

SPANISH	
LAS OPINIONES - OPINIONS	LOS ADJETIVOS - ADJECTIVES
<ul style="list-style-type: none"> <li>• <b>Me gusta(n)</b> – I like.</li> <li>• <b>No me gusta(n)</b> – I don't like.</li> <li>• <b>Me encanta(n)</b> – I love.</li> <li>• <b>Odio</b> – I hate.</li> <li>• <b>Prefiero</b> – I prefer.</li> <li>• <b>Me da(n) igual</b> – I don't mind.</li> <li>• <b>Me fascina(n)</b> – I am passionate about.</li> <li>• <b>Me molesta(n)</b> – I am annoyed by.</li> <li>• <b>Me preocupa(n)</b> – I am worried by.</li> <li>• <b>No aguanto</b> – I can't stand.</li> <li>• <b>No soporto</b> – I can't tolerate.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Precioso</b> – Lovely.</li> <li>• <b>Aburrido</b> – Boring.</li> <li>• <b>Cómodo</b> – Comfortable.</li> <li>• <b>Emocionante</b> – Exciting.</li> <li>• <b>Fatal</b> – Awful.</li> <li>• <b>Fácil</b> – Easy.</li> <li>• <b>Difícil</b> – Difficult.</li> <li>• <b>Simpático</b> – Friendly.</li> <li>• <b>Antipático</b> – Unkind.</li> <li>• <b>Nuevo</b> – New.</li> <li>• <b>Viejo</b> – Old.</li> <li>• <b>Barato</b> – Cheap.</li> <li>• <b>Caro</b> – Expensive.</li> <li>• <b>Útil</b> – Useful.</li> </ul>
LOS CONECTIVOS - CONNECTIVES	EL TIEMPO – TIME PHRASES
<ul style="list-style-type: none"> <li>• <b>Y</b> – And.</li> <li>• <b>Pero</b> – But.</li> <li>• <b>También</b> – Also.</li> <li>• <b>Si</b> – If.</li> <li>• <b>Porque</b> – Because.</li> <li>• <b>Además</b> – Furthermore.</li> <li>• <b>Por eso</b> – Therefore.</li> <li>• <b>Aunque</b> – Although.</li> <li>• <b>Desafortunadamente</b> – Unfortunately.</li> <li>• <b>Ya que</b> – Given that.</li> <li>• <b>Como</b> – As.</li> <li>• <b>Sin embargo</b> – However.</li> <li>• <b>A causa de</b> – Because of.</li> <li>• <b>Con</b> – With.</li> <li>• <b>Sin</b> – Without.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Hoy</b> – Today.</li> <li>• <b>Ayer</b> – Yesterday.</li> <li>• <b>Mañana</b> – Tomorrow.</li> <li>• <b>Anoche</b> – Last night.</li> <li>• <b>El año pasado</b> – Last year.</li> <li>• <b>Hace 2 años</b> – 2 years ago.</li> <li>• <b>Ahora</b> – Now.</li> <li>• <b>Luego</b> – Later.</li> <li>• <b>Después</b> – Afterwards.</li> <li>• <b>La semana próxima</b> – Next week.</li> <li>• <b>El fin de semana</b> – At the weekend.</li> <li>• <b>Cada día</b> – Everyday.</li> <li>• <b>Por la mañana</b> – In the morning.</li> <li>• <b>Por la tarde</b> – In the afternoon.</li> <li>• <b>Por la noche</b> – In the evening.</li> <li>• <b>A veces</b> – At times.</li> <li>• <b>A menudo</b> – Often.</li> <li>• <b>Siempre</b> – Always.</li> </ul>
LAS PREGUNTAS – Question words	
<ul style="list-style-type: none"> <li>• <b>¿Qué?</b> What?</li> <li>• <b>¿Dónde?</b> Where?</li> <li>• <b>¿Cuándo?</b> When?</li> <li>• <b>¿Cómo?</b> How?</li> <li>• <b>¿Quién?</b> Who?</li> <li>• <b>¿Cuántos/as?</b> How many?</li> </ul>	<ul style="list-style-type: none"> <li>• <b>¿Por qué?</b> Why?</li> <li>• <b>¿Cuánto/a?</b> How much?</li> <li>• <b>¿A qué hora?</b> At what time?</li> <li>• <b>¿De dónde?</b> Where from?</li> <li>• <b>¿Adónde?</b> Where to?</li> </ul>

