

Subject Specific Keywords

HEALTH AND SOCIAL CARE		
COMPONENT 1: HUMAN LIFESPAN DEVELOPMENT	COMPONENT 2: HEALTH AND SOCIAL CARE SERVICES AND VALUES	
<ul style="list-style-type: none"> • Development – Gaining new skills and abilities. • Physical development – Changes to the body. • Intellectual development – Changes to the brain. • Emotional development – Changes to feelings. • Social development – Changes to interaction with others. • Holistic – Taking everything into account about an individual. • Fine motor skills – Control and coordination of small muscles and fingers. • Gross motor skills – Control and coordination of larger muscles. • Menopause – No longer releasing eggs, so cannot reproduce. • Attachment – Emotional ties and individual forms with others. • Self-esteem – How good or bad an individual feels about themselves. <ul style="list-style-type: none"> • Social integration – Interacting with others. • Social isolation – Withdrawing from social activity. • Life events – Expected or unexpected events that affect development. • Sources of support – Support given in response to an event. 	<ul style="list-style-type: none"> • Primary care – First point of contact with the NHS. • Secondary care – Specialists treatment or care usually given in a hospital or clinic, referred from primary care. <ul style="list-style-type: none"> • Tertiary care – Advanced specialist treatment or care given in hospital, referred from secondary care. • Allied Health Professionals – Work alongside other specialists to provide care and treatment. • Social care – Personal care and practical assistance for service users. • Informal care – Unpaid and untrained sources of support. • Barriers/obstacles – Restriction to accessing services. • Care values – Rules/guidelines to provide best care to service users. 	
COMPONENT 3: HEALTH AND WELLBEING		
<ul style="list-style-type: none"> • Health and wellbeing – A combination of physical health and social and emotional wellbeing, and not just the absence of disease or illness. <ul style="list-style-type: none"> • Physical factor – Affecting the body. <ul style="list-style-type: none"> • Lifestyle factor – Choices made that could be negative for health e.g. smoking, alcohol. <ul style="list-style-type: none"> • Economic factor – Amount of money/income. • Environmental factor – An individual's surroundings. <ul style="list-style-type: none"> • Body Mass Index – Percentage fat levels on the body. <ul style="list-style-type: none"> • Peak flow – Measurement of how strong an individual's lungs are. • Pulse rate – Amount of blood pumped out of the heart in one beat. • Blood pressure – How hard blood is pressing against the walls of the arteries. • Interpret data – Use the data to work out information about an individual. <ul style="list-style-type: none"> • Current risks – Immediate risks to physical health. • Future risks – Long term risks to health over a sustained period of time. • SMART target – Specific, measurable, achievable, realistic and time bound. <ul style="list-style-type: none"> • Wishes – What an individual wants or doesn't want. • Circumstances – Taking everything into account for an individual. 		
ENABLING LANGUAGE - POST 16 PROGRESSION INTO SOCIAL SCIENCE		
<p><u>Sociology</u> Society Social inequality Capitalism Patriarchy Cultural capital Deprivation</p>	<p><u>Psychology</u> Research Influence Cognitive behavioural therapy Eyewitness testimony Attachment</p>	<p><u>Criminology</u> Retribution Rehabilitation Moral Panic Perpetrator Restorative Justice Criminal investigation</p>

RELIGIOUS STUDIES	
INTRODUCING RELIGIOUS CONCEPTS	WORLD RELIGIONS & WORLD VIEWS
<ul style="list-style-type: none"> • Belief - An idea that is thought to be fact within a religion, e.g. Jesus is the son of God. • Religious Practices - Certain ways of doing things, such as praying. • Religious symbols - Religious signs that have special meaning e.g. the cross in Christianity. • Worship - Performing an action that shows that God/gods is important. • Jesus Christ - Believed by Christians to be the son of God or God incarnate. • Allah - The Arabic word for God. • Atheist - Someone who believes that God does not exist. • Theist - Someone who believes that God does exist. 	<ul style="list-style-type: none"> • Christianity - The religion followed by Christians. • Islam - The religion followed by Muslims. • Buddhism - The religion followed by Buddhists. • Sikhism - The religion followed by Sikhs. • Hinduism - The religion followed by Hindus. • Judaism - The religion followed by Jews. • Humanism - A non-religious world view. • Spirituality - The belief or feeling that there is more to being human than sensory experience and that humans have a special connection to the universe.
PHILOSOPHY OF RELIGION	PREJUDICE & DISCRIMINATION
<ul style="list-style-type: none"> • Moral Evil - Suffering caused by human beings. • Natural Evil - Suffering caused by nature. • Omnipotent - The belief that God is all powerful. • Omniscient - The belief that God is all knowing. • Omnibenevolent - The belief that God is all loving. • Reincarnation - The belief that our souls live on after our death and inhabit a new body, meaning that our soul is reborn. • Resurrection - The belief that when we die our soul or body will rise again on the day of Judgement. • Day of Judgement - The belief in many religions that when God brings about an end to the world every soul that has ever lived will be judged and go to Heaven or Hell. • Soul - The non-physical essence of a human that connects us to God. 	<ul style="list-style-type: none"> • Prejudice - The belief that a person or group of people are not equal to others. • Discrimination - Treating someone unfairly because of something about them e.g. the colour of their skin, sexuality or gender. • Racism - Treating someone unfairly because of the colour of their skin. • Inferior - The belief that some people are not as good as or not equal to others. • Activism - Taking action in order to change something, e.g. climate change activism.
ENABLING LANGUAGE	
<p>Justify Identify Speculate</p>	<p>Describe Explain Debate</p>

