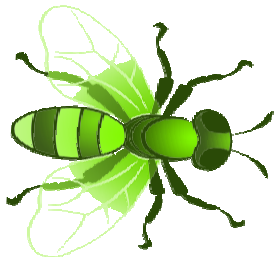




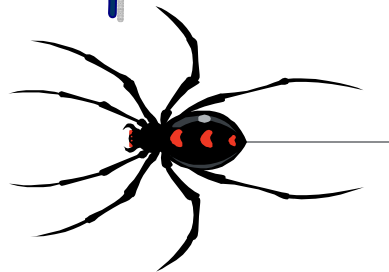
## I NVERTEBRATES (NO backbone)

**insect**

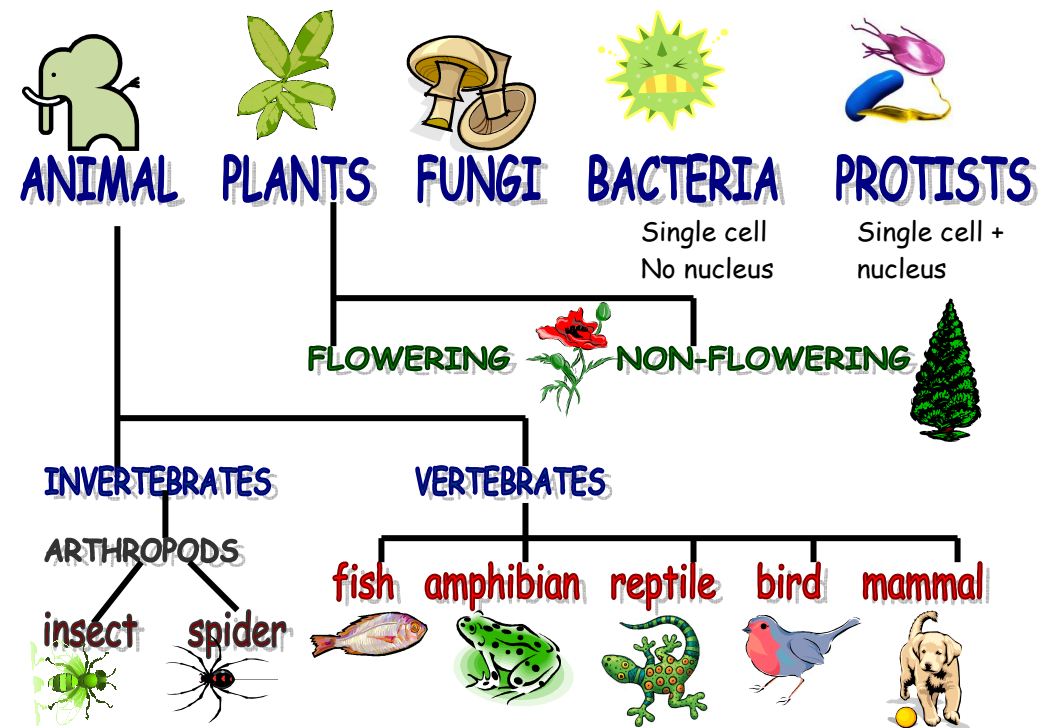


3 main body parts  
6 legs  
Usually wings

**spider**



2 main body parts  
8 legs  
No wings



## VERTEBRATES (backboned)



**COLD BLOODED**

**WARM BLOODED**

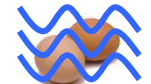
Water  
Gills

Water → Land  
Gills → Lungs

Land  
Lungs

Land  
Lungs

Land  
Lungs



**Wet  
scales**

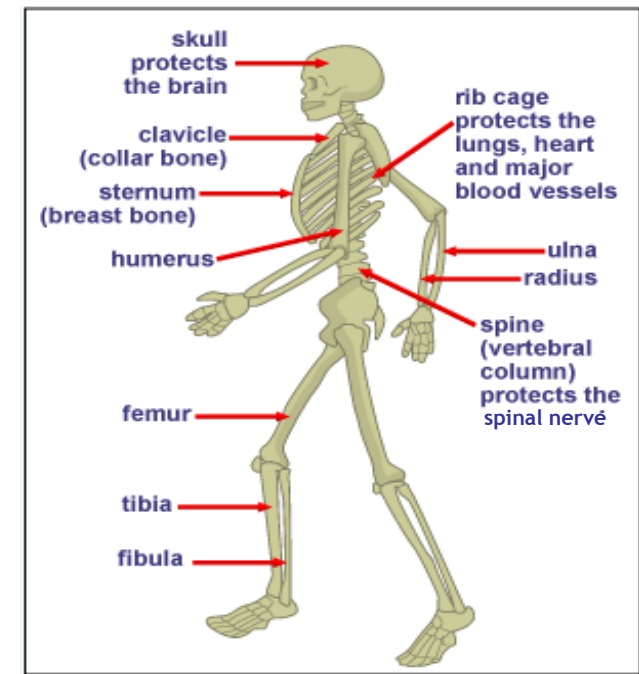
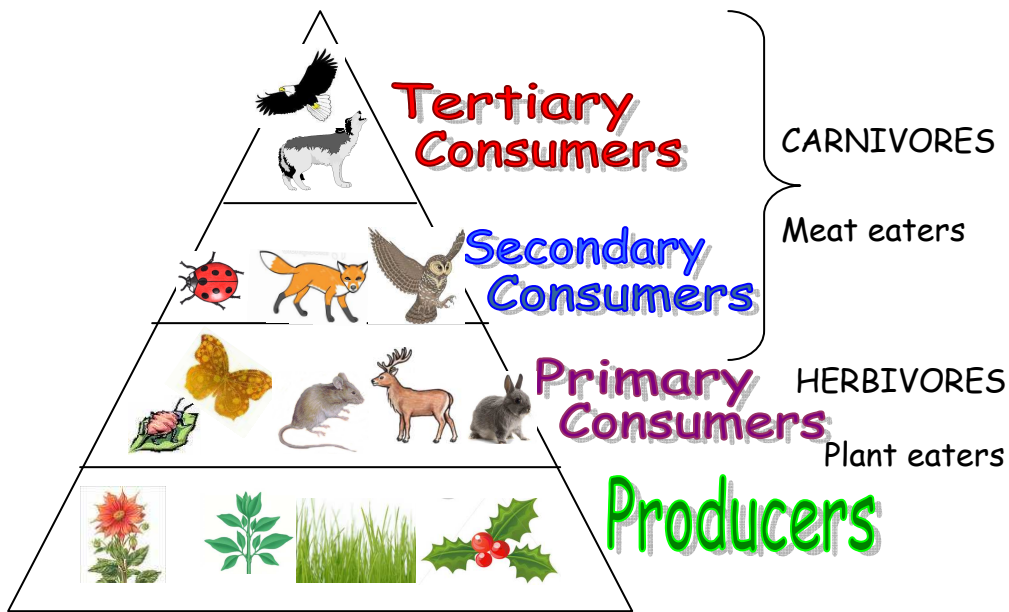
**Damp  
skin**

**Dry  
scales**



**Hair/fur**

**Feed young  
with milk**



**PRODUCER** All plants are producers. They use the Sun's energy to produce food energy

**HERBIVORE** Animals which only eat plants

**CONSUMER** All animals are consumers

**PRIMARY CONSUMER** An animal which eats Producers (plants)

**SECONDARY CONSUMERS** Eat primary consumers

**TERTIARY CONSUMERS** Eat Secondary consumers

**CARNIVORES** Eat only animals, never plants

**TOP CARNIVORE** Is not eaten by anything else

**OMNIVORE** eats both plants and animals

## Igneous

Cooled Magma

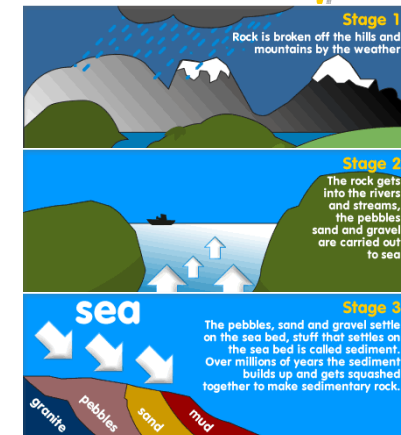


**GRANITE**  
Cooled Inside earth's crust

**BASALT**  
Expelled from volcano and cooled

## ROCKS

### Sedimentary



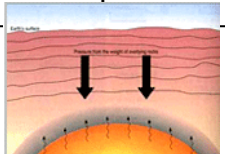
**LIMESTONE**

**SANDSTONE**

Crumbly- may contain fossils

### Metamorphic

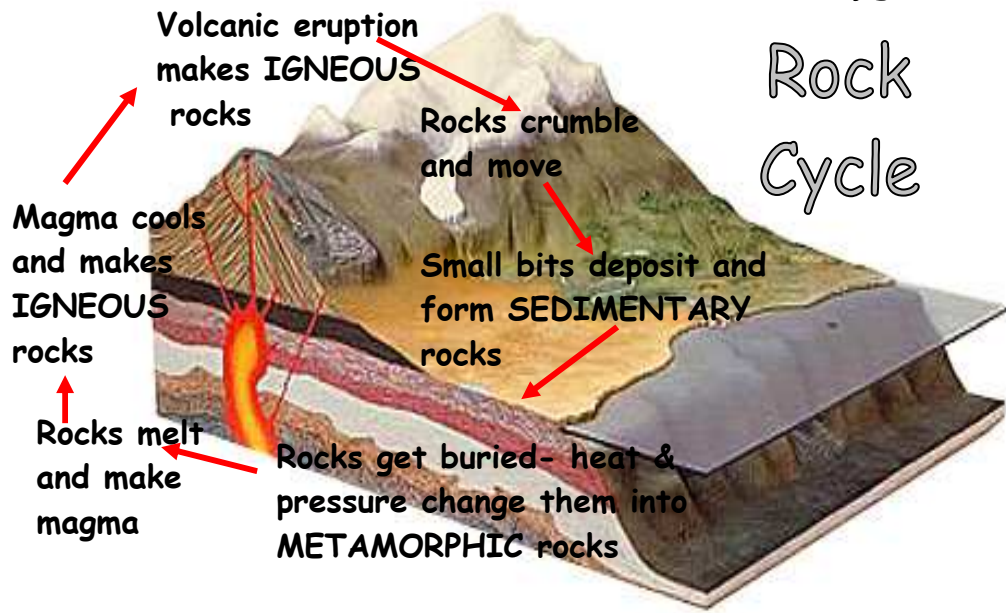
Sedimentary or igneous rocks that have been altered by heat and/or pressure



**SLATE**

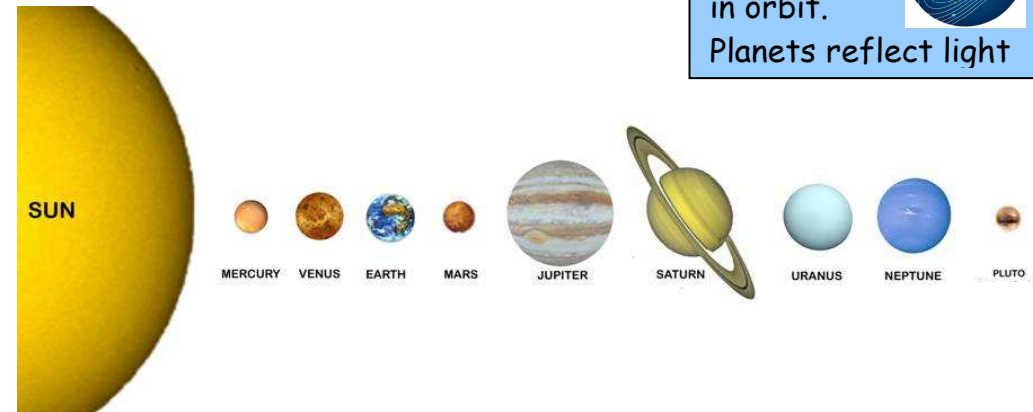
**MARBLE**

# The Rock Cycle

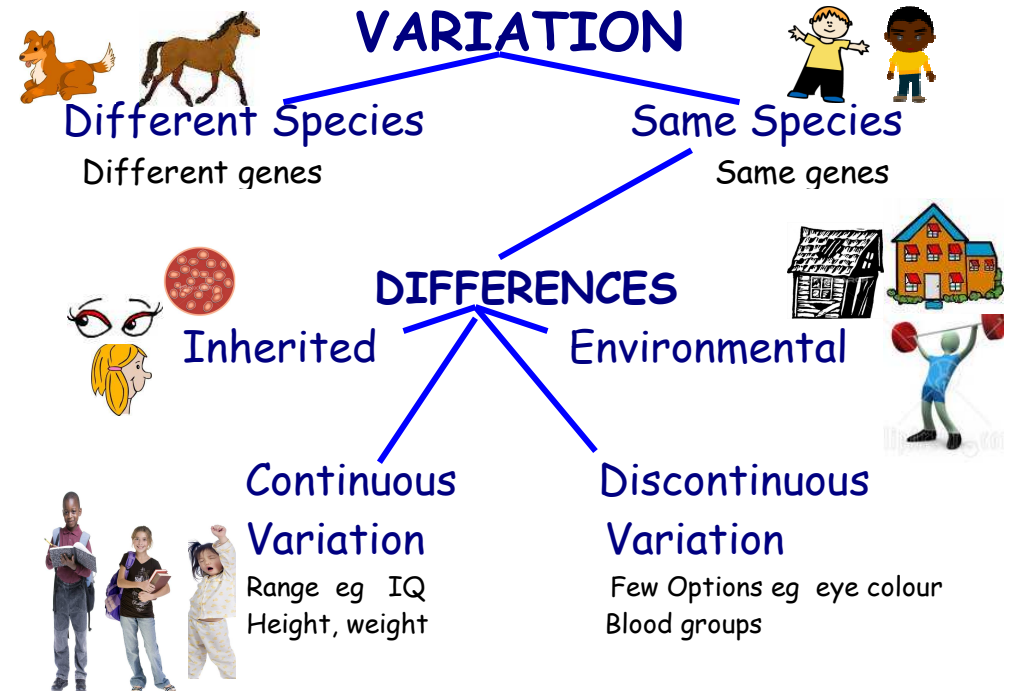
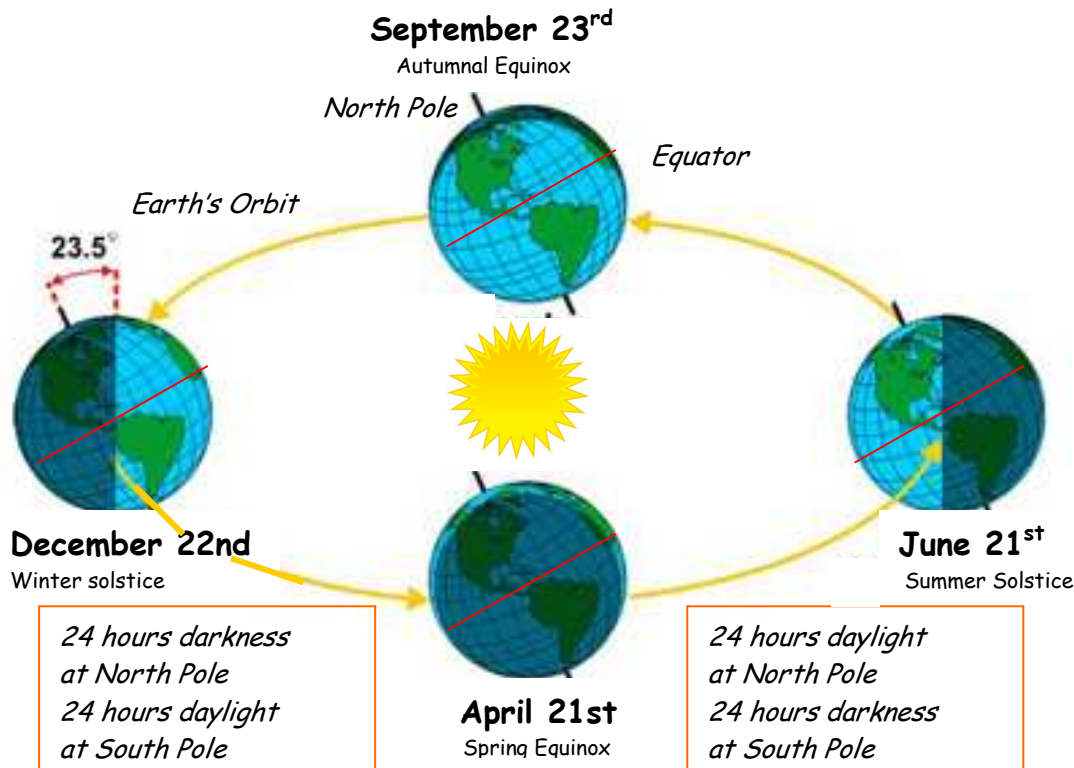


# The Planets

Planets orbit the Sun. Gravity keeps them in orbit. Planets reflect light



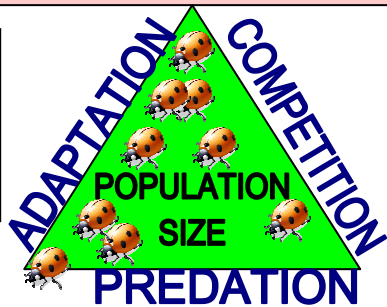
My Very Efficient Memory Just Stores Up Nine Planets



# POPULATIONS

A **HABITAT** is the type of area where a plant/animal lives  
 A **POPULATION** is the total number of the same species living in a particular habitat  
 A **COMMUNITY** is all the different organisms living in that habitat

How well adapted the species is to its environment



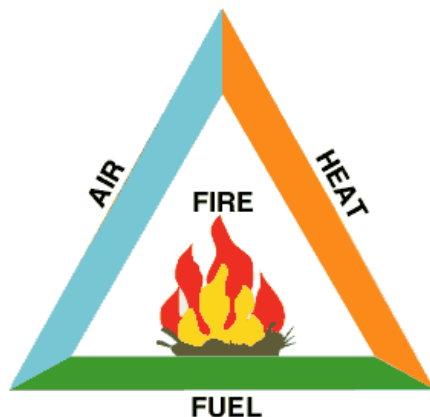
How many Predators there are and whether they are successful

Competition from other species for food water, shelter etc



## The Fire Triangle

If you remove one of these factors, the fire goes out



### Friction

(2 surfaces rub- friction gives grip)



- Air Resistance
- Water Resistance

(makes it difficult to move in water/makes boats float)



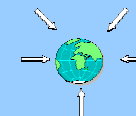
### Magnetism

(Invisible force, attracting/repelling)



### Gravity

(force that makes things fall to the ground)



### Upthrust

(occurs in air and water)

(air resistance slows down falling items)



### Static Electricity



## Forces

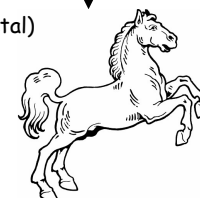
Measure in Newtons

Arrows show direction and strength of force (longer is stronger)

### REACTIVITY SERIES

Pure Soap Can Make A Zebra Into The Loveliest Horse Cows Scoff Grass

POTASSIUM  
 SODIUM  
 CALCIUM  
 MAGNESIUM  
 ALUMINIUM  
 ZINC  
 IRON  
 TIN  
 LEAD  
 HYDROGEN (Non Metal)  
 COPPER  
 SILVER  
 GOLD



# Microbes

## VIRUS



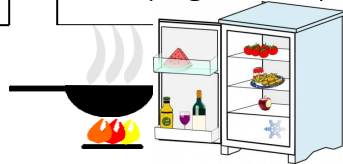
Spread by people  
Flu,.....  
Chickenpox



## BACTERIA



Reproduces  
Uncooked/  
decaying food



## FUNGI



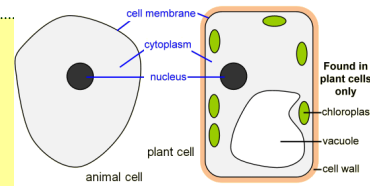
mould  
yeast  
athletes  
foot



MICROBES SURVIVE **WOMF**  
**W**armth **O**xygen **M**oisture **F**ood

Can be useful!  
Break down food  
Bacteria for yoghurt  
Decomposes leaves

# Animal and Plant Cells



**NUCLEUS** Controls activities of cell

**CYTOPLASM** Chemical processes take place here

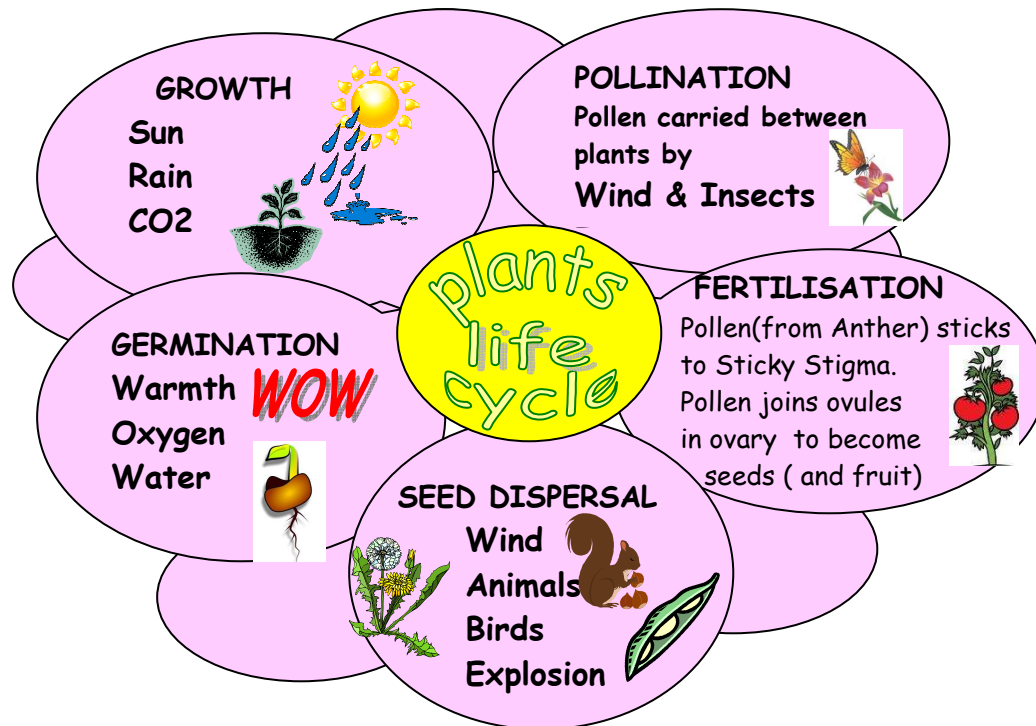
**CELL MEMBRANE** Controls movement of substances in and out of the cell

## Plant Cells only

**CELL WALL** Strengthens the cell

**CHLOROPLAST** Contains chlorophyll (for photosynthesis)

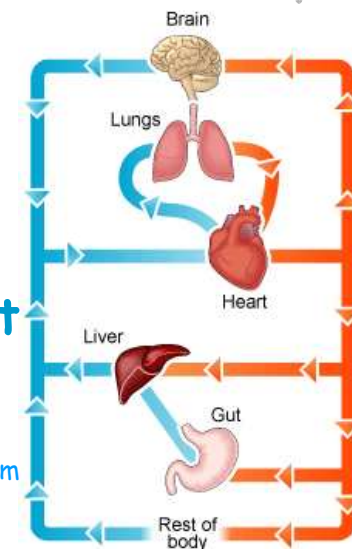
**VACUOLE** Contains cell sap



# The Circulatory System

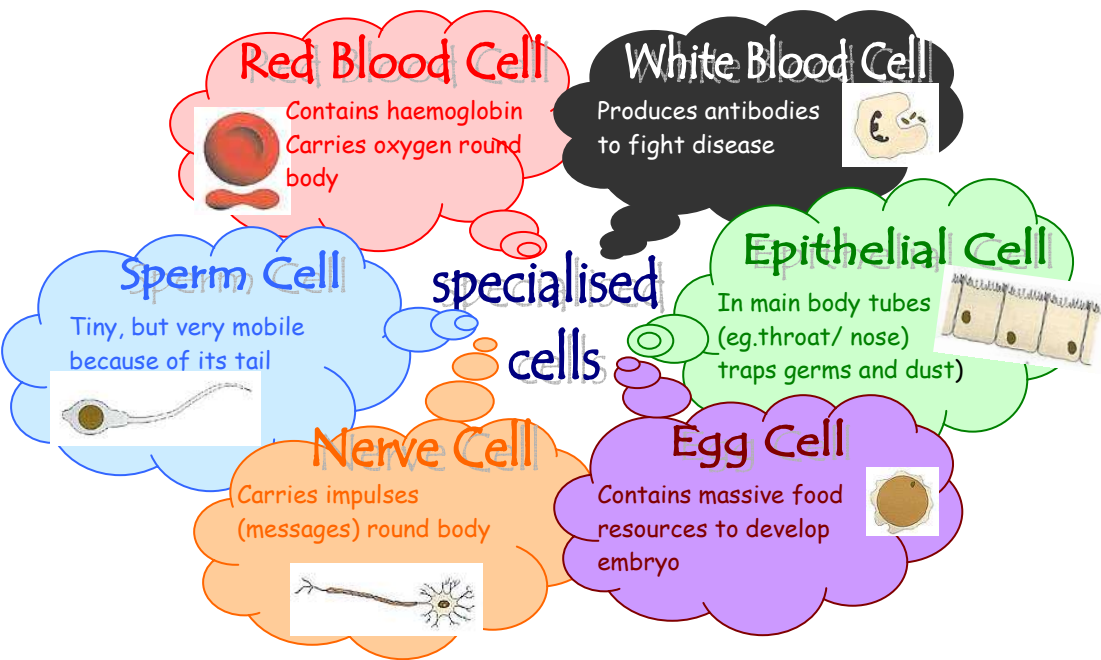
**VEINS**  
return blood  
to the heart

- Blood in veins
- Carries waste products away from cells
  - Is de-oxygenated
  - Under low pressure



**ARTERIES**  
take blood  
**AWAY**  
from the heart

- Arterial Blood
- Carries oxygen/nutrients to cells
  - Is oxygenated
  - Under high pressure



**Acid + Alkali → Salt + Water**

**Hydrochloric Acid + Sodium Hydroxide → Sodium Chloride + Water**

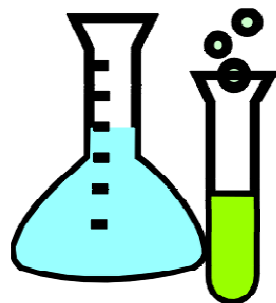


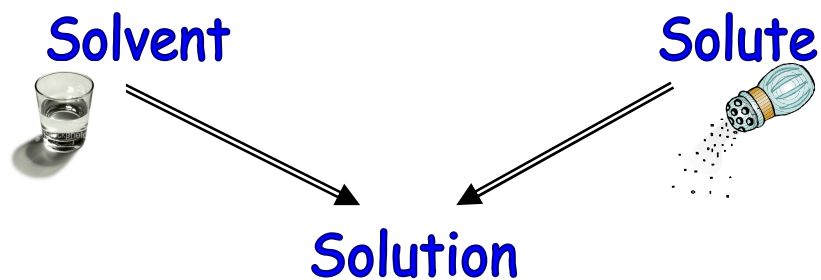
A bee sting is acid      Baking soda neutralises

A wasp sting is alkali use acid (Vasps)



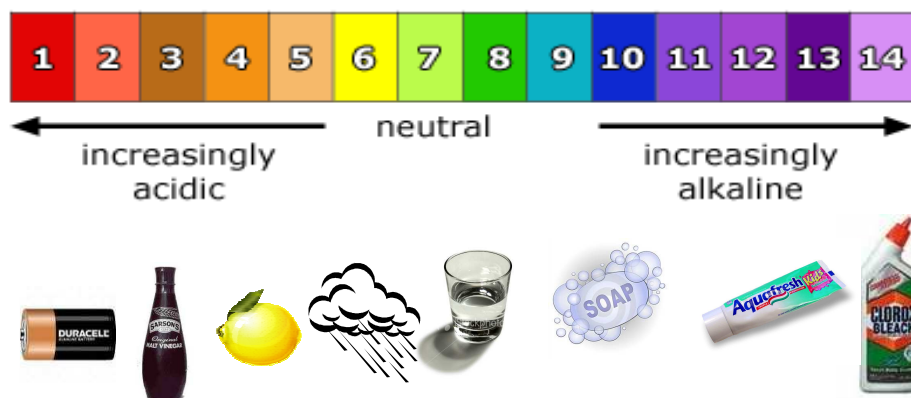
**SCIENCE**  
Revision cards





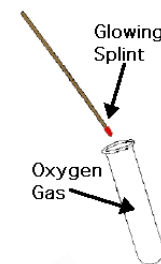
Soluble -----can dissolve  
 Insoluble -----can not dissolve  
 Saturated -----nothing more can dissolve  
 Suspension-----some bits do not dissolve  
 (eg muddy water)

## pH Scale



## Tests for Gases

Oxygen



Relights a glowing splint

Hydrogen

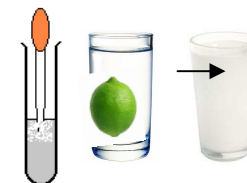


Squeak



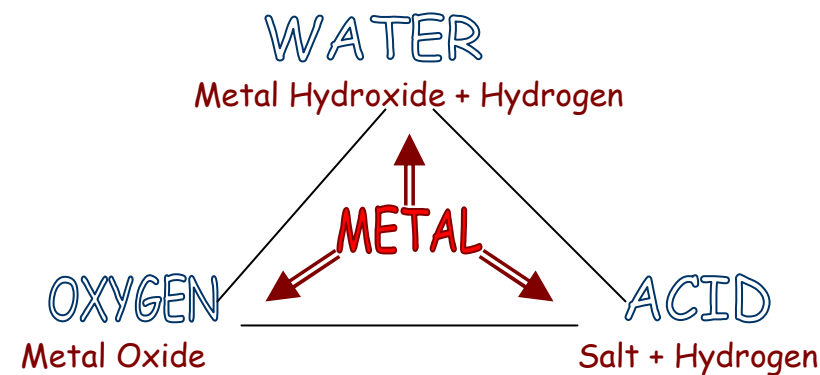
Squeaky pop

Carbon Dioxide



Turns lime water cloudy

## REACTION OF METALS



HYDROCHLORIC ACID produces CHLORIDE SALTS  
 SULFURIC ACID produces SULFATE SALTS  
 NITRIC ACID produces NITRATE SALTS

