REVISION

The exam is next week!

Planning for effective revision

Make a list of all the subjects you are revising for. For each subject make a list of the import topics you need to cover.

Look through the syllabus/check with your teacher and make sure you have covered each topic that may come up.

Make a detailed revision timetable several weeks before the exam. Decide what you will be studying and when. Make sure you have included time-out to relax and do other things.

Figure out what you already know.

Organise a place to work. Try to clear the space of distractions. Decide how to organise your space for how you like to work – what do you need? A chair and desk are useful. You need to be comfortable and have enough light. If you can, clear some space on the walls to put up posters, mind maps, reminders and so on.

Collect together any resources you might need such as coloured pens/pencils, paper, post-it notes, a tape recorder, text books and so on.

Do a "reality check" – check your understanding of what you have been revising.

Decide how much time you need to spend on each area.

Take regular "stretch breaks". Every twenty minutes or so move about, stretch and then refocus.

Planning for effective revision

Keep your revision organised – know exactly where you are with things. If your timetable slips, reorganise it realistically so that you can still cover everything.

Review your notes on the same day as you make them. This helps you to remember them because the topic is fresh in your mind.

Get into the right state of mind, think positively and believe in yourself. Remember, "Whether you think you can or you think you can't, you are probably right".

Think about why you want to succeed – what are your hopes for the future?

Drink water, eat high-energy foods and get enough sleep. Your brain needs to be rested and fed and watered properly if it is to learn effectively.

Get plenty of exercise – your brain needs it!

Make a note of how you spend your time during an average day. Look back over the day and figure out how you could use your time more effectively. Decide what's important and what's not.

Share you goals with someone else – that will help you achieve them.

Review what you have revised after ten minutes, at the end of the day, within 48 hours, weekly and monthly.

Use lots of different ways of studying each time you study: mind maps, pictures, body actions, taping your notes and using flash cards are just some different methods.

Answer the question asked!

This might seem very obvious, but it is easy to mis-read or miss the point of a question. Sometimes this can be down to not understanding terminology used in the question. An explanation of terms that are frequently used in exam papers follows on the next page.

When you are nervous it is easy to make simple mistakes.

Read the instructions on the front page of every exam paper. Do not assume that the instructions will be the same for every paper in the same subject. Make sure you understand how many questions are to be answered in each part.

Make certain to answer the question that is asked! If you are asked about a particular character and the role he/she played in a book, do not re-tell the entire story but concentrate on the person in question and their importance within the book. You will only get marks for the paragraphs written on the specific character.

Write legibly, in English and do not use text abbreviations. C U L8R will not earn you valuable marks.

Be aware of the time. It is important to complete the number of questions stipulated in the instructions. Do not spend so long on one question that you do not complete the paper. If time allows you can always add more to a question when you have finished.

Try to allow time to check your answer paper. Including your name, candidate and centre number!

Be aware of the 'terminology' used in the questions. If a question asks you to <u>compare</u> make certain your answer reflects the similarities or differences of the subject. Try to give reasons for your statements.

Show your workings in Maths and Science questions. This might earn you some marks even if your answer is incorrect. Remember in Maths and Science to include the units given for quantities.

Exam question 'terminology'

These words can appear in exam questions. It is important to understand their meaning as their use will have an impact on the type of answer required.

APPRAISE - judge the significance

ANALYSIS A consideration of a topic in detail

BRIEF - A brief can be a statement of intent clarifying, what the problem is you are going to solve. The Brief is the task ahead. A brief can be general - an "Open Brief" or it can give a very defined set of criteria as a "Closed Brief"

COMPARE - explain similarities and differences. It could be the tactics used by opposing forces in a battle. Which, in your opinion is the best and why?

COMPLETE - finish off a sentence, drawing, verb etc.

CONNECTION - link between or similarity

CONTRAST - look for the differences and comment on them

CRITICISE - a factual argument, using facts, quotes from text etc, to support your opinion on the value of a point of view or written statement .

DEFINE - give a precise translation, explanation or description.

DESCRIBE - important points written in sentences.

DETERMINE - find out

DIFFERENTIATE - explain the difference, very similar to distinguish.

DISCUSS - state the positive and negative points of an argument, try and arrive at a conclusion at the end.

DISTINGUISH - explain the difference, very similar to differentiate.

Exam question 'terminology'

EQUATE - consider.

EVALUATE - determine the importance.

EXPLAIN - write what you know about a particular subject. For many subjects this could include a diagram as well as text.

ILLUSTRATE - this does not necessarily mean draw. In many subjects it means to provide evidence/facts to support a point or argument.

INTERPRET - explain facts in your own words.

JUSTIFY - reasons/facts to support an argument.

