

Year 13 Mock Exam Revision Notes November 2022.

English:

- To practice the exam papers under timed condition. Exam papers will be on TEAMS.
- To practice analysing unseen skills by annotating unseen prose. You will find the extracts in the folder.
- Use the 'steps for unseen prose' and answer the essay questions on these extracts.
- Use your previous work in class to revise on how to answer these questions.
- Familiarise yourself with the AO's and how to meet them in your writing.
- Refer to the Ao2 booklet and the 'academic writing' booklet to use in your essay.
- To familiarise yourself with the poems in your anthology.
- To read the critical readings in your TEAMS folder.
- Work on your coursework. Remember the deadline for the final piece is in the last week of December. Email me with any concerns, drafts or things you want to discuss.

Media

Full Mock - 2 hours – Paper 1 Media Messages

Section A- News - Revise:

Guardian and Daily Mail

Language

Audiences

Industry

Representation

Theories and contexts

Section B – Media language and Representation – Revise:

Music Videos

Old Spice

Lucozade

Shelter

Maths:

Revision information can be found on MS Teams.

Chemistry:

You will be sitting two papers, both covering Year 12 content and Some year 13 content (to date of exam):

- Periodic table, elements and physical chemistry (Chapter 2-10, and 18-21)- Paper 1– (2hr15mins)
- Synthesis and Analytical techniques (Chapter 11-17 and Chapter 25+29) - Paper 2 – (1hr30mins)

Each question paper will contain multiple choice questions, short answer responses, some long answer responses and synoptic questions.

Revise chapters from the start of Year 12 to the time of your mock exam (that's all of the chapters in the textbook covered in class in the prior to the exam date).

For each chapter, you should be:

- Checking the OCR A Specification and the checklists.
- Referring to your handbook.
- Reviewing your notes.
- Completing exam questions and looking for areas of weakness that they need to focus on.
- Then checking mark schemes & examiner reports on the questions.
- Looking over previous AP exams & analysis to identify areas of weakness to focus on.
- Then consolidating notes and create mind maps, concept maps & flash cards for the content.

Biology:

You will be sitting two papers, both covering Year 12 content and Some year 13 content (to date of exam):

- Biological Process (Modules 1,2,3 and 5 (Ch13-17)- Paper 1– (2hr 15mins)
- Biological Diversity (Modules 1,2,4 (13-17) and 6) - Paper 2 – (1hr 30mins)

Each question paper will contain multiple choice questions, short answer responses, some long answer responses and synoptic questions.

Revise chapters from the start of Year 12 to the time of your mock exam (that's all of the chapters in the textbook covered in class in the prior to the exam date).

For each chapter, you should be:

- Checking the OCR A Specification and the checklists.
- Referring to your handbook.
- Reviewing your notes.
- Completing exam questions and looking for areas of weakness that they need to focus on.
- Then checking mark schemes & examiner reports on the questions.
- Looking over previous AP exams & analysis to identify areas of weakness to focus on.
- Then consolidating notes and create mind maps, concept maps & flash cards for the content.

Physics:

You will be sitting two papers, both covering Year 12 content and Some year 13 content (to date of exam):

- Modelling physics (AS+ Chapter 24-25)- Paper 1– (2hr 15mins)
- Unified concepts (AS + chapter 14-17, 24+25) Paper 2 – (1hr 30mins)

Paper 1 will have question paper will contain multiple choice questions, short answer responses, some long answer responses and paper 2 will have synoptic questions.

Revise chapters from the start of Year 12 to the time of your mock exam (that's all of the chapters in the textbook covered in class in the prior to the exam date).

For each chapter, you should be:

- Checking the OCR, A Specification and the checklists.
- Referring to your handbook.
- Reviewing your notes.
- Completing exam questions and looking for areas of weakness that they need to focus on.
- Then checking mark schemes & examiner reports on the questions.
- Looking over previous AP exams & analysis to identify areas of weakness to focus on.
- Then consolidating notes and create mind maps, concept maps & flash cards for the content.

Psychology:

Students please refer to MS Teams Revision folders for all revision booklets, and AO3 help sheets.

Unit 1 Paper. 2 hours.

- Social Influence, Memory, Attachment and Psychopathology

Unit 2 Paper. 2 hours.

- Approaches, Biopsychology and double Research Methods

Unit 3 Paper. 1 hour.

- Issues and Debates and Relationships.

Ensure you use revision notes and flash cards to help with memorising evidence for AO3.

· For evaluation, use the PERC technique and always refer to research. Ensure that you provide four evaluative points and insert at least two grenades for each topic. This will boost the holistic grade you get for essays.

· Go over your research methods folder and booklet.

· Practice extended writing questions that have been targeted for you!

