|  | Half term 1 | Half term 2 | Half term 3 | Half term 4 | Half term 5 | Half term 6 |
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| Key focus | Congruence, similarity and enlargement Trigonometry | Equations and inequalities Angles and bearings | Circles <br> Vectors <br> Ratios and fractions | Percentages and interest Probability | Data <br> Non-calculator methods Types of number and sequences | Indices and roots Manipulating expressions |
| Key knowledge and skills | - Identify similar and congruent shapes - Find missing lengths or angles in similar and congruent shapes <br> - Surface area and volume of similar 3D shapes <br> - Describe and carry out enlargements of shapes including with negative scale factors <br> - Use trigonometry to find missing lengths and angles in 2D shapes and 3D shapes <br> - Cosine rule <br> - Sine rule <br> - Area of a triangle <br> - Trigonometric graphs <br> - Use Pythagoras' theorem to find missing lengths | - Form and solve equations <br> - Form and solve inequalities <br> - Represent inequalities on a number line <br> - Draw straight line graphs <br> - Draw graphs of inequalities <br> Solve quadratic equations by factorising <br> - Form and solve simultaneous equations <br> - Draw and interpret scale diagrams <br> - Draw, measure and calculate bearings <br> - Use Pythagoras and trigonometry to solve bearings problems - Use sine and cosine rule to solve bearings problems | Area and circumference of a circle <br> - Area and perimeter of a sector <br> - Know and use circle theorems <br> - Work out volume and surface area of a cylinder, cone or sphere <br> - Surface area and volume of similar 3D shapes <br> - Understand vector notation <br> - Add vectors/ apply scalars <br> - Solve geometric problems involving vectors <br> - Understand parallel vectors <br> - Use vectors to construct proofs <br> - Link ratios and fractions <br> - Simplify ratios, including to the form 1:n or $\mathrm{n}: 1$ <br> - Share in a ratio <br> - Currency conversion <br> - Best buy <br> - Ratio in area and volume problems | - Convert between fractions, decimals and percentages - Calculate percentages of amounts, percentage increases and decreