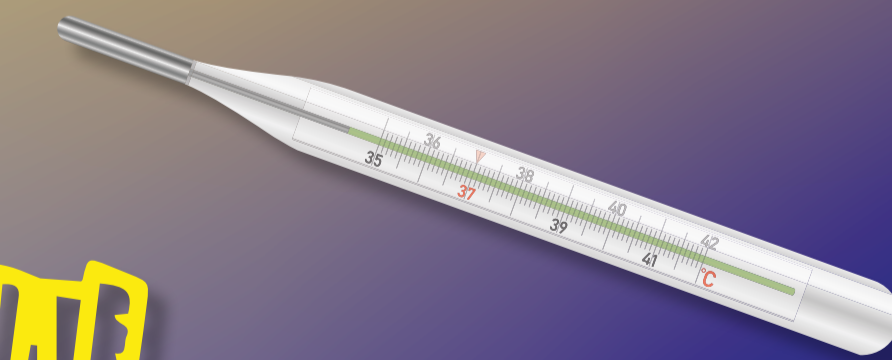
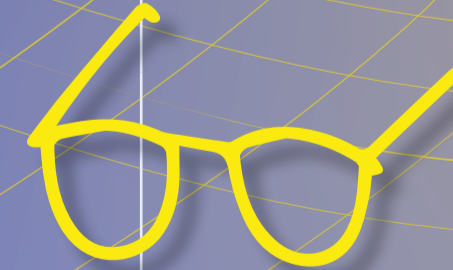
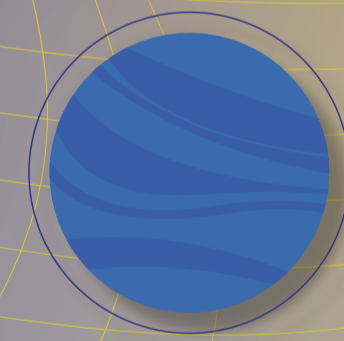
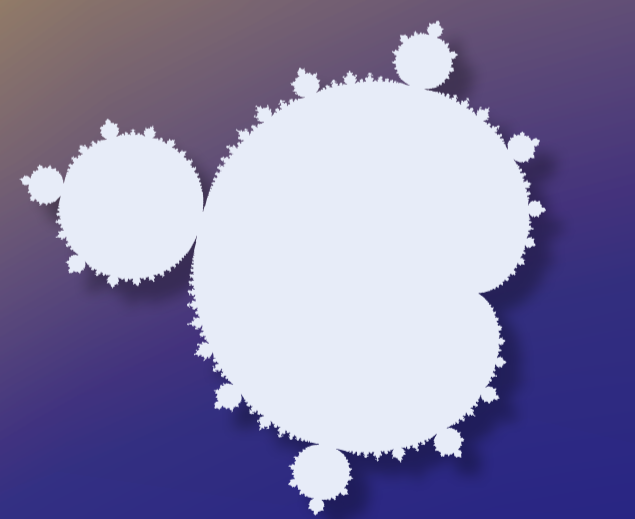
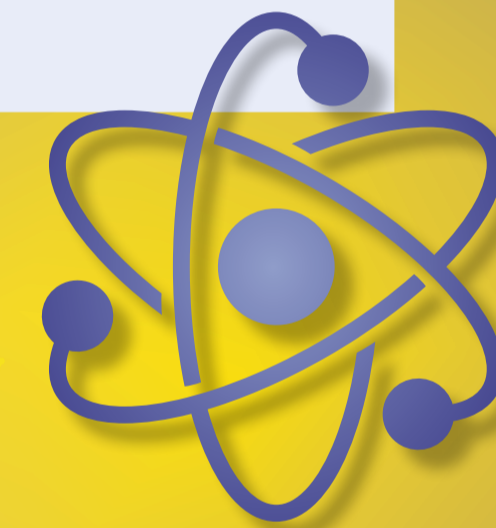
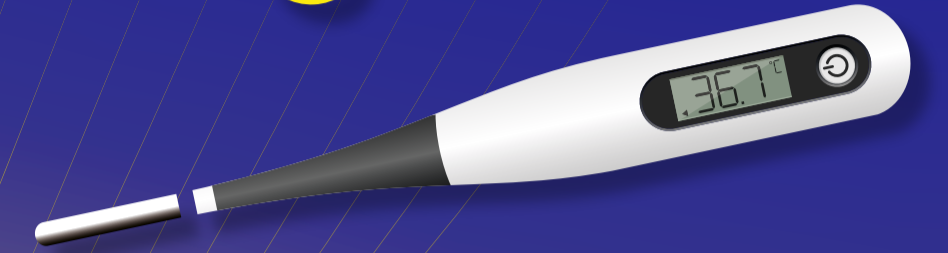
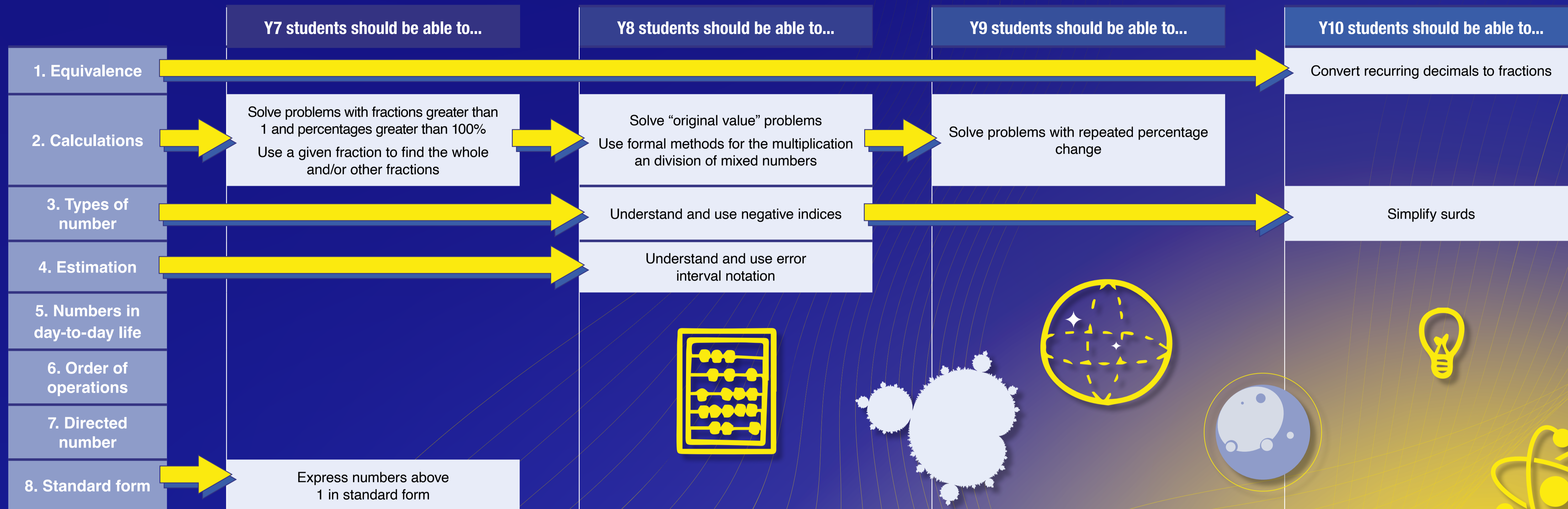