## Subject Specific Keywords

<b>COMPUTING/BUSINESS/ICT</b>	
<b>E-SAFETY</b>	<b>COMPUTER SYSTEMS</b>
<ul style="list-style-type: none"> <li>• Online – Being connected to the Internet.</li> <li>• Username - identification used by a person with access to a computer.</li> <li>• Password - a secret word or phrase used to gain admission.</li> <li>• Email - messages distributed by electronic means from one computer user to another.</li> <li>• Attachment – A document added to an email message.</li> <li>• Cyber Bullying - Bullying that takes place over digital devices.</li> <li>• Misuse – Using computers inappropriately.</li> <li>• Security Risk – Something that could cause harm to a computer system.</li> <li>• Internet – A network of connected computers.</li> </ul>	<ul style="list-style-type: none"> <li>• Hardware – The physical parts of the computer.</li> <li>• Software – Programs or Applications that tell a computer what to do.</li> <li>• Memory – a device capable of storing information temporarily.</li> <li>• Storage – a device capable of storing information permanently.</li> <li>• Input – Entering data into a computer system.</li> <li>• Output – Receiving data from a computer system.</li> <li>• Network – A method of connecting computers.</li> <li>• Topologies – The physical layout of a computer network.</li> <li>• Switch – A device to send data from one computer to another over a network.</li> </ul>
<b>SPREADSHEETS</b>	<b>DATABASES</b>
<ul style="list-style-type: none"> <li>• Spreadsheets - an electronic document arranged into rows and columns.</li> <li>• Row - A range of cells that go horizontally across the spreadsheet.</li> <li>• Column - A range of cells that go vertically across the spreadsheet.</li> <li>• Cell - a specific location within a spreadsheet defined by the intersection of a row and column.</li> <li>• Value – The data entered a cell.</li> <li>• Currency – A data type.</li> <li>• Borders – Putting a box around a cell.</li> <li>• Shading - Putting a colour into a cell.</li> <li>• Formula - an equation that makes calculations based on the data.</li> <li>• Function - a predefined formula that performs calculations.</li> <li>• Chart – A way to communicate data graphically.</li> </ul>	<ul style="list-style-type: none"> <li>• Database - a structured set of data held in a computer.</li> <li>• Tables – a collection of related data held in a database.</li> <li>• Queries – A way of searching for data in a database.</li> <li>• Forms – An object used to enter, edit, or display data from a table.</li> <li>• Reports - The formatted result of database queries.</li> <li>• Data – Raw facts and figures.</li> <li>• Information – Organised data.</li> <li>• Field - a single piece of information in a database table.</li> <li>• Record – A collection of fields.</li> <li>• Validation – A way of checking that data is sensible and reasonable.</li> <li>• Data Types – The format of data.</li> <li>• Primary Key – A unique identifier of a record.</li> </ul>
<b>PROGRAMMING</b>	<b>CYBER SECURITY</b>
<ul style="list-style-type: none"> <li>• Textual programming – The process of writing code in text form.</li> <li>• Non-Textual Programming – The process of writing code in 'block' form.</li> <li>• Algorithm – A sequence of logical instructions for carrying out a task.</li> <li>• Sequence – Execution of statements in a program, one after the other.</li> <li>• Selection – The decision-making process in a program.</li> <li>• Iteration - Looping through a set of instructions.</li> <li>• Integer – A whole numerical value.</li> <li>• Constant – A fixed value that does not change.</li> </ul>	<ul style="list-style-type: none"> <li>• Downloading – Saving a copy of a file onto a computer system.</li> <li>• Encryption – A way of altering data into an unreadable form.</li> <li>• Hacker – Somebody who tries to gain unauthorised access to a network.</li> <li>• Malware – Malicious software.</li> <li>• Virus – Malicious code hidden within another program.</li> <li>• Ransomware – Malware designed to gain money from a victim.</li> <li>• Trojan - Malicious code that tricks the user into believing it is legitimate and useful.</li> <li>• Worm – Self-replicating malicious code.</li> <li>• Phishing – An email designed to trick the user into giving away personal data.</li> </ul>