# The 7 Life Processes

**M** --- Movement



**R** --- Respiration

GLUCOSE + OXYGEN → ENERGY

**S** --- Sensitivity



**N** --- Nutrition



Getting rid of waste products

**E** --- Excretion

**R** --- Reproduction



**G** --- Growth



## Photosynthesis



CARBON  
DIOXIDE  
&  
WATER



Sunlight

Chlorophyll



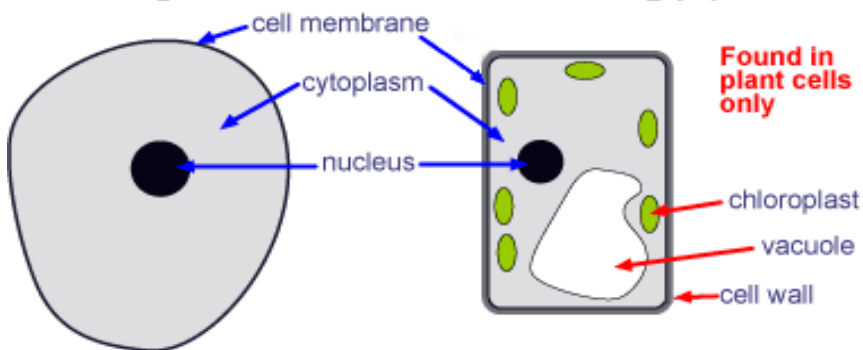
GLUCOSE  
&  
OXYGEN

## ANIMAL CELL

Found in both cells

## PLANT CELL

Found in plant cells only



Animal cell

Plant cell

## MITOCHONDRIA

Found in every cell

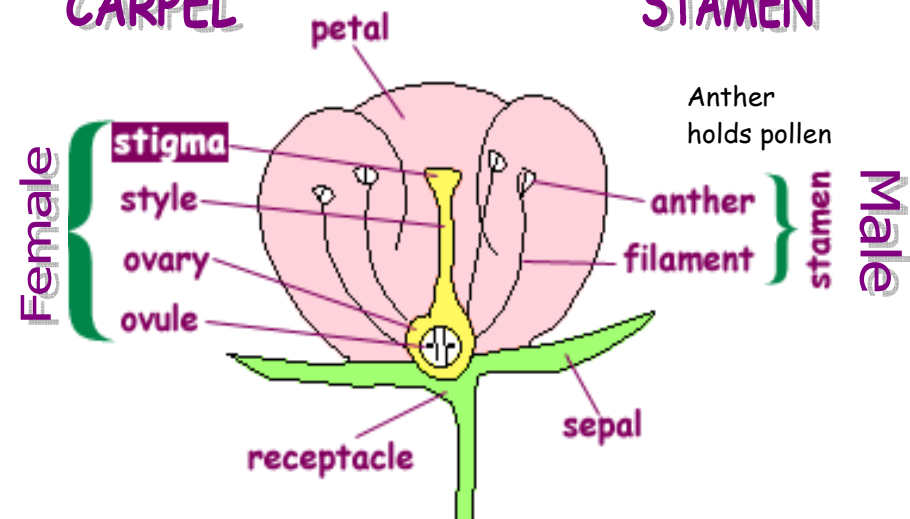
Smaller than chloroplasts & nucleus



## FLOWERS

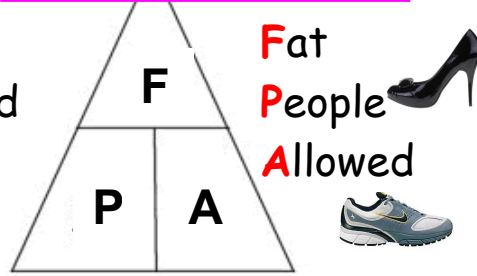
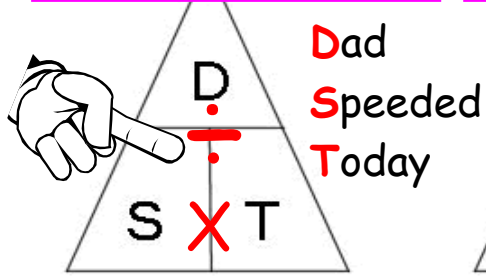
### CARPEL

### STAMEN



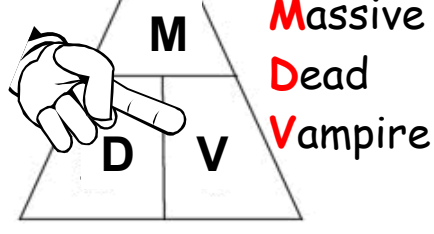
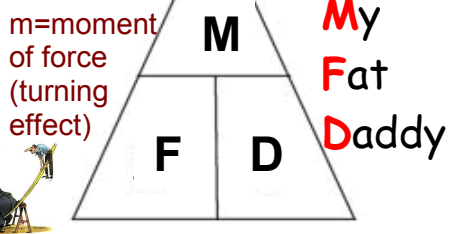
DISTANCE SPEED TIME

FORCE PRESSURE AREA



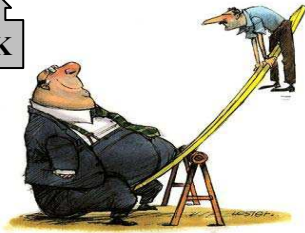
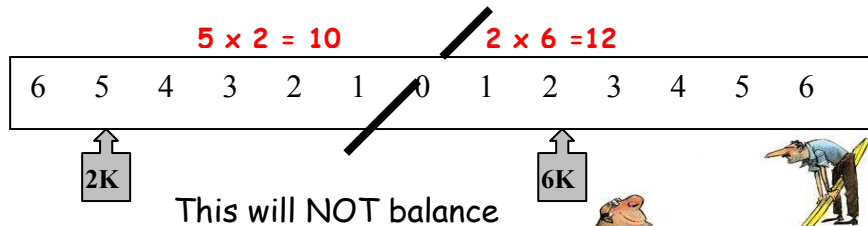
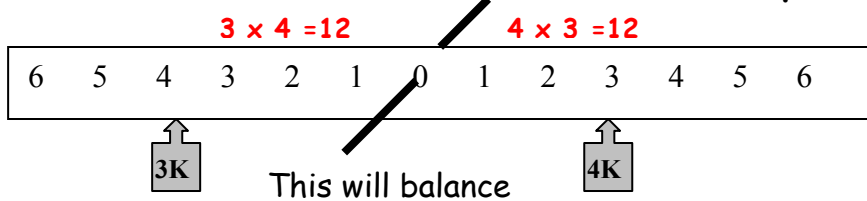
MOMENT FORCE DISTANCE