A Scheme – NUMBER

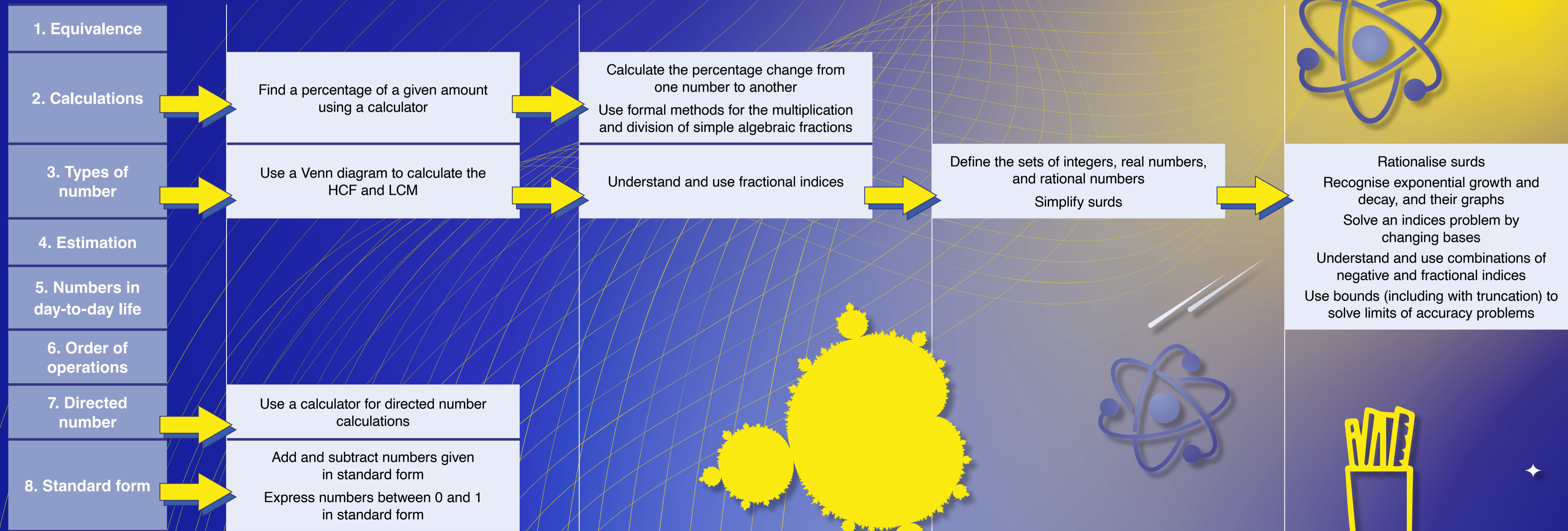
	Y7 students should be able to...	Y8 students should be able to...	Y9 students should be able to...	Y10 students should be able to...
1. Equivalence	<ul style="list-style-type: none"> Compare and order integers, fractions, and decimals Convert between improper fractions and mixed numbers Convert between simple fractions, decimals, and percentages Represent integers, fractions, and decimals on a number line 	<ul style="list-style-type: none"> Convert fluently between fractions, decimals, and percentages Express one number as a fraction of percentage of another 		
2. Calculations	<ul style="list-style-type: none"> Create equivalent fractions Find a fraction of a given amount Find a percentage of a given amount Represent any fraction as a diagram Simplify fractions Understand fractions as division Use a known calculation to perform a related calculation Use formal methods for the addition and subtraction of fractions Use formal methods for the addition, subtraction, multiplication, and division of integers and decimals 	<ul style="list-style-type: none"> Calculate fractions, decimals, and percentages of amounts, with or without a calculator Understand and use the reciprocal Use a decimal multiplier to find a percentage Use a decimal multiplier to increase or decrease a number by a percentage Use formal methods for the multiplication and division of improper fractions 	<ul style="list-style-type: none"> Calculate simple and compound interest, and depreciation Calculate the percentage change from one number to another Calculate wages and taxes Solve "original value" problems 	<ul style="list-style-type: none"> Calculate a repeated percentage change Solve "original value" problems
3. Types of number	<ul style="list-style-type: none"> Find common factors of a set of numbers, including the HCF Find common multiples of a set of numbers, including the LCM Identify prime, square, and triangular numbers Write a number as a product of its prime factors 			
4. Estimation	<ul style="list-style-type: none"> Round a number to 1 significant figure Round integers to the nearest power of ten Use estimation as a method for checking calculations 	<ul style="list-style-type: none"> Estimate the answer to a calculation using number sense Round a number to a given number of decimal places 		
5. Numbers in day-to-day life	<ul style="list-style-type: none"> Solve simple financial maths problems, including with bills and bank statements 	<ul style="list-style-type: none"> Solve problems involving time and the calendar 		
6. Order of operations	<ul style="list-style-type: none"> Understand and use the order of operations, including with directed number 			
7. Directed number	<ul style="list-style-type: none"> Use formal methods for the addition, subtraction, multiplication, and division of directed number 			
8. Standard form		<ul style="list-style-type: none"> Add and subtract numbers given in standard form Compare and order numbers in standard form Express any number in standard form Multiply and divide numbers given in standard form 		