PE AND SPORT	
INJURY IN SPORT AND PREVENTION	TRAINING AND SPORT
<ul style="list-style-type: none"> <li>• <b>Intrinsic Risk Factors</b> - Usually caused by the individual and not by outside factors.</li> <li>• <b>Extrinsic Risk Factors</b> - Variables that an individual is unable to control which can cause injury.</li> <li>• <b>Warm-Up</b> - A warm-up is any activity, either physical or mental, that helps to prepare an individual for the demands of their chosen sport or exercise.</li> <li>• <b>Cool Down</b> – An activity to decrease body temperature and remove waste products from the working muscles.</li> <li>• <b>Acute Injury</b> – Occurs suddenly and is usually associated with trauma such as cracking a bone, tearing a muscle or bruising.</li> <li>• <b>Chronic Injury</b> – Also known as an overuse injury. These are as a result of continuous stress on an area of the body. These injuries come on over a period of time.</li> <li>• <b>Medical Conditions</b> – A disease, illness or injury; any physiologic, mental or psychological condition or disorder.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Principles of training</b> - Training means exercising regularly to improve skills and fitness. The training that an athlete does must be appropriate for that person and their sport in order to get the most out of their training.</li> <li>• <b>Aerobic</b> - Physical activity that increases the heart rate and the body's use of oxygen.</li> <li>• <b>Anaerobic</b> - Anaerobic exercise is any activity that breaks down glucose for energy without using oxygen. Generally, these activities are of short length with high intensity.</li> <li>• <b>Components of fitness</b> - A fitness component is simply a way of identifying a certain part of a person's fitness, for example, if an athlete wants to be more flexible, they would work on the 'flexibility' component of their fitness.</li> </ul>
BODY SYSTEMS	SPORT AND DIET
<ul style="list-style-type: none"> <li>• <b>Skeletal System</b> - Comprised of bones, ligaments and joints to give us support, protection, attachment to muscles and movement.</li> <li>• <b>Cardiovascular System</b> - Comprised of blood (red blood cells, white blood cells, plasma, and platelets), which is pumped around the body by the heart, oxygenated blood to the working muscles and deoxygenated blood returns to the heart.</li> <li>• <b>Respiratory System</b> - Located in the thoracic cavity, the lungs allow air to be inhaled and air to be exhaled, which is transported around the body through gaseous exchange.</li> <li>• <b>Short term effects</b> - These happen suddenly as exercise begins to help our body cope with the demands been placed on it, they are no longer lasting and will therefore all return back to a normal resting state.</li> <li>• <b>Long term effects</b> - These happen over time as a result of training regularly and therefore help our bodies to be more efficient at exercise.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Balanced diet</b> - A diet that helps maintain or improve overall health. It provides the body with essential nutrition: fluid, macronutrients, micronutrients, and adequate food energy.</li> <li>• <b>Nutrients</b> – The main nutrients needed within a diet are Carbohydrates, Proteins, Fats, Fibre, Water, Vitamins and Minerals.</li> <li>• <b>Supplements</b> – A manufactured product that people will use to provide nutrients either extracted from food sources or that are synthetic to increase the quantity of their consumption.</li> <li>• <b>Malnutrition</b> – When someone has deficiencies or is missing certain nutrients within a diet. This will usually happen when someone has an unbalanced diet.</li> <li>• <b>Diet Plan</b> – A diet plan tends to be tailored to a specific person's needs. People will use diet plans when focusing on a specific goal. E.g., Losing weight or gaining muscle.</li> </ul>
ENABLING LANGUAGE	
<p>Locate Identify Describe Explain Evaluate Analyse</p>	<p>Explore Demonstrate Perform Measure and Record Reliability Validity</p>

## Subject Specific Keywords

ENGINEERING	
Engineering Disciplines	Health and Safety
<ul style="list-style-type: none"> <li>• <b>Mechanical Engineering</b> - The discipline of engineering that is associated with the design, development, manufacture and testing of machines, mechanical devices and mechanical systems.</li> <li>• <b>Electrical Engineering</b> - The discipline of engineering that is associated with the design, development, manufacture and testing of electrical components, electrical devices and electrical systems.</li> <li>• <b>Civil Engineering</b> - The discipline of engineering that is associated with the design, development, manufacture and testing of infrastructures; bridges, roads, airports, and services (gas, electric, water, waste / drainage).</li> <li>• <b>Communications Engineering</b> - The discipline of engineering that is associated with the design, development, manufacture and testing of communication systems concerned with the way information is sent and received.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>HASAWA</b> - The Health and Safety at Work Act (HASAWA) is the primary piece of legislation covering occupational health and safety in Great Britain.</li> <li>• <b>MHOR</b> - The Manual Handling Operations Regulations define manual handling as "any transporting or supporting of a load (including the lifting, putting down, pushing, pulling, carrying or moving thereof) by hand or bodily force".</li> <li>• <b>RIDDOR</b> - The Reporting of Injuries, Diseases and Dangerous Occurrences Regulations. Employers are required to report any work-related incidents, injuries and diseases to the Health and Safety Executive (HSE), or to the local authority environmental health department.</li> <li>• <b>COSHH</b> - Control of Substances Hazardous to Health Regulations (COSHH). This legislation covers substances that are hazardous to health. Substances can take many forms which includes: Chemicals, products containing chemicals, fumes and dusts.</li> </ul>
Tools and Equipment	Engineering Drawings
<ul style="list-style-type: none"> <li>• <b>Marking Out</b> - The process of transferring a design or pattern to a workpiece, as the first step in the manufacturing process.</li> <li>• <b>Modification</b> - "A change or alteration, usually to make something work better".</li> <li>• <b>Joining</b> - Joints can be classified in several ways, such as temporary and permanent, flexible and rigid, and hot and cold formed.</li> <li>• <b>Finishing</b> - Any engineering job is just as important as any other operation along the production cycle. The appearance of a finished product will always have an impact on the salability.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Title Block</b> - On a drawing, usually located in the bottom right-hand corner and contains all the information necessary to identify the drawing. The title block is separated into different sections.</li> <li>• <b>Systems of Measurement</b> - There are two main systems for measuring in engineering drawing: <ul style="list-style-type: none"> <li>➤ Metric: Millimeters, Centimeters, Meters, Kilometers.</li> <li>➤ Imperial: Inches, Feet, Yards, Miles.</li> </ul> </li> <li>• <b>Scale</b> - A drawing that shows a real object with accurate sizes reduced or enlarged by a certain amount is called scaling.</li> <li>• <b>Tolerance</b> - What we use to explain how much inaccuracy we are willing to accept on a finished product. It is written as a +/- value.</li> </ul>
Engineering Terminology	
<p style="text-align: center;"> <b>Design</b>  <b>Development</b>  <b>Manufacture</b>  <b>Test</b>  <b>Innovative</b>  <b>Modern World</b> </p>	<p style="text-align: center;"> <b>Sustainable</b>  <b>Prototype</b>  <b>Modification</b>  <b>Creative</b>  <b>Ideation</b>  <b>Perspective</b> </p>