MASS DENSITY VOLUME

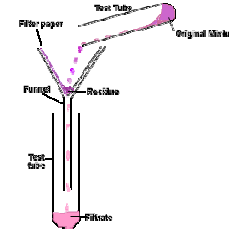


## Moment - turning force

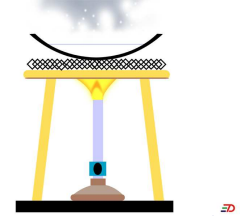
Moment = Force X Distance from pivot



## Filtration

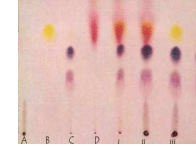


## Evaporation



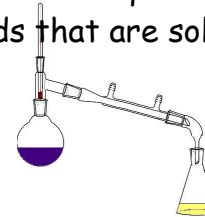
## Chromatography

Separates dyes



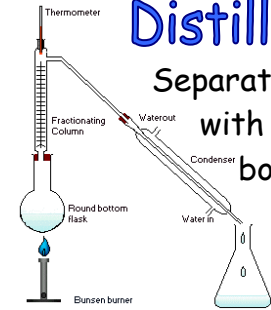
## Distillation

Separates liquids from solids that are soluble



## Fractional Distillation

Separates liquids with different boiling points



air and water



water no air



air no water

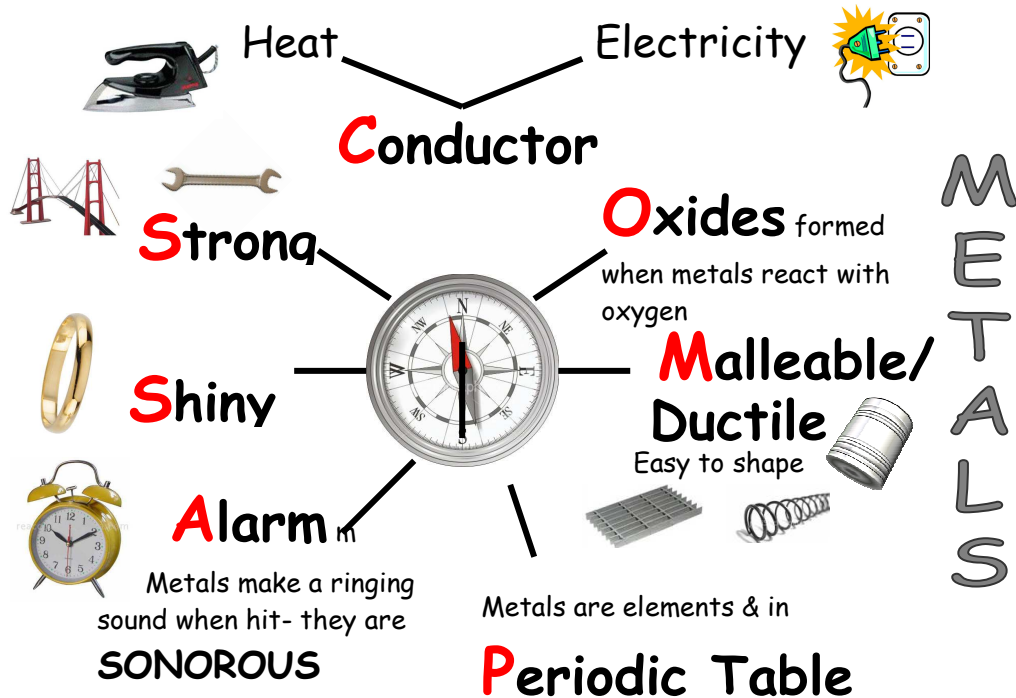
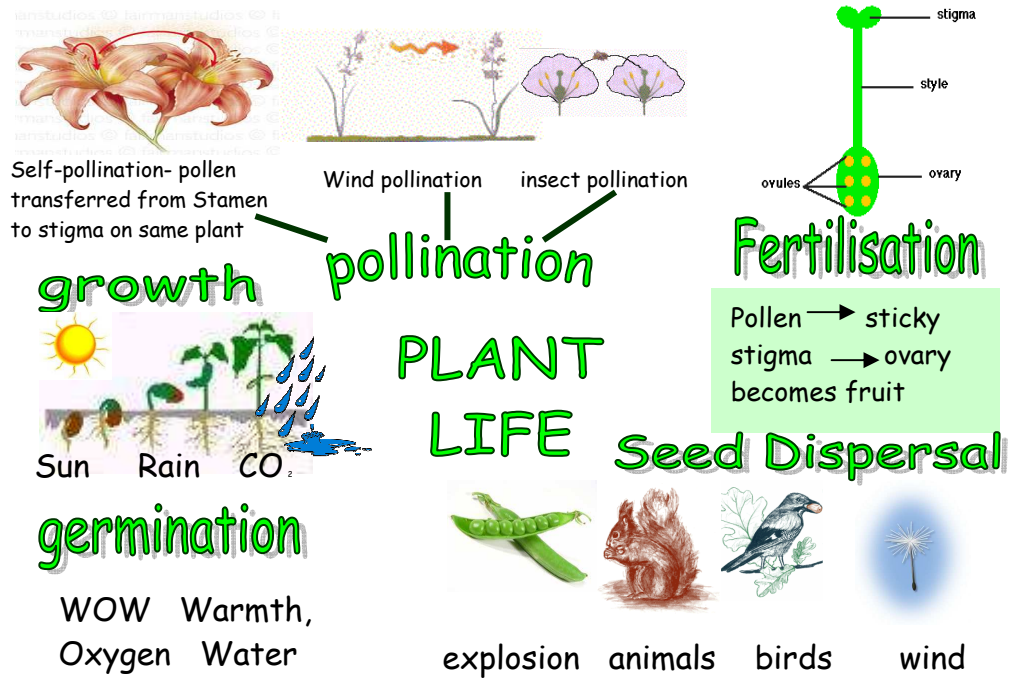
# Respiration

Turns food into Energy

Glucose  
&  
Oxygen



Carbon  
Dioxide  
&  
Water  
  
Energy



|                   |                     |                        |           |
|-------------------|---------------------|------------------------|-----------|
| REACTIVITY SERIES | VERY REACTIVE       | Professor Smith Called | POTASSIUM |
|                   |                     |                        | SODIUM    |
|                   |                     |                        | CALCIUM   |
|                   | FAIRLY REACTIVE     | Me A Zombie            | MAGNESIUM |
|                   |                     |                        | ALUMINIUM |
|                   |                     |                        | ZINC      |
|                   | NOT VERY REACTIVE   | I Left Class           | IRON      |
|                   |                     |                        | LEAD      |
|                   |                     |                        | COPPER    |
|                   | NOT AT ALL REACTIVE | Sucking Gum            | SILVER    |
|                   |                     |                        | GOLD      |



Energy cannot be made or destroyed, only transferred

- S** Sound
- H** Heat
- E** Electrical
- E** Elastic (mechanical potential)
- P** Potential (gravitational potential)
- C** Chemical
- M** Movement
- L** Light
- N** Nuclear

# Reactivity Series

P  
S  
C  
M  
A  
Z  
I  
L  
C  
S  
G

A metal higher in the series will displace a less reactive metal from its compound

eg: Potassium + Copper Sulphate

Potassium Sulphate + Copper

Magnesium + Copper Oxide

Magnesium Oxide + Copper

BUT Sodium Oxide + Copper NO CHANGE

## A Balanced Diet

|                                            |                                                                    |                                      |
|--------------------------------------------|--------------------------------------------------------------------|--------------------------------------|
| <b>PROTEIN</b><br><br><b>Growth Repair</b> | <b>CARBOHYDRATE</b><br><br><b>Energy</b>                           | <b>FATS</b><br><br><b>Energy</b>     |
| <b>VITAMINS</b><br><br><b>A B C D</b>      | <b>MINERALS</b><br><b>Calcium</b> teeth/bones<br><b>Iron</b> blood | <b>FIBRE</b><br><br><b>Digestion</b> |
|                                            | <b>WATER</b><br><b>75% of our body.</b>                            |                                      |

## Forces

Balanced Forces = no movement  
Unbalanced forces = change of speed/ direction

FORCES MAKE OBJECTS:

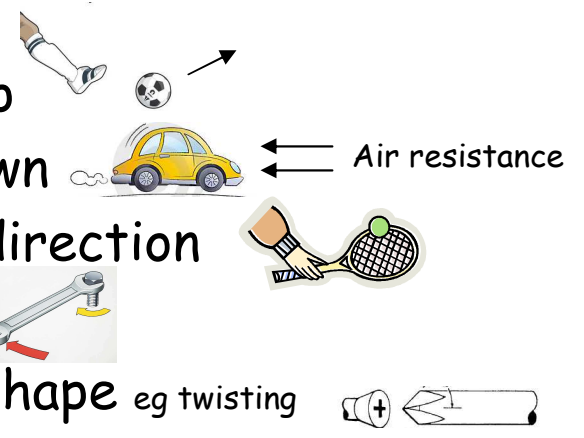
Speed up

Slow down

Change direction

Turn

Change shape eg twisting



Acid + Base → Salt + Water

Acid + Alkali → Salt + Water

Acid + Metal → Salt + Hydrogen

Acid + Carbonate → Salt + Water + Carbon Dioxide

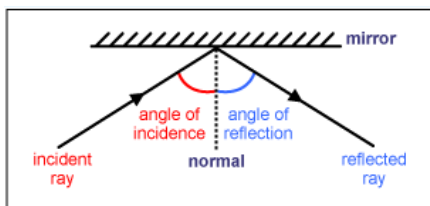
NOTE: BASES are the OXIDES & HYDROXIDES of metals

