Maths Assessment 2021 Revision topics for the Non-Calculator paper

Assessments will take place during the week commencing **3rd May 2021**. Here is a list of topics to revise prior to the assessment.

- Rounding
- Ordering decimals
- Time
- Probability
- Negative numbers
- Averages
- Converting between fractions, decimals and percentages
- Coordinates
- Estimation
- Conversion graphs
- Fractions- add, subtract, multiply and divide
- Proportion
- Standard form
- Simplifying ratio
- Expand and simplify
- Scatter diagrams
- Plan views
- Volume and density
- Simultaneous equations

GCSE Higher Maths Assessment 2021 Revision topics for the Non-Calculator paper

Assessments will take place during the week commencing **3rd May 2021**. Here is a list of topics to revise prior to the assessment:

- The nth term of a sequence
- Fractions
- Graphs of functions
- Congruence
- Percentages
- Angles
- Stem and leaf diagrams
- Use compound units
- Standard form
- Ratios and fractions
- Roots and powers
- Index notation
- Cumulative frequency graphs
- Compound measures
- Independent and dependent combined events
- Graphs and equations of lines
- Sampling
- Rearrange formulae to change the subject
- Direct and inverse proportion
- Inverse and composite functions; formal function notation
- Surds
- Vectors
- Arc lengths, angles and areas of sectors of circles
- Relate ratios to fractions and to linear functions

GCSE Higher Maths Assessment 2021 Revision topics for the Non-Calculator paper

Assessments will take place during the week commencing **17th May 2021.** Here is a list of topics to revise prior to the assessment:

- Laws of indices
- Solving linear inequalities
- Speed
- Error intervals
- Direct and inverse proportion
- Probability tree diagrams
- Solve two simultaneous equations graphically
- Solve quadratic equations
- Averages
- Probability
- Volume of prisms
- Standard form
- Transformations
- Simplify and manipulate algebraic expressions and fractions
- Expand expressions
- Solve linear inequalities graphically
- Circle theorems
- Recurring decimals
- Area under graph
- Distance-time graphs, velocity-time graphs
- Histograms
- Limits of accuracy; bounds
- Mensuration and calculation
- Multiplicative relationship between two quantities

English

Students have undertaken revision within their lessons.

Science

For the Synergy science the topics to revise are the life science units 1 to 4.

For biology paper 2 the topic areas are: Homeostasis and response, Inheritance and evolution, Ecology

-the synergy topics is a long list but every student has/will be given revision sheets to help them.

Philosophy and Ethics

- Religious beliefs in Christianity:
- God as omnipotent, loving and just, and the problem of evil and suffering
- the oneness of God and the Trinity: Father, Son and Holy Spirit.
- Different Christian beliefs about creation including the role of Word and Spirit (John 1:1-3 and Genesis 1:1-3).
- Different Christian beliefs about the afterlife and their importance, including: resurrection and life after death; judgement, heaven and hell.

Geography

Tropical Rainforests
Fieldwork Techniques

Pupils are sitting Paper 3 which is where they complete an issue evaluation. They do not need to revise in the way that they normally do as they will have a resource booklet.

History

We are studying The Normans: Castles, The Feudal System and legal systems, the succession crisis and events of 1066.
The Cold War: Origins of the Cold War, Korea and Vietnam, the space race and the arms race.

I-Media

Revision topics for past papers –Learning Outcome 1: Understand the purpose and content of pre-production, the purpose and uses for

- mood boards (e.g. ideas and concepts for a new creative media product development, assisting the generation of ideas)
- mind maps/spider diagrams (e.g. to show development routes and options for an idea, or
- component parts and resources needed for a creative media product)
- visualisation diagrams (e.g. for still images and graphics)
- storyboards (e.g. for use with video, animation)
- scripts (e.g. for a video production, voiceover, comic book or computer game)
    - the content of:
- mood boards
- mind maps/spider diagrams
- visualisation diagrams, i.e.:
    - images
    - graphics
    - logos
    - text
- storyboards, i.e.:
    - number of scenes
    - scene content
    - timings
    - camera shots (e.g. close up, mid, long)
    - camera angles (e.g. over the shoulder, low angle, aerial)
    - camera movement (e.g. pan, tilt, zoom or using a track and dolly)
    - lighting (e.g. types, direction)
    - sound (e.g. dialogue, sound effects, ambient sound, music)
    - locations (e.g. indoor studio or other room, outdoor)
    - camera type i.e.
    - still camera
    - video camera
    - virtual camera (e.g. for animations, 3D modelling or computer games)
    - scripts, i.e.:
        - set or location for the scene
        - direction (e.g. what happens in the scene, interaction)
        - shot type
        - camera movement
        - sounds (e.g. for actions or events)
        - characters
        - dialogue (e.g. intonation, loudness, emotion)
        - formatting and layout.

I-Media – Continued

Learning Outcome 2: Be able to plan pre-production

interpret client requirements for pre-production (e.g. purpose, theme, style, genre, content)

- based on a specific brief (e.g. by client discussion, reviewing a written brief, script or
- specification)
- identify timescales for production based on target audience and end user requirements
- how to conduct and analyse research for a creative digital media product, i.e.:
- using primary sources
- using secondary sources
- produce a work plan and production schedule to include:
- tasks
- activities
- work flow
- timescales
- resources
- milestones
- contingencies.
- the importance of identifying the target audience and how they can be categorised, i.e.:
- gender
- age
- ethnicity
- income
- location
- accessibility
- the hardware, techniques and software used for:
- digitising paper-based documents
- creating electronic pre-production documents
- the health and safety considerations when creating digital media products (e.g. use of risk
- assessments, location recces, safe working practices)
- legislation regarding any assets to be sourced, i.e.:
- copyright
- trademarks
- intellectual property
- how legislation applies to creative media production, i.e.:
- data protection
- privacy
- defamation
- certification and classification
- use of copyrighted material and intellectual property.

Learning Outcome 3: Be able to produce pre-production documents

How to create a:

- mood board
- mind map/spider diagram
- visualisation diagram or sketch
- storyboard
- analyse a script (e.g. scenes/locations, characters, resources and equipment needed).
- Learners must be taught:
- the properties and limitations of file formats for still images
- the properties and limitations of file formats for audio

I-Media – Continued

- the properties and limitations of file formats for moving images, i.e.:
- video
- animation
- suitable naming conventions (e.g. version control, organisational requirements).
- identify appropriate file formats needed to produce:
- pre-production documents
- final products in line with client requirements.

Learning Outcome 4: Be able to review pre-production documents

How to:

- review a pre-production document (e.g. for format, style, clarity, suitability of content for the
- client and target audience)
    - identify areas for improvement in a pre-production document (e.g. colour schemes, content,
- additional scenes).