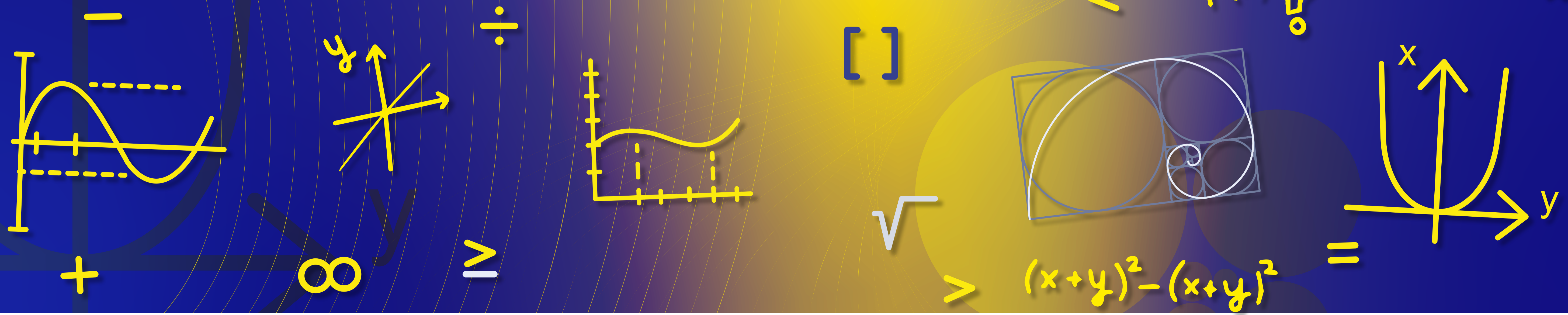
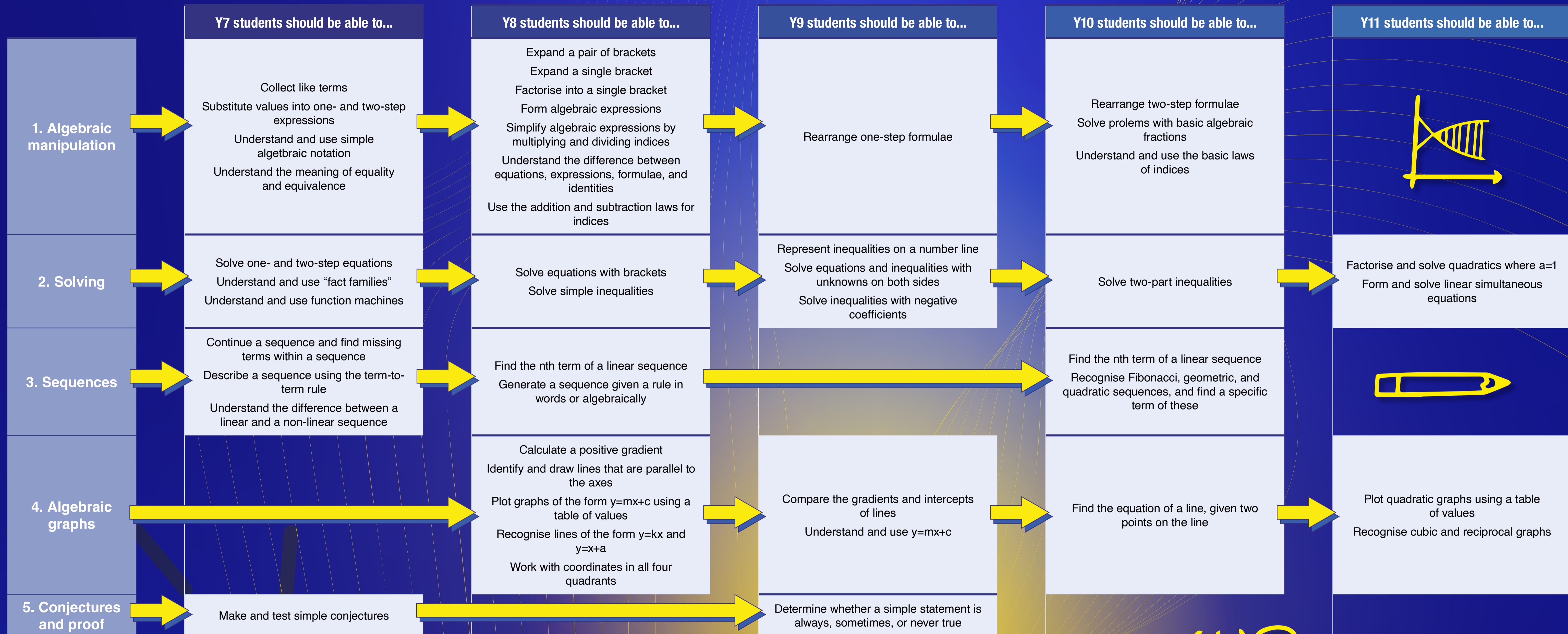
B Scheme – NUMBER



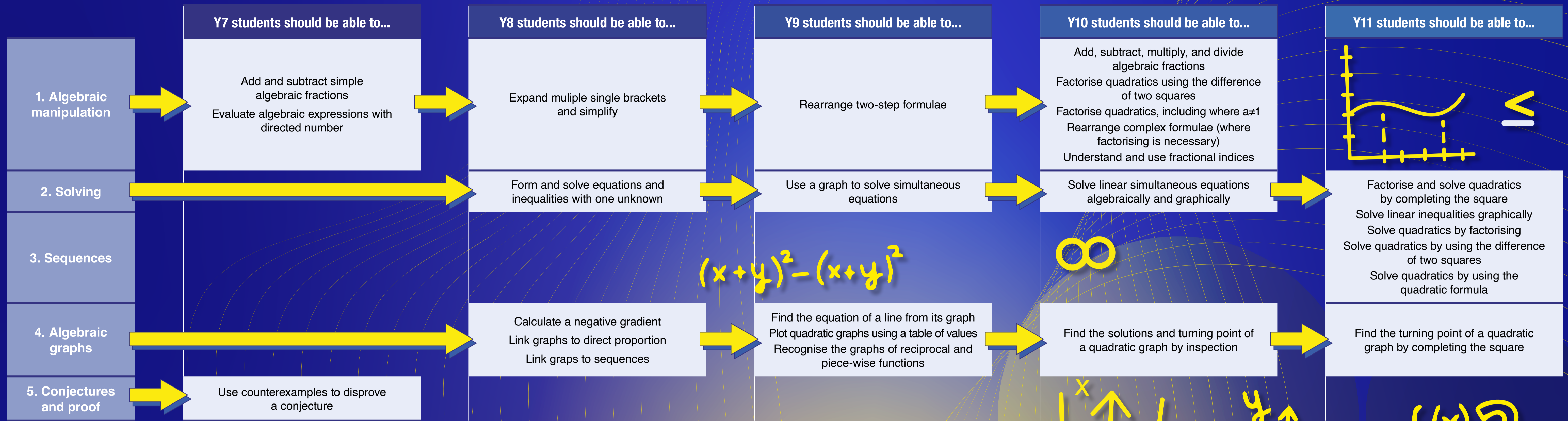
C Scheme – NUMBER



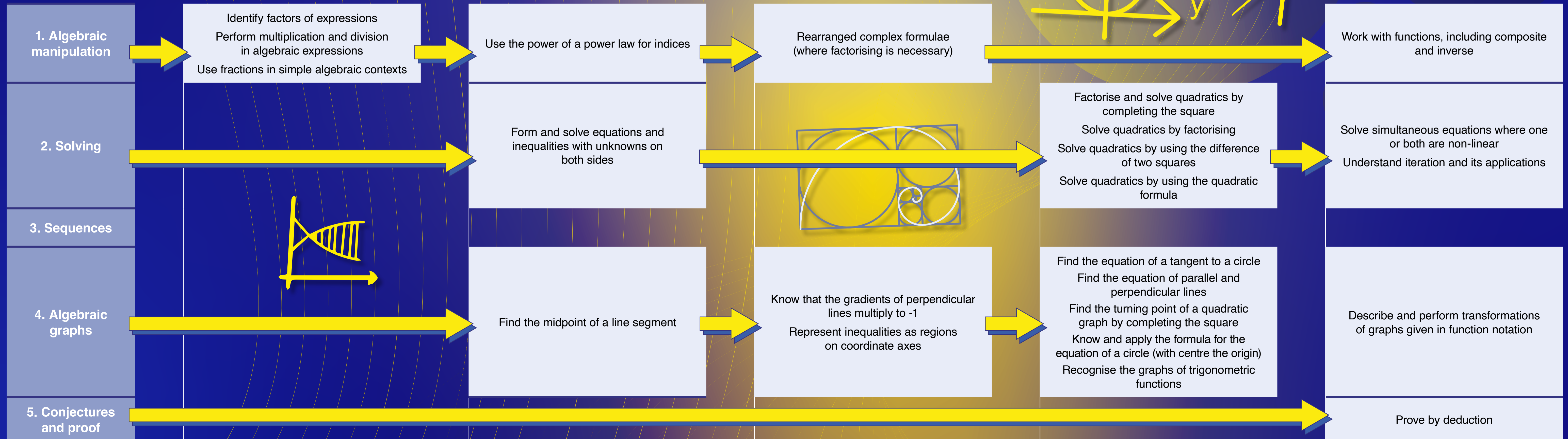
A Scheme – ALGEBRA



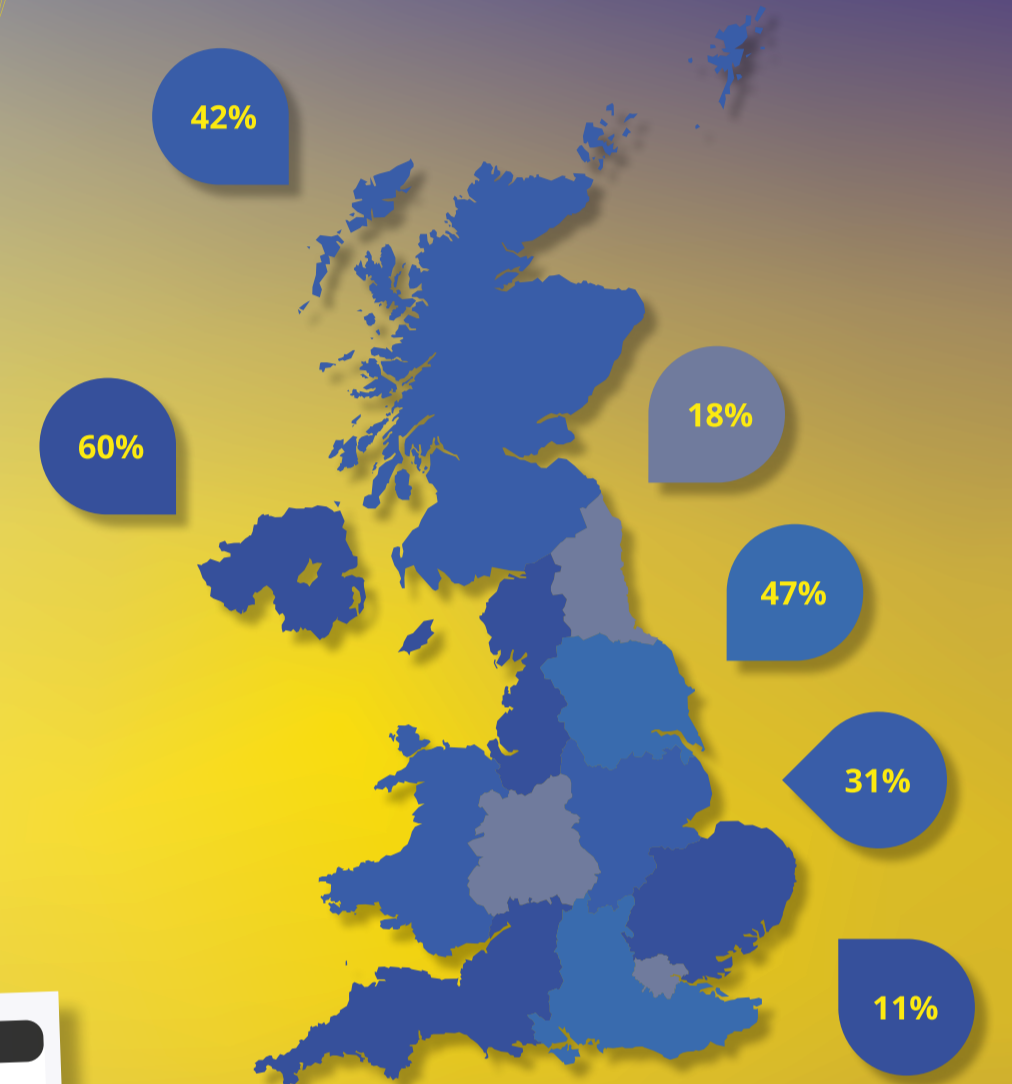
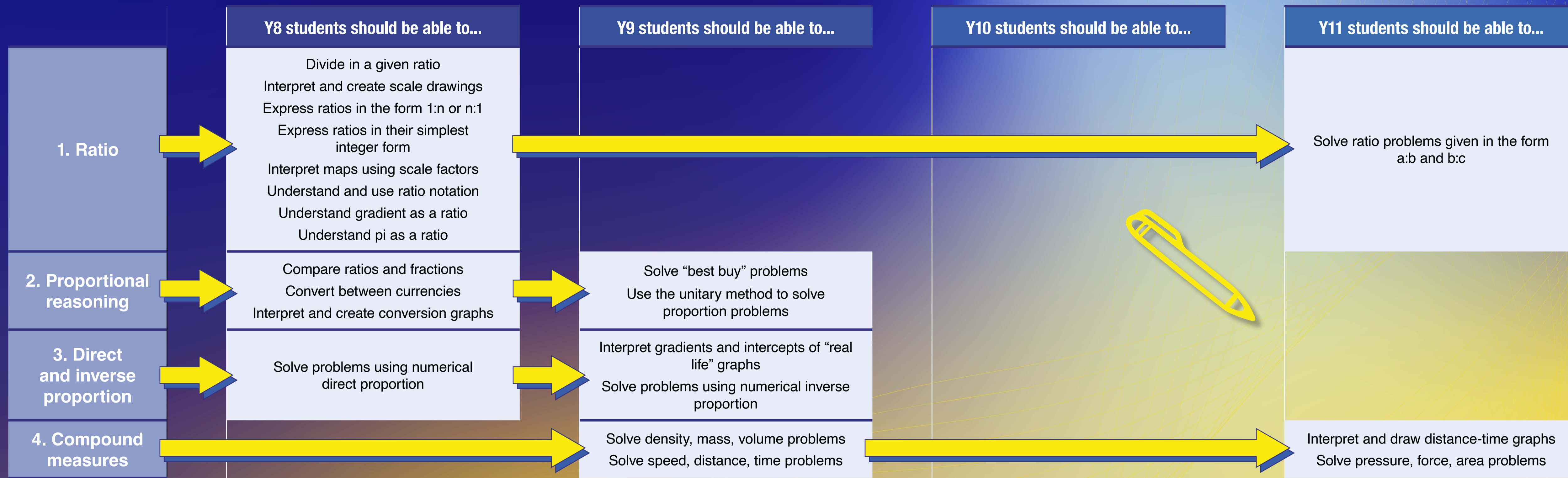
B Scheme – ALGEBRA



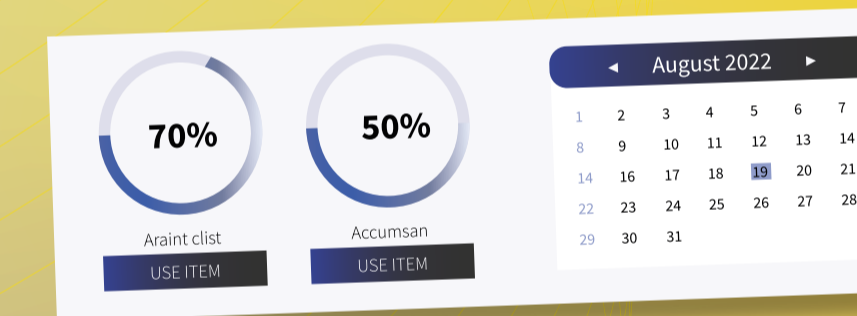
C Scheme – ALGEBRA



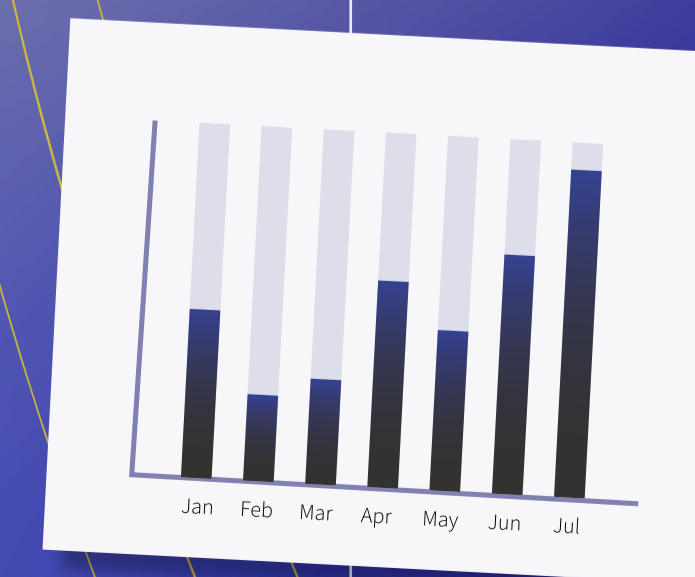
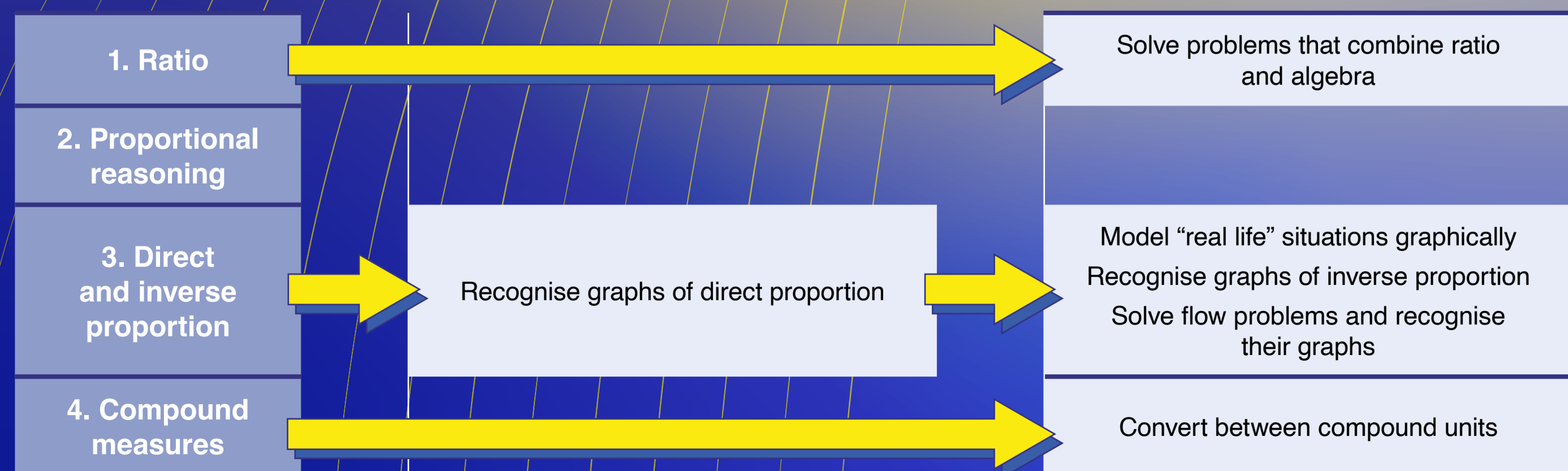
A Scheme – RATIO AND PROPORTION