MUSIC	
ELEMENTS OF MUSIC	RHYTHM & PULSE
<ul style="list-style-type: none"> <li>• <b>Tempo</b> – Speed.</li> <li>• <b>Pitch</b> – High or low notes.</li> <li>• <b>Texture</b> – How many layers/parts/voices.</li> <li>• <b>Timbre</b> – Sound quality.</li> <li>• <b>Duration</b> – Length of notes/music.</li> <li>• <b>Dynamics</b> – Volume.</li> <li>• <b>Silence</b> – No sound.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Mono-rhythm</b> – 1 rhythm.</li> <li>• <b>Polyrhythm</b> – More than one rhythm at the same time.</li> <li>• <b>Pulse</b> – Give the tempo.</li> <li>• <b>Semibreve</b> – 4 beat note.</li> <li>• <b>Minim</b> – 2 beat note.</li> <li>• <b>Crotchet</b> – 1 beat note.</li> <li>• <b>Quaver</b> – ½ beat note.</li> <li>• <b>Semiquaver</b> – ¼ beat note.</li> </ul>
SONG STRUCTURE	NOTATION & SCALES
<ul style="list-style-type: none"> <li>• <b>Intro</b> – Start of a song.</li> <li>• <b>Verse</b> – Tells the story of the song.</li> <li>• <b>Chorus</b> – Main message of the song.</li> <li>• <b>Bridge</b> – Joining section of a song.</li> <li>• <b>Middle 8</b> – Joining section of a song.</li> <li>• <b>Outro</b> – Ending of a song.</li> <li>• <b>Solo</b> – 1 lead part.</li> <li>• <b>Duet</b> – 2 soloists together.</li> <li>• <b>Ensemble</b> – Group.</li> <li>• <b>Chorus</b> – Whole Cast.</li> <li>• <b>12 Bar Blues</b> – Pattern used in the blues.</li> <li>• <b>Improvisation</b> – Making the melody up.</li> <li>• <b>Rock 'n' Roll</b> – 1950-70 style.</li> <li>• <b>Bassline</b> – Often the lowest line in a song.</li> <li>• <b>Hook/riff</b> – Catchy figure in a song.</li> <li>• <b>Strumming Pattern</b> – The way a song is strummed.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Treble Clef</b></li> <li>• <b>Bass Clef</b></li> <li>• <b>Sharp</b></li> <li>• <b>Flat</b></li> <li>• <b>Staff</b> – Lines that music is written.</li> <li>• <b>Major</b> – Happy sounding scale.</li> <li>• <b>Minor</b> – Sad sounding scale.</li> <li>• <b>Pentatonic</b> – 5 note scale.</li> <li>• <b>Chromatic</b> – Playing every semitone.</li> <li>• <b>Interval</b> – The gap between 2 notes.</li> <li>• <b>Tone</b> – Gap of 2 semitones.</li> <li>• <b>Semitone</b> – 1 step.</li> <li>• <b>Octave</b> – Gap of 8 notes.</li> </ul>
STYLES & GENRES	
<p>Acapella Graphic Score Programme Music Performance Composition The Blues Rock 'n' Roll Popular Music</p>	<p>Musicals Film Music Soundtracks Reggae Appraising Rap Song Writing Event Planning</p>