Geography:

Paper 1: Tectonics and coasts

Paper 2: Regeneration and Globalisation

All revision material can be found MS Teams.

Sociology:

Students, please refer to MS Teams Revision folders for all revision materials including booklets, key sociologists and studies and AO3 help sheets.

Unit 1 Paper. 2 hours.

- Education

- Methods in context in Education

Unit 2 Paper. 2 hours.

- Families and Households

- Beliefs in society

Unit 3 Paper. 1 hour.

- Theory and Methods

- Please create mind maps, flash cards and essay plans from which you can do the most effective research
- Please focus on practicing all exam structures for the appropriate exam questions that will be presented for each paper including your PEEL's and NIPPETS

RE

3 exam paper
 2 hours each paper
 Units being assessed

Philosophy:

- Ancient philosophical influences
- Soul, mind and body
- Arguments based on observation
- Arguments based on reason
- Religious experience
- The problem of evil
- The nature or attributes of God

Ethics

- Natural law
- Situation ethics
- Kantian ethics
- Utilitarianism
- Euthanasia
- Business ethics

Meta-ethical theories

Christianity

- Augustine's teaching on human nature
- Death and afterlife
- Knowledge of God's existence
- The person of Jesus Christ
- Christian moral principles
- Christian moral action
- Religious pluralism and theology
- Religious pluralism and society
- Gender & society

History:

Paper 1–
 2 hours 15mins

Paper 2 –
 1 hour 30 minutes

Paper 3 –
 1 hour 30 minutes

In Search of the American Dream: the USA, c1917-96

- The changing political environment, 1917-80
- The quest for civil rights, 1917-80
- Society and culture in change, 1917-80
- The changing quality of life, 1917-80
- The impact of the Reagan presidency, 1981-96

India, c1914-48: the road to independence

- The First World War and its impact on British India, 1914-20
- Changing political relationships, 1920-30
- Consultation and confrontation, 1930-42
- The road to independence, 1942-48

Britain: losing and gaining an empire, 1763-1914

- The changing nature and extent of trade
- The changing nature of the Royal Navy

BTEC IT – Year 13

Y13 L3 IT SINGLE – Unit 1: 2hrs Written exam (Monday Periods 1-3)

Y13 L3 IT SINGLE – Unit 2: 6hrs Computer exam (spread into 2 days Wednesday Periods 5&6, Thursday 3-6,)

Y13 L3 DOUBLE – Unit 11: 9hrs Computer exam (spread into 4 days - week after single units; Monday 1.5hrs P6&7, Tuesday 3hrs – P3-P5, Wednesday P1-P4, P5)

Computer Science

Component 1

1.1 The characteristics of contemporary processors, input, output and storage devices

1.2 Software and software development

1.3 Exchanging data

1.4 Data types, data structures and algorithms

1.5 Legal, moral, ethical and cultural issues

Teacher will give more guidance in class.

A level

Paper 1:

Computer systems – 2 hour and 30 minutes

Paper 2:

Algorithms and programming – 2 hour and 30 minutes

Component 2

1. Elements of computation thinking

- Thinking abstractly

- abstractions and decomposition

- Thinking procedurally

- functions, procedures and parameters

- Thinking logically

2. Problem solving and programming

- Programming techniques

- Software development

3. Algorithms

- Bubble sort, insertion sort, binary search and linear search

- Pseudocode

- Queues and stacks

Teacher will give more guidance in class.

Economics

Paper 1:

Theme 1: Intro to markets and market failure

1.1 Nature of economics

- 1.1.1 Economics as a social science
- 1.1.2 Positive and normative economic statements
- 1.1.3 The economic problem
- 1.1.4 Production possibility frontiers
- 1.1.5 Specialisation and the division of labour
- 1.1.6 Free market economies, mixed economy and command economy

1.2 How markets work

- 1.2.1 Rational decision making
- 1.2.2 Demand
- 1.2.3 Price, income and cross elasticities of demand
- 1.2.4 Supply
- 1.2.5 Elasticity of supply
- 1.2.6 Price determination
- 1.2.7 Price mechanism
- 1.2.8 Consumer and producer surplus
- 1.2.9 Indirect taxes and subsidies
- 1.2.10 Alternative views of consumer behaviour

1.3 Market failure

- 1.3.1 Types of market failure
- 1.3.2 Externalities
- 1.3.4 Information gaps

1.4 Government intervention

- 1.4.1 Government intervention in markets
- 1.4.2 Government failure

Theme 3: Business behaviour and the labour market

3.1 Business growth

- 3.1.1 Sizes and types of firms
- 3.1.2 Business growth
- 3.1.3 Demergers

3.2 Business objectives

- 3.2.1 Business objectives

3.3 Revenues, costs and profits

- 3.3.1 Revenue
- 3.3.2 Costs
- 3.3.3 Economies and diseconomies of scale
- 3.3.4 Normal profits, supernormal profits and losses

Economics

Paper 2:

Theme 2: The UK Economy – Performance and Policies

2.1 Measures of economic performance

- 2.1.1 Economic growth
- 2.1.2 Inflation
- 2.1.3 Employment/Unemployment
- 2.1.4 Balance of payments

2.2 Aggregate demand (AD)

2.3 Aggregate supply (AS)

- 2.3.1 The characteristics of AS
- 2.3.2 Short-run AS
- 2.3.3 Long-run AS

2.4 National income

- 2.4.1 National income
- 2.4.2 Injections and withdrawals
- 2.4.3 Equilibrium levels of real national output
- 2.4.4 The multiplier

2.5 Economic growth

- 2.5.1 Causes of growth
- 2.5.2 Output gaps
- 2.5.3 Trade (business) cycle
- 2.5.4 The impact of economic growth

2.6 Macroeconomic objectives and policies

- 2.6.1 Possible macroeconomic objectives
- 2.6.2 Demand-side policies
- 2.6.3 Supply-side policies
- 2.6.4 Conflicts and trade-offs between objectives and policies

Theme 4: A Global Perspective

4.1 International economics

- 4.1.1 Globalisation
- 4.1.2 Specialisation and trade
- 4.1.3 Pattern of trade
- 4.1.4 Terms of trade
- 4.1.5 Trading blocs and the World Trade Organisation (WTO)
- 4.1.6 Restrictions on free trade
- 4.1.7 Balance of payments
- 4.1.8 Exchange rates
- 4.1.9 International competitiveness

4.2 Poverty and inequality

- 4.2.1 Absolute and relative poverty
- 4.2.2 Inequality

Paper 3:

All of the above

Fine Art Mock Exam Preparation

- Visit <https://www.studentartguide.com/> to see examples of best practice
- Visit <https://www.aqa.org.uk/subjects/art-and-design/as-and-a-level/art-and-design-7201/teaching-resources> to see how your work is assessed and examples of students' work
- Preparing composition plans and annotate your ideas and intentions based on '*Scenes of Daily Life*'
- Continue with sketchbook work to explore ideas around '*Scenes of Daily Life*'
- Practice sketching images to represent '*Scenes of Daily Life*' in your sketchbook
- Photograph your own '*Scenes of Daily Life*' to support development of ideas
- Annotate your sketchbook to express your ideas and links to artists, designers and craftspeople

Graphic Design Mock Exam Preparation

- Visit <https://www.studentartguide.com/> to see examples of best practice
- Visit <https://www.aqa.org.uk/subjects/art-and-design/as-and-a-level/art-and-design-7201/teaching-resources> to see how your work is assessed and examples of students' work
- Preparing storyboard and timeline for final animation
- Explore a wide range of character development for the animation showing different colour-ways, textures and expressions
- Continue with sketchbook work to explore ideas
- Annotate your sketchbook to express your ideas and links to artists, designers and animators

Product Design Mock Exam Preparation

- Visit <https://www.technologystudent.com/> to explore key terminology
- Use the interactive mobile app from Technology Student: https://technologystudent.com/despro_flash/mobapp1.html
- Use the E-textbook provided on Teams to create flashcards for key terminology and use images to illustrate the key words
- Carry out further research by searching the topics on YouTube, watch videos and make notes
- Continue with your NEA pages making sure you follow the iterative design cycle
- Practice your 3D CAD modelling skills using Sketchup and 2D Design
- Check green pen corrections on past paper completed
- Carry out further research by searching the topics on YouTube, watch videos and make notes

A Level Sports Science

Exercise Physiology	Socio-cultural	Sports psychology	Biomechanics
Joints, movements and muscles Types and functions of muscles Analysis of movement Motor units Muscle fibre types Cardiovascular and respiratory system at rest Cardiovascular and respiratory system at different intensities ATP Energy systems ATP resynthesis Recovery process Exercise at altitude Exercise in heat Diet and nutrition Ergogenic aids Aerobic training Strength training Flexibility training Periodisation Lifestyle diseases Injuries Injury prevention Rehabilitation	Evolution of modern sport Global sporting events Ethics and deviance in sport Commercialisation and media Routes to sporting excellence in the UK Modern technology in sport	Classification of skills Methods of practice Transfer of skills Theories of learning Stages of learning Guidance Feedback memory models Individual differences Group dynamics Goal setting Attribution Confidence and self-efficacy Leadership in sport Stress management	Biomechanical principles Levers Analytical technology Linear motion Angular motion Fluid mechanics Projectile motion