B Scheme – RATIO AND PROPORTION

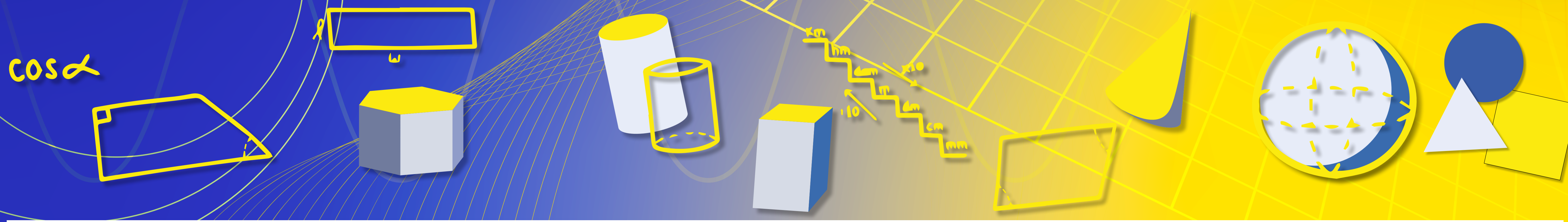


C Scheme – RATIO AND PROPORTION

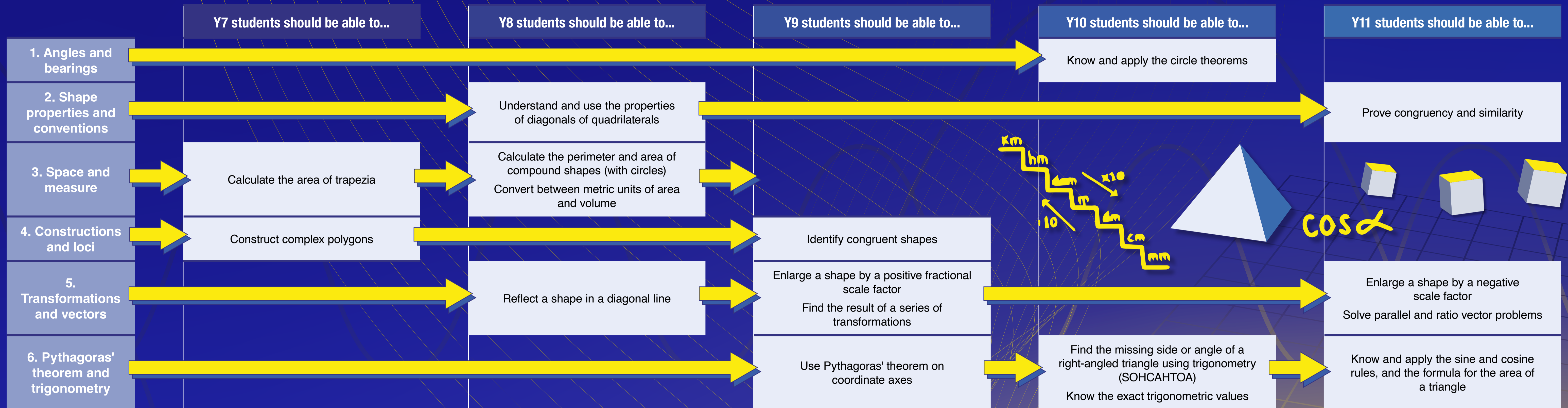


A Scheme – GEOMETRY AND MEASURE

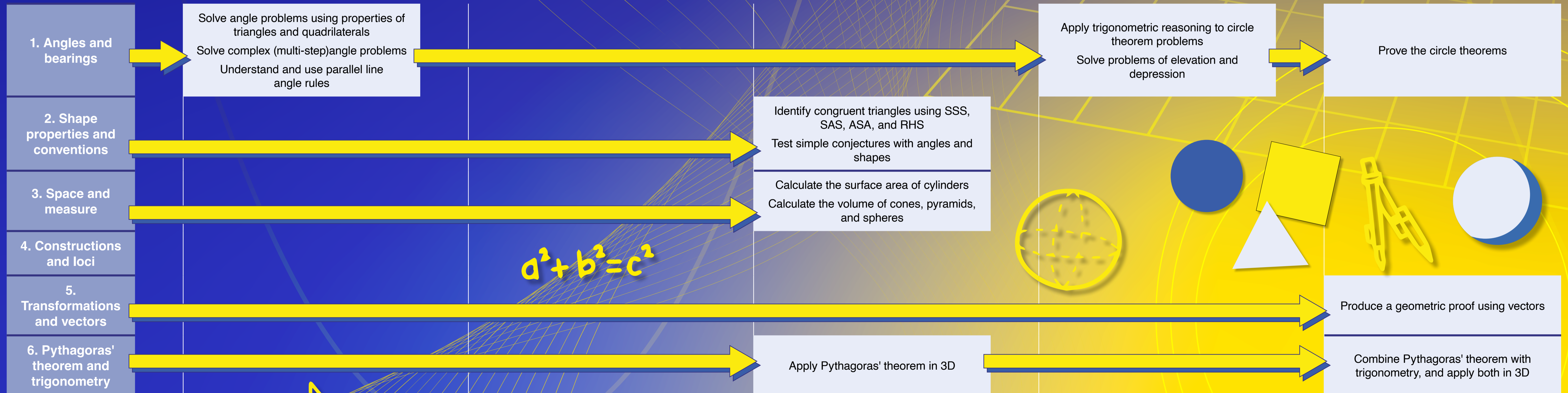
	Y7 students should be able to...	Y8 students should be able to...	Y9 students should be able to...	Y10 students should be able to...	Y11 students should be able to...
1. Angles and bearings	<ul style="list-style-type: none"> Classify angles Measure and draw angles Understand and use the equality of vertically opposite angles Understand and use the sum of angles at a point and on a straight line Understand and use the sum of angles in a triangle and in a quadrilateral 	<ul style="list-style-type: none"> Find the sum of the interior angles in any polygon Understand and use parallel line angle rules Use the sum of exterior angles of a polygon 	<ul style="list-style-type: none"> Solve angle problems in an algebraic context Solve complex (multi-step) angle problems 	<ul style="list-style-type: none"> Measure and draw bearings 	<ul style="list-style-type: none"> Identify congruent triangles using SSS, SAS, ASA, and RHS Test simple conjectures with angles and shapes
2. Shape properties and conventions	<ul style="list-style-type: none"> Identify parallel and perpendicular lines Identify polygons up to a decagon Recognise the different types of triangles and quadrilaterals Understand and use letter and labelling conventions in geometry 	<ul style="list-style-type: none"> Identify the parts of a circle Recognise line symmetry Understand and use the properties of special quadrilaterals 	<ul style="list-style-type: none"> Understand the language of faces, edges, and vertices 		
3. Space and measure	<ul style="list-style-type: none"> Calculate the area of rectangles, parallelograms, and triangles Calculate the perimeter of any shape Convert between metric units of lengths 	<ul style="list-style-type: none"> Calculate the area of circles Calculate the area of trapezia Calculate the circumference of circles Calculate the perimeter and area of compound shapes (without circles) Convert between metric units of weight and capacity 	<ul style="list-style-type: none"> Calculate the area of compound shapes (with circles) Calculate the surface area of cubes, cuboids, and triangular prisms Calculate the volume of cubes, cuboids, prisms, and cylinders 	<ul style="list-style-type: none"> Calculate the perimeter and area of sectors Calculate the surface area of prisms and cylinders Calculate the volume of pyramids, cones, and spheres 	
4. Constructions and loci	<ul style="list-style-type: none"> Construct SSS, SAS, and ASA triangles Measure and draw line segments 	<ul style="list-style-type: none"> Construct a perpendicular bisector of a line segment Construct an angle bisector 	<ul style="list-style-type: none"> Draw accurate nets of cuboids and other 3D shapes Draw plans and elevations of 3D shapes Find the locus equidistant from two points Find the locus of distance from a point, one straight line, and two straight lines 		
5. Transformations and vectors		<ul style="list-style-type: none"> Find missing lengths in similar shapes using scale factors Reflect a shape in a horizontal or vertical line 	<ul style="list-style-type: none"> Enlarge a shape by a positive integer scale factor Identify the order of rotational symmetry of a shape Rotate a shape about a point Translate a shape using a vector 		<ul style="list-style-type: none"> Find and describe the result of a series of transformations Perform simple vector arithmetic Represent a vector as a diagram Solve simple geometric problems with vectors
6. Pythagoras' theorem and trigonometry			<ul style="list-style-type: none"> Calculate any missing side in a right-angled triangle using Pythagoras' theorem Determine whether or not a triangle is right-angled using Pythagoras' theorem 	$a^2 + b^2 = c^2$	<ul style="list-style-type: none"> Find the missing side or angle of a right-angled triangle using trigonometry (SOHCAHTOA) Know the exact trigonometric values