NET RESULT - final outcome

OUTCOME - result

OUTLINE - important points, outlined briefly, bullet points could be used.

PURPOSE — reason

PREDICT - to arrived at a conclusion or result from information provided or your own research

REASONED ARGUMENT - factual points considering both points of view.

RELATE - connection between things

STATE - much the same as outline

SUGGEST - providing a possible outcome using on your own knowledge, extended learning or information provided.

Exam question 'terminology'

Related to Maths

Calculate - the answer will be a number.

Find - arriving at a result from data provided. This might mean having to work out a calculation.

Related to Technology

SITUATION - this can be an identification of the project needs or problems. It can also be the project theme

BRIEF - A brief can be a statement of intent clarifying, what the problem is you are going to solve. The Brief is the task ahead. A brief can be general - an "Open Brief" or it can give a very defined set of criteria as a "Closed Brief"

BRITISH STANDARD - This is certification that a product manufacturing or management process conforms to a stated acceptable standard or level that provides an assurance that an acceptable quality can be expected. To be fit for its purpose against a measured criteria.

QUALITY ASSURANCE - is an approach to designing and making which ensures high standards of quality including development and monitoring of standards, procedures, documentation and communication. A marking scheme can be used to assure quality.

QUALITY CONTROL - Checking aspects of the making to ensure it is being well carried out - this is part of the quality assurance programme including the sampling of jigs and templates and visual checks at different stages while they are being made and gathering and analysing records of failure to achieve the best quality possible

COMPUTER AIDED DESIGN (CAD) - Designing using computers to draw out work including 2D & 3D drawings. Changes can be easily made on screen ready for outputting

Terminology related to Technology

COMPUTER AIDED MANUFACTURE (CAM) - A manufacturing process that uses machines which are controlled via a computer. These may involve process control, planning, monitoring and controlling production. A lathe, milling machine, embroider, plotter can download and manufacture the items drawn out on a CAD package. CAM products are very precise and can be made within a semi-automated environment

COMPUTER INTEGRATED MANUFACTURE (CIM) - This is the concept of a totally automated production process with every aspect of making controlled by computer

COMPUTER NUMERICALLY CONTROLLED (CNC) - This describes machinery that can be controlled via a computer. The program or numerical data controls the direction and speed the machines work. CNC machines can be stand alones or part of an integrated system

DESIGN SPECIFICATION - A design specification is a series of statements that describe the possibilities and restrictions of the product. A PRODUCT SPECIFICATION includes details about the features and appearance of the final design, together with its materials, components and manufacturing processes.

DESK TOP PUBLISHING (DTP) - Work on a computer using selected programs to assemble blocks of text and graphics together to produce a printed document.

VECTOR IMAGE - A line drawing produced on screen using drawing packages. They store information about the length and angle of each line of an image and the colour it contains. Clip-art is created in Vector Packages

BITMAP IMAGE - Drawings made from using pixels (dots) on screen, combining them together creates an overall image, which can be very complex. The file sizes of bitmap images are usually far larger than vector images.

Terminology related to Technology

SOLUTIONS - Possible ideas that could meet the demands of the identified need or project theme. The designs should be judged against the project brief and specification

GANTT CHART - This is a method of planning a production schedule that can be used to map out a series of activities such as in a project. A Gantt chart compares time against activity as a charted timeline.

RESEARCH - Can be described as the act of building knowledge on a specific topic through an investigation. The investigation can be carried out personally (first hand) or can rely on utilising existing data from resources such as a database or web site (secondary)

QUESTIONNAIRE - This is a survey to find out specific facts on a defined topic from the general public or a defined target audience. The questions or choices in the questionnaire should be simple easy choice or response to get definite results that can be tabulated or charted to show what the results prove.

FEEDBACK - Responses in a system as a result of inputs or processes taking place. Feedback can be verbal electrical or mechanical.

PROTOTYPE - A highly finished model of an intended product. The final mock up should be fully working and look as close to the real thing as possible.

VIRTUAL PROTOTYPE - is a high quality computer generated image of a product viewed on screen, or printed out that gives a realistic impression of what a product will look like when made.

RAPID PROTOTYPE - is a term used to describe the potential of being able to construct a 3D model quickly from computer model data. An example of rapid prototyping is stereo lithography where an accurate model is built up from a series of highly accurate cross sectional layers

Terminology related to Technology

JUST IN TIME (JIT) - is a material and production control system that ensures materials and components arrive in the factory and at the assembly line at exactly the right time for the product to be made. This process helps to eliminate the need for excessive storage space and the possibility of running out of essential items.