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MEDIA STUDIES	
Media Language	Representation
<ul style="list-style-type: none"> • Image - A picture. • Semiotics - The study of signs. • Binary Opposition - Two opposite forces that create conflict. • Narrative - A story. • Connotations - Ideas. • Denotations - Literal meaning. • Intertextuality - Use of another media product. • Mise-en-scene - The placement of everything within a frame. • Equilibrium - When everything is calm and in balance within a narrative. • Anchorage - Links between different elements. • Codes - The elements we hear and see in a media product. 	<ul style="list-style-type: none"> • Stereotypes - Pre-conceived notions about a group or a person. • Gerbner's Cultivation Theory - The more you're exposed to a way of thinking the more likely you'll believe it. • Representation - The way in which the media portray a certain event, issue, person or group. • Constructed - The way in which the representation is built. • Mediation - A constructed representation of reality from a particular perspective. • Dyer's Stereotype Theory - Those in power will stereotype those without power.
Media Industries	Audiences
<ul style="list-style-type: none"> • Media Product - A product that is shaped by production processes. • Ownership - Each media institution is owned by a specific group. • Institution - A media organisation that produces products. • Production - The way the product is made. • Distribution - How the product gets out to the public. • Circulation - The public availability or knowledge of something. • Consumption - The way the audience consumes a product. • Conglomerate - A thing consisting of a number of different and distinct parts or items that are grouped together. 	<ul style="list-style-type: none"> • Target Audience - A specific group are targeted by a media product. • Demographic - A specific audience. • Psychographics - Factors that relate to a person's lifestyle or personality. • Mass Appeal - A product that is broad and will appeal to a large group of consumers. • Specialised - A product that will appeal to a niche audience who have a specific interest in the subject matter. • Passive - An audience that accepts media messages without question. • Active - An audience that will think critically about media messages and potentially reject what they're being told. • Social-interaction - A product that will enable the consumers to discuss it.
ENABLING LANGUAGE	
<p>Social-context Critical thinking Conventions</p>	<p>Analysis Marketing Promotion</p>

ART, CRAFT & DESIGN VOCABULARY	
A01 Develop Ideas	A02 Explore Ideas
<ul style="list-style-type: none"> • Research - To investigate or study. • Respond - To react to something. • Culture - The ideas and customs of people or a society. • Communicate - To share or exchange information or ideas. • Message - To communicate a meaning. • Language - A method of communication. • Imaginative - To show creativity or inventiveness. • Develop - To become more advanced or elaborate. 	<ul style="list-style-type: none"> • Explore - To inquire into and examine something. • Experiment - To try out ideas and techniques. • Materials - The media used to create artwork. • Techniques - The way of creating an artwork. • Select - To choose the best or most suitable. • Refine - To alter and improve. • Skill - To show a creative expertise and finish. • Composition - An artistic arrangement.
A03 Record Ideas	A04 Present Ideas
<ul style="list-style-type: none"> • Observe - To look at or notice. • Record - To write, draw or photograph ideas and observations. • Produce - To make. • Create - To bring something into existence. • Similarity - A similar feature or aspect. • Document - To record using writing, photography, modelling or drawing. • Annotate - To add explanatory notes. • Reflect - To think carefully about. 	<ul style="list-style-type: none"> • Realise - To complete or give physical form to. • Intentions - Aims and plans. • Communicate - To share or exchange information or ideas. • Finish - The quality of the appearance of the surface. • Quality - The degree of excellence of something. • Outcome - The artistic result of explorations. • Response - A creative reaction to something. • Exhibit - To display.
Formal Elements	
Line	Texture
Tone	Contrast
Pattern	Form

Subject Specific Keywords

DRAMA AND CREATIVE ARTS	
VOICE	PHYSICAL
<ul style="list-style-type: none"> • Volume – Loud or quiet. • Voice Projection – Loud and clear enough for the audience to hear. • Expression – The way you say something. • Tempo – Speed and pattern of speech • Pitch – High or low. • Articulation – Clarity of speech. • Accent – Distinctive way of pronouncing speech. • Emphasis – Exaggerating particular words. 	<ul style="list-style-type: none"> • Facial Expression – Showing emotion with the face. • Gestures - A movement of part of the body. • Stance -The way in which someone stands. • Body language – Nonverbal communication. • Fluidity – The flow of movement. • Positioning – Where you are on stage. • Point of focus – Where you are looking.
CONVENTION/TECHNIQUES	STYLE/GENRE
<ul style="list-style-type: none"> • Still Image – A frozen image made by actors. • Role on the Wall – A brainstorm of all the information you know about a character on one sheet. • Hot seating – One person answers questions from the perspective of a character. • Narration – Dialogue spoken directly to the audience that tells the story. • Slow Motion – Sudden reduction in pace. • Monologue – A speech spoken by one character. • Flash back – The action flashes back to a past event. • Montage – A series of short self-contained scenes grouped immediately after each other • Mime – Acting without words. • Improvisation - Unplanned or unscripted: created spontaneously by the performers. 	<ul style="list-style-type: none"> • Naturalistic - Theatre that attempts to create an illusion of reality. • Non-naturalistic – Does not attempt to create an illusion of reality. • Musical Theatre – Theatre that includes songs. • Physical Theatre – Communication with movement. • Verbatim Theatre - Form of documented theatre in which plays are constructed from the precise words spoken by people. • Classical Theatre – Theatre pre 19th century • Theatre in Education (T.I.E) – aims to educate the audience. • Contemporary Dance - Strive to connect the mind and the body through fluid dance movements.
ENABLING LANGUAGE	
<p>Atmosphere - Tone or mood of the piece. Tension - A feeling that the story is building up towards something exciting happening. Devise – Creating original drama.</p>	<p>Structure - How the plot or story of a play is laid out. Stimulus – Something used to evoke thought, used as a starting point to create drama. Artistic Intention - The desired effect of a piece of drama on the audience.</p>