Sulfuric Acid → SULFATE salt

Hydrochloric Acid → CHLORIDE salt

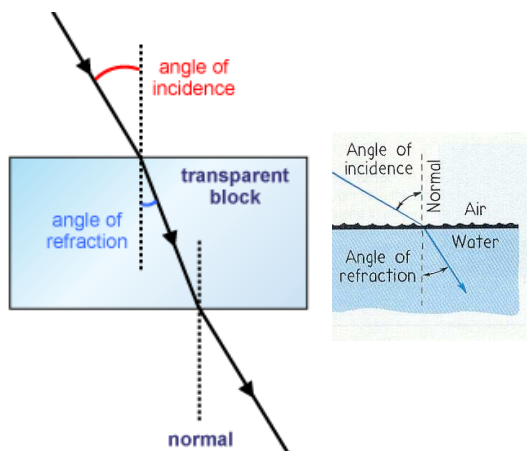
Nitric Acid → NITRATE salt

## Light



### LAW OF REFLECTION

Angle of Incidence =  
Angle of Reflection



### LAW OF REFRACTION

Light going to a more dense  
medium bends to the normal  
Light leaving it bends away  
from the normal

## Sound

ee ee ee  
ee ee



**FREQUENCY** (Hertz- Hz)

lots of vibrations per second = high  
frequency – a high pitch sound

few vibrations per second = low  
frequency - low pitch sound.

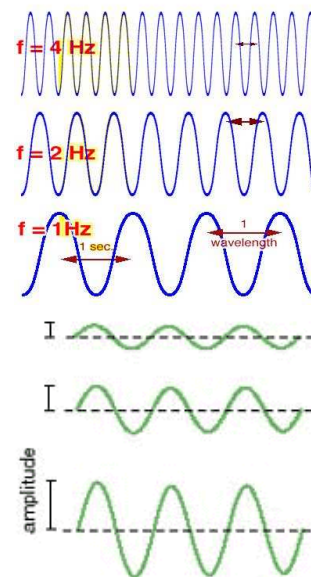
Mooo



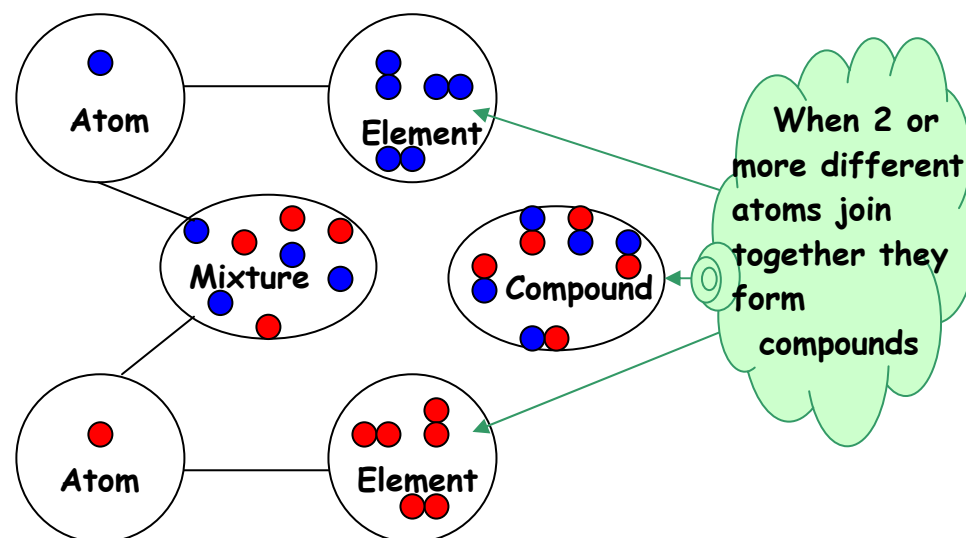
**AMPLITUDE** (Amps)

A tall wave is a loud sound

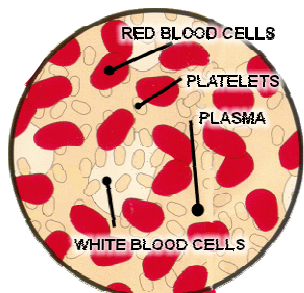
A short wave is a soft sound



## ATOMS, ELEMENTS & COMPOUNDS



# The 4 Parts of Blood



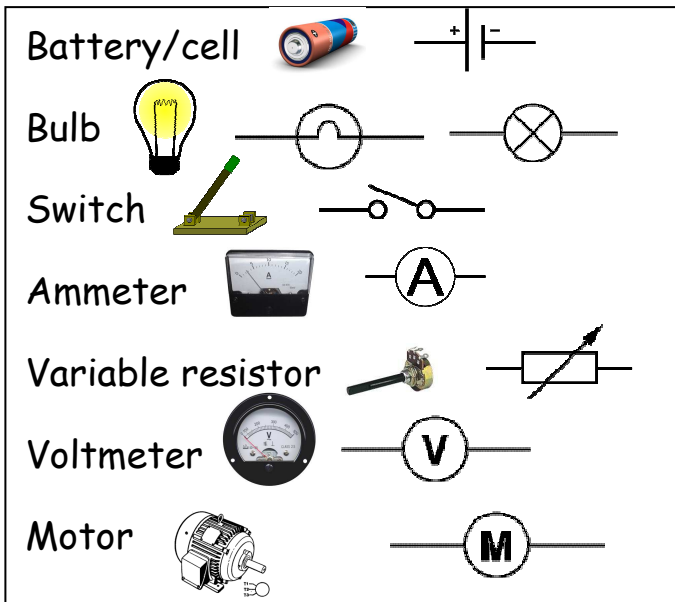
**Red Cells**  
**Carry Oxygen**

**WHITE CELLS** Kill invading microbes

**PLASMA**- liquid  
containing salt,  
sugar, proteins

**PLATELETS**-form  
clots to stop  
bleeding

# ELECTRICITY



# TRICKY WORDS

**Atom**

Smallest part of an element. Lots of the same atoms make an element.

**Molecule**

When atoms join together they form molecules

**Element**

A substance only made up of one type of atom

**Compound**

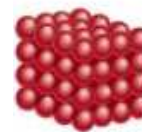
A substance made up of two or more elements

**Mixture**

A mixture of different elements or compounds (can be separated)

# PARTICLE THEORY

**Solids**



PARTICLES

Tightly packed  
In fixed position

**Liquids**



Packed closely  
Move around (in liquid)

**Gases**



Far apart  
Move around  
quickly (anywhere)