INTERNET - can be described as the electronic world that links computers together. Using a modem allows access into cyberspace so users can use multimedia sound, vision and interactivity on line. Lots of businesses and services have their own websites where you can look at useful information

SEARCH ENGINE - To help you find useful information on the internet you can use a search engine. A search engine is a web site that allows you to type in keywords for a specific subject. The engine is programmed to scan the Internet for sites that match what you are looking for.

MOCKUP - A rough model of a product to trial aspects of the intended design. A mock- up or sketch model can be part or all of the design. A mock-up does not have to be to scale and can be 2D or 3D

MULTIMEDIA - Conventional computer programs usually use text and/or graphics. Multimedia programs can combine written words and numbers, graphic images and sound on screen at the same time as in most interactive DVD's or Websites

EVALUATION - A judgement on a product or an activity to assess performance. Often used by designers to clarify areas of success and areas for improvement. The main criterion for this judgement to take place is by comparing the finished model, prototype or proposal against the specification.

PRODUCT LIFECYCLE - The calculated timescale a product will remain desirable in the market place before it needs removal/ updating. This term can be related to shelf life and obsolescence.

Terminology related to Technology

BATCH PRODUCTION - This is where a manufacturer produces small quantities of a similar product e.g. A baker, special edition products in a limited supply. Mechanisation can be used in the production process through the use of jigs and templates or moulds so outcomes are precisely and more efficiently produced

MASS PRODUCTION - This involves manufacturing large quantities of the same product. The product can be part of a production line process so it moves through a number of stages in manufacture. Many companies now use automated production lines to increase production and reduce costs. If a company makes the same product non-stop this is known as Continuous Mass Production e.g. food processing or chemical manufacturing. The term can also be used to apply to the efficiency of delivery to a customer, at the right place at the right time.

ONE OFF - Designing and making products usually for a one off order or very specific need. These products tend to be very expensive due to the high amounts of time involved and the relatively low levels of mechanisation. One off products are custom made and are often referred to as bespoke items.

RECYCLE - Extremely important in today's society where so much waste products are produced. Recycling is concerned with reducing waste at all stages of manufacturing through reclaiming, recovering, reusing or salvaging materials. This can reduce production costs and helps to protect the environment.

MANUFACTURING PROCESSES - This can be described as the methods and techniques to be employed in the making of a product to ensure it is completed to a good standard. The methods can be very simple or highly complex to allow the construction of the solution to take place.

MERCHANDISE - This is the stock, the items for sale in a retail outlet or the manufactured product ready to be used or sold.

Terminology related to Technology

ADVERTISING - To make a product known, to publicise, show off an item through promotion to make it appeal to potential buyers through making it appear desirable.

ANALYSIS - A consideration of a topic in detail

TOLERANCE - When making we need to make sure that the parts are made to an acceptable standard that they fit together and work as intended. Tolerances are important to ensure the reliability, which in turn reduces wastage during making. The tolerance limit is the acceptable deviation from the ideal size, usually expressed as an upper and lower limit. Tolerances relate to quality control.

CONCLUSION - A summary to show what facts have been gathered and how they can be used to/will influence the direction of a design project in the writing of a closed brief, a specification or a product testing.

DESIGN DEVELOPMENT - The refinement of a chosen design solution or aspects of several solutions into a feasible idea that meets the judgement criteria in the specification to create a final design. Design development can include 2D, 3D drawings and models to aid the decision making process.
FUNCTION The job a product carries out can be described as its function or use/performance. A product can have primary and secondary functions to make it more desirable.

AESTHETICS - This is an appreciation of whether an object is pleasing or not. How our senses react to it. This can often be dominated by our visual response- how good it looks but other senses such as hearing, smell, taste, touch should contribute in some way to our reaction.

MEASURABLE CRITERIA - A series of definite points or aspects a product can be judged or evaluated against to test its success. These guides are useful in writing a specification and in judging existing products to achieve a fair comparison as well as in the testing of your manufactured product to see it works as intended e.g. size restriction, weight restriction, manufacturing method, choice of material.

Terminology related to Technology

ANTHROPOMETRICS - Design studies that takes people's sizes and shapes into account extremely important if products are going to be comfortable for us to use.

ERGONOMICS - Design considerations that take into account peoples movements, activities or actions in a certain location e.g. in the kitchen, at a desk or driving a car. Ergonomic information is used to make sure products are safe, comfortable and easy to use.

COMPONENT LIST - A list of parts or items, which are required to make a product. Otherwise known as a cutting list it will include descriptions of components, sizes, materials and quantities

CONSUMER - The intended user of a particular product. For a designer the user could be specific person, a target group or a wide spectrum of general users dependant on the nature of the product

FLOW CHART - A method of listing your procedures for completing a specific task. Usually the stages can be placed into boxes, which can be put into order to show the flow through the process step by step.

