initial velocity ² = 2 × acceleration × distance
Force (N) = mass (kg) × acceleration (m/s ²)
Force = change in momentum (kg m/s) ÷ time (s)
Weight (N) = mass (kg) × gravitational field strength (N/kg)
Note gravitational field strength on Earth is 10N/kg
Momentum (kg m/s) = mass (kg) × velocity (m/s)
Acceleration at free fall is 10m/s ²
Change in gravitational potential energy (J) = mass (kg) × gravitational field strength (N/kg) × change in vertical height (m)
Kinetic energy (J) = 0.5 × mass (kg) × (speed) ² (m/s) ²
Efficiency = useful energy ÷ total input energy
Wave speed (m/s) = frequency (Hz) × wavelength (m)
Wave speed (m/s) = distance (m) ÷ time (s)

Paper 2 Physics equations

Work done (J) = force (N) × distance moved (m)
Power (W) = work done (J) ÷ time (s)
Power (W) = energy transferred (J) ÷ time (s)
Energy transferred (J) = charge moved (C) × potential difference (V)
Charge (C) = current (A) × time (s)
Potential difference (V) = current (A) × resistance (Ω)
Density (kg/m ³) = mass ÷ volume (m ³)
Electrical power (W) = current (A) × potential difference (V)
Electrical power (W) = current squared (A ²) × resistance (Ω)

Force exerted on a spring (N) = spring constant (N/m) × extension (m)

Percentage Increase & Decrease

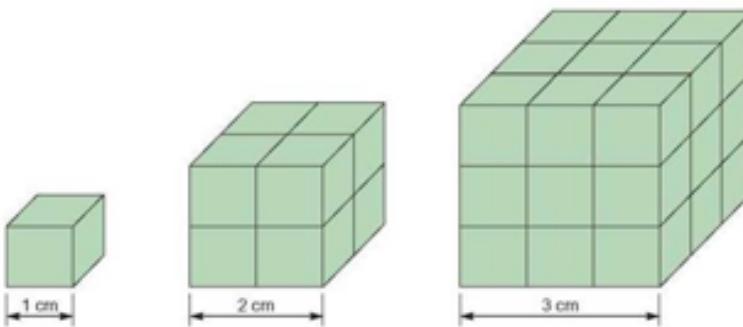
$$\frac{\text{New value} - \text{Original value}}{\text{Original value}} \times 100$$

Example

The price of a plane ticket has increased from \$600 to \$750
Calculate the percentage increase

$$\frac{750 - 600}{600} \times 100 = 25\%$$

$$\text{magnification} = \frac{\text{size of image}}{\text{actual size of object}}$$



6 cm ²	24 cm ²	54 cm ²	Surface area (length × width × number of sides)
1 cm ³	8 cm ³	27 cm ³	Volume (length × width × height)
6:1	3:1	2:1	Surface area-to-volume ratio

Waist:Hip ratio

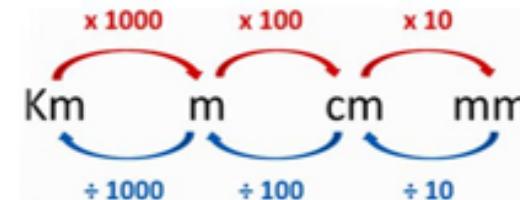
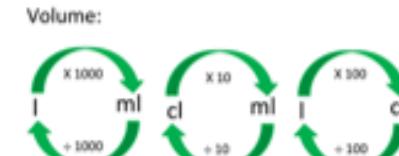
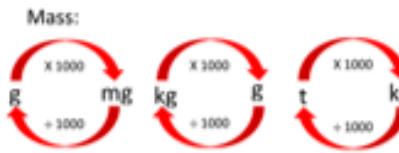
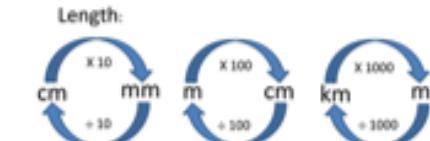
A ratio above 0.85 for women indicates risk of type 2 diabetes and 1 for men.

$$\text{BMI} = \frac{\text{weight (kg)}}{\text{height}^2 (\text{m}^2)}$$

Weight Categories	BMI (kg/m ²)
Underweight	< 18.5
Healthy Weight	18.5-24.9
Overweight	25-29.9
Obese	30-34.9
Severely Obese	35-39.9
Morbidly Obese	≥ 40

Prefix	Standard form	Number
tera (T)	10^{12}	1,000,000,000,000
giga (G)	10^9	1,000,000,000
mega (M)	10^6	1,000,000
kilo (k)	10^3	1000
deci (d)	10^{-1}	0.1
centi (c)	10^{-2}	0.01
milli (m)	10^{-3}	0.001
micro (μ)	10^{-6}	0.000001
nano (n)	10^{-9}	0.000000001