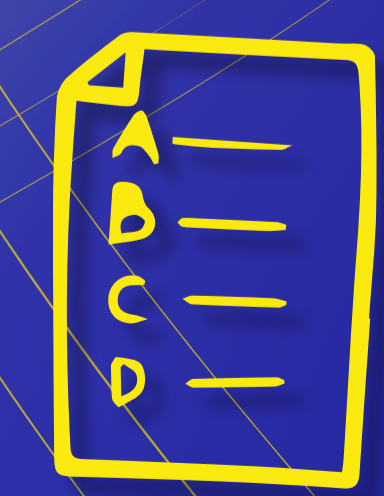
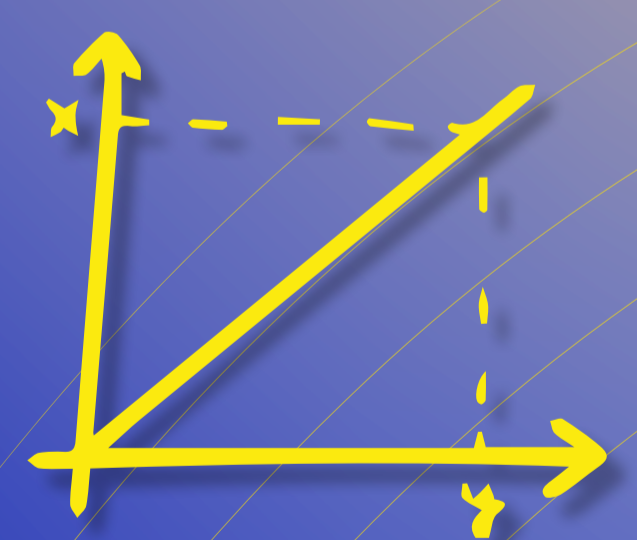
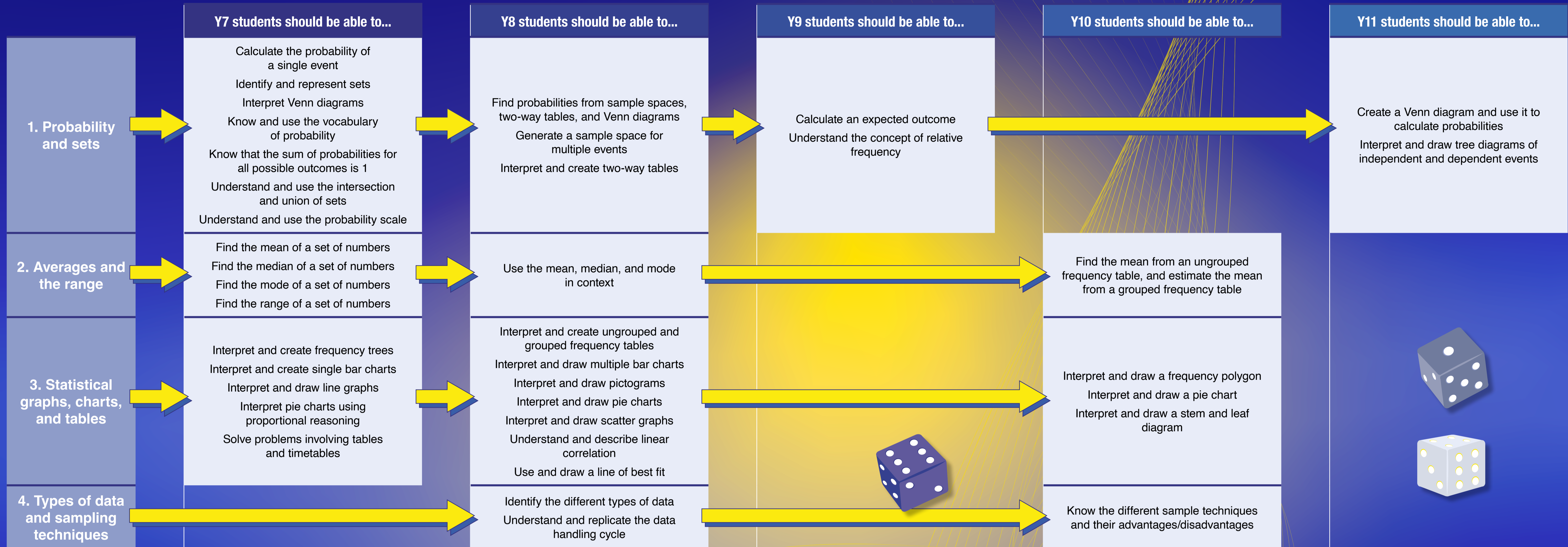
B Scheme – GEOMETRY AND MEASURE



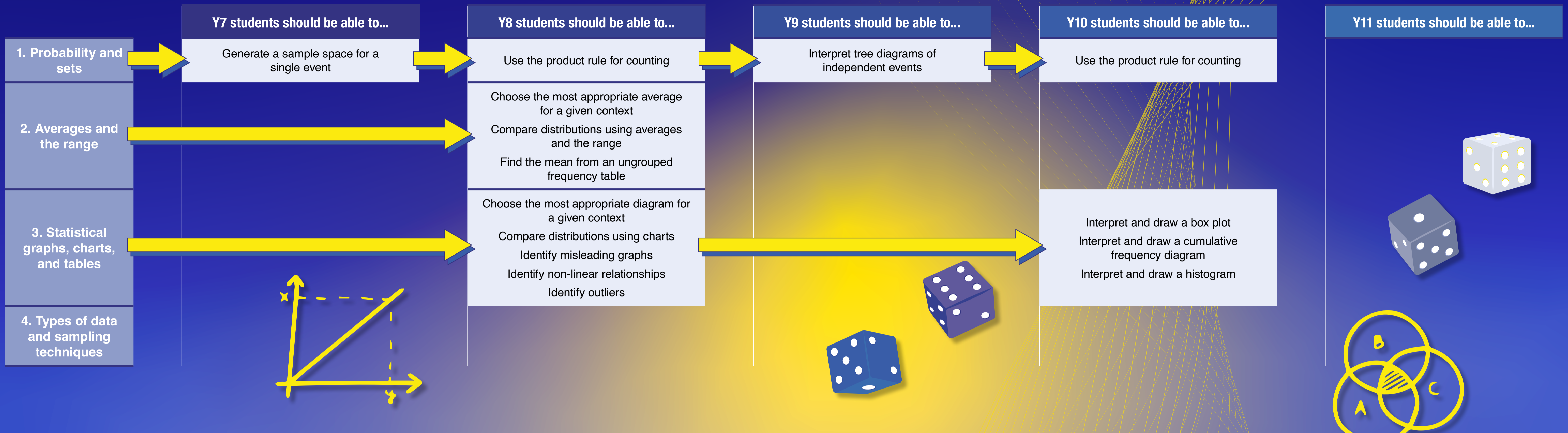
C Scheme – GEOMETRY AND MEASURE



A Scheme – STATISTICS AND PROBABILITY



B Scheme – STATISTICS AND PROBABILITY



C Scheme – STATISTICS AND PROBABILITY