MARKETING - this is the process of promoting goods through advertising and packaging. People who work in marketing make products seem desirable. They create an image for a product, which ties in with the needs and aspirations of their particular target group.

Revision web sites

Art

This subject is coursework based but these sites can be used for reference

Inside Art

A Lifetime of Color

World Artist Directory

AIDA

http://www1.edexcel.org.uk/dida-0906-d201/html/SPB20Index.htm

Business Studies

businessstudiesonline.com

thetimes100.co.uk

revision-notes

bized.ac.uk

English

universalteacher.org.uk

sparknotes.com

s-cool.co.uk

Belmont High School (a useful site if you are studying of Mice and Men or Mockingbird

homework-online.com

englishbiz.co.uk

essay tips

www.revisiontime.com

Podcastrevision

englishplus.com

allshakespeare.com

bibliomania.com

novelguide.com

The complete works of William Shakespeare (text on line)

Greenfield.durham.sch.uk/acGCSE_revision.htm (follow links)

Englishplus.com

French

Wildfrench

FrenchRevision

French Video Resources (listening skills)

Orthographe (writing exercises)

Food

Food forum

S-cool.co.uk

Soya group

Nutrition.org.uk

Food.gov.uk

Geography

S-cool

GeoResources

Internet Geography Site

World Factbook

Spartacus web directory

German

Www.bbc.co.uk/schools/gcsebitesize/german

History

Johnclare.net

Revision spidergrams

History games (do not spend all your time on these)

American paper 1910-1929

Www.historylearningsite.co.uk/america_1918.htm

German paper 1919-1945

Www.historylearningsite.co.uk/Nazi%20Germany.htm

Www.historylearningsite.co.uk/weimar.htm

Maths

S-cool
GCSE maths buster
Mathsyear 2000
Mathsnet.net/gcse/index.html

Music

GCSE revision-notes
Project GCSE
GCSE music notes
Big Jessie's Music GCSE Revision Website

PE

TeachPE
S-cool.co.uk/topic_index.asp?subject_id=28

RS

The GCSE RE site
RE:Quest

Science

FearofPhysics
Gcsescience
Skoool.co.uk
http://www.ocr.org.uk/qualifications/
gcsescience_twentyfirst_century_science_biology_a/index.html
http://www.ocr.org.uk/qualifications/
gcsescience_twentyfirst_century_science_chemistry_a/index.html
http://www.ocr.org.uk/qualifications/
gcsescience_twentyfirst_century_science_physics_a/index.html

Sociology

www.ngfl-cymru.org.uk/eng/vtc-home/vtc-ks4-home/vtc-ks4_sociology
http://www.chrisgardner.clara.net/sls1/gcse/gcsemenu.htm

Technology

Technology student

Design-technology.info

Design-technology.org

Www.dtonline.org

Technologystudent.com

www.data.com

WJEC

How things work

CAD in schools

The Design Technology department has their own site which can be accessed from the school web page http://www.llantwitschool.org.uk follow the link to the DT department via the Department's menu.

Textiles

Some website addresses to help with coursework and written examinations.

The following sites will help with information on examination board requirements, fashion, textiles, costume design, and interior design.

E.g. www.fashion-era.com will give information on fashion past and present as well as helpful fashion templates for fashion drawing etc.

Many of these lead to other information.

- www.wjec.co.uk
- www.butterick.com
- www.Scripttoscreen.co.uk
- www.Royaloperahouse.co.uk
- www.fashion-era.com
- www.conran.com
- www.crownpaints.co.uk
- www.dunelm-mill.co.uk
- www.fabricwarehouse.co.uk
- www.ikea.co.uk

Textiles cont'd

- www.lauraashley.com
- www.liberty.co.uk
- www.deniminstyle.co.uk
- www.coloroll.net/www.lifefromcoloroll.co.uk
- www.interiordesignsshow.com/index2.htm
- www.futuretextiles.co.uk
- www.texi.org
- www.courtaulds.com
- www.fabrics.net/fabricsr.asp
- www.saletex.com
- www.kravetcanada.com

Welsh

Www.dysguars4c.co.uk/Cymraeg
Particularly appropriate Beth ydy'ch
Lefel? Click and select 'yma' select 'following WJEC course' a multiple choice section follows.
Acen magazine can be ordered FREE from the web site.

Parental advice

www.bbc.co.uk/schools/parents/work/secondary/revision/revision

Exam Boards

Information can also be obtained from the examination boards for each subject including past papers and marking schemes.

WJEC	www.wjec.co.uk
Edexcel	www.edexcel.org.uk
AQA	www.aqa.org.uk
OCR	www.ocr.org.uk