Converting Between Metric Units



The R_f value for each dye is then worked out using the formula:

$$R_f = \frac{\text{distance travelled by component}}{\text{distance travelled by solvent}}$$



Knowledge Organiser



How to use

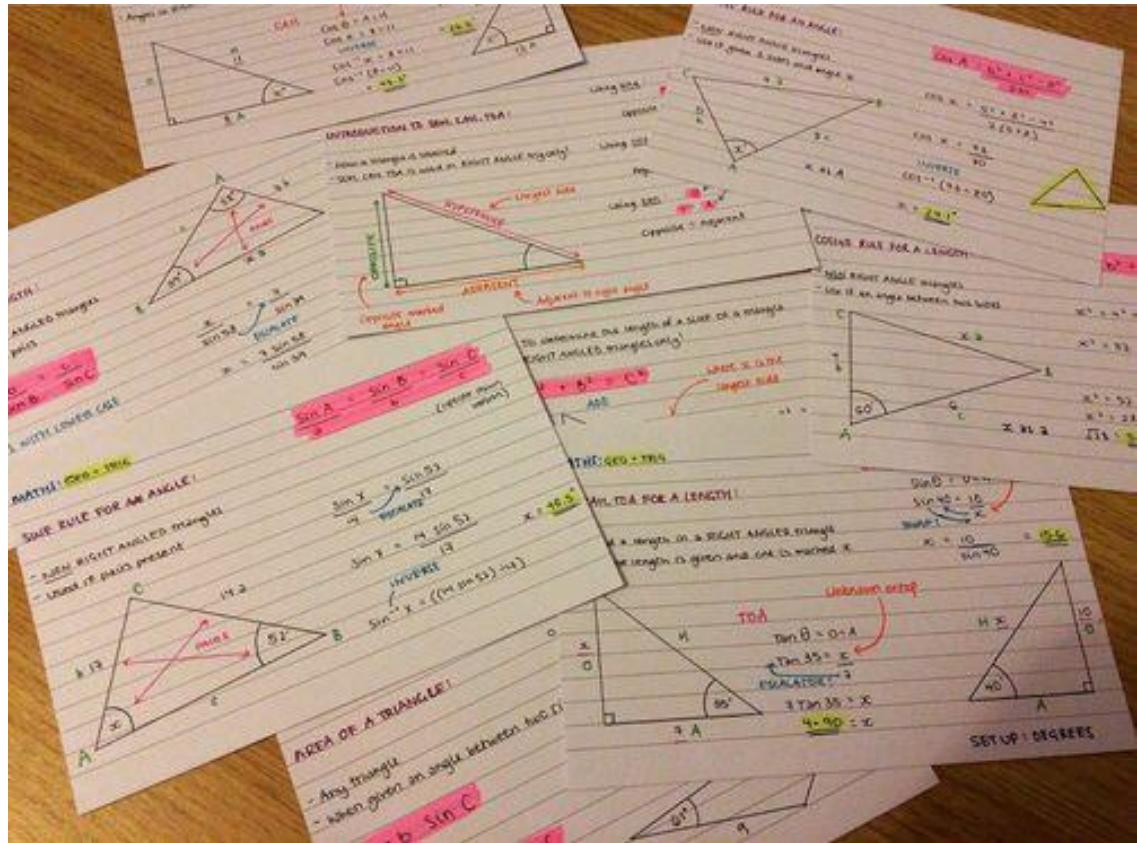
- Must allow for constant low stakes quizzing, usually via the Do it Now - making it stick via repetition and interleaving.
- Must be prevalent - they always have to be out and being used.
- Highlighting as a concept is absorbed a good visual technique for students.
- Peer assessment a cornerstone.
- Must be inextricably linked to the Oasis Independent Writing Task.
- Make one KO, *the* KO.
- Try to dual-code the concepts.

Dual-coding theory postulates that both visual and verbal information is used to represent information. Visual and verbal information are processed differently and along distinct channels in the human mind, creating separate representations for information processed in each channel.

Dual-Coding



Revision/Cue Cards



<https://www.aft.org/sites/default/files/periodicals/Rosenshine.pdf>

<https://improvingteaching.co.uk/2017/04/23/better-planning-better-teaching-better-learning-a-template/>

<https://www.teachertoolkit.co.uk/2018/03/11/knowledge-stick/>

<https://pragmaticreform.wordpress.com/2015/03/28/knowledge-organisers/>

<https://mcsbrent.co.uk/category/michaela-blog/>

<https://jlmfl.wordpress.com/2017/04/23/michaela-french-how-we-use-knowledge-organisers/>

<https://teacherhead.com/2018/06/06/what-is-a-knowledge-rich-curriculum-principle-and-practice/>

<https://teacherhead.com/2017/09/20/teaching-fundamentals-2-be-precise-about-what-you-want-to-be-learned/>