

Why am I learning a load of words?

- In your GCSE Geography exams 15% of your marks are for **Knowledge (AO1)**. For any questions asking about knowledge, the key terms are essential. If you don't know the term, you can't answer the question!
- Another 25% is for your **Understanding (AO2)**. In questions that are assessing your understanding the key terms need to be used in your explanations of why things have happened, or how they happen. You cannot show your understanding without using key terms in your answer!
- Another 35% of the marks are for making **Judgements (AO3)**. For example, if you are asked to assess which type of sea defence is the best one to put in a particular place you have to be able to explain not only why you chose a certain one, but also why you rejected other types. This means you need to know the key terms! In some of the judgement questions you will get spelling, punctuation and grammar (SPaG) marks. You cannot get all of these marks if you haven't used academic language!
- The last 25% of marks is for your **Skills (AO4)** doing things like using graphs and maps. If you are asked to find a particular feature on a map, you have to know about that feature!

How should I learn these words?

This is where you get to choose. Don't try to learn them all at once. A small batch at a time is best. Aim for about 20 minutes, a couple of times a week.

- Look, cover, write, check. You will have done something similar to this in primary when you learned a LOT of words.
- Flash cards. Some people prefer these. You can test yourself or get somebody else to test you. They don't have to be card, paper will do!
- Quizlet. I have put all of these key terms onto Quizlet. This can be accessed by phone, tablet, or computer. The link to the Quizlet is https://quizlet.com/_5x9sii (the gap is an underscore.)
- There are other flash card websites online. If you already use one that you prefer to Quizlet, that's fine, feel free to make your own set of cards using another website or app. Just making them will probably help you learn a lot of them, before you even start studying them.
- In lessons I will let you know which sections will be most useful to learn next, although they are already in order.

Waves	
1. Waves	Ripples in the sea caused by the transfer of energy from the wind blowing over the surface of the sea.
2. Fetch	The distance over which the wind has blown.
3. Swash	The movement of a wave up the beach after the wave has broken.
4. Backwash	The return flow of water down a beach after a breaking wave. Gravity means this is always at right-angles to the beach.

Weathering	
1. Freeze-thaw (mechanical weathering)	Water collects in cracks, freezes and expands making the crack bigger, thaws and waters seeps deeper into the rock.
2. Carbonation (chemical weathering)	Rainwater absorbs CO ₂ from the air making it slightly acidic, contact with some rocks causes a chemical reaction causing the rock to slowly dissolve.

Mass movement	
1. Slides	Material shifts in a straight line down a slope.
2. Slumps	Material shifts with a rotation.
3. Rockfalls	Material breaks up and falls down slope.

Erosion	
1. Hydraulic power	The power of the waves as they hit a cliff. Trapped air is forced into cracks in the rock eventually causing it to break up.
2. Abrasion	The sandpapering effect of eroded particles grinding over a rocky surface.
3. Attrition	Eroded particles in the water smash into each other and break into smaller fragments. Their edges also get rounded off as they rub together.

Transportation	
1. Traction	Large pebbles rolled along the seabed.
2. Saltation	A hopping or bouncing motion of particles too heavy to be suspended.
3. Suspension	Particles carried within the water.
4. Solution	Dissolved chemicals often derived from limestone or chalk.
5. Longshore drift	The zigzag movement of sediment along a shore caused by waves going up the beach at an angle and returning at right angles. This results in the gradual movement of beach materials along the coast.

Geology	
1. Discordant Coast	The coastline is made up of BOTH hard and soft rock. They are usually at right angles to the coast. Discordant coasts often produce headlands and bays.
2. Concordant Coast	Where the coastline is made up of hard and soft rock that run parallel to the coastline. This means the rock erodes at different rates. Concordant coasts often produce straighter coastlines.

Landforms of Erosion	
1. Headlands and bays	A rocky coastal promontory made of rock that is resistant to erosion; headlands lie between bays of less resistant rock where the land has been eroded back by the sea.
2. Cliff	A steep high rock face formed by weathering and erosion along the coastline.
3. Arch	A wave-eroded passage through a small headland.
4. Cave	A large hole in the cliff caused by waves forcing their way into cracks in the cliff face.
5. Stack	An isolated pillar of rock left when the top of an arch has collapsed.
6. Stump	Over time erosion reduces a stack to a smaller, lower stump.
7. Cove	A small sheltered bay that forms on concordant coastline.

Landforms of Deposition

1. Beach	The zone of deposited material that extends from the low water line to the limit of storm waves. .
2. Spit	A depositional landform formed when a finger of sediment extends from the shore out to sea, often at a river mouth. It usually has a curved end because of opposing winds and currents.
3. Bar	Where a spit grows across a bay, a bay bar can eventually enclose the bay to create a lagoon. Bars can also form offshore due to the action of breaking waves.

Hard engineering

1. Hard engineering	Man-made structures built to control the flow of the sea and reduce flooding and erosion.
2. Sea wall	A wall made out a hard material like concrete that reflects waves back to sea.
3. Gabions	Wire cages filled with rocks.
4. Rock armour	Boulders that are piled up along the coast.
5. Groynes	Wooden or stone fences that are built at right angles to the coast. They trap sediment transported by longshore drift.

Soft engineering

1. Soft engineering	Schemes set up using knowledge of the sea and its processes to reduce the effects of flooding and erosion.
2. Beach nourishment and Reprofiling	Sand and shingle from elsewhere that's added to the upper part of beaches.
3. Dune regeneration	Creating or restoring sand dunes be either nourishment, or by planting vegetation to stabilise the sand.

Managed retreat

1. Managed retreat	Involves removing current defences and allowing the sea to flood the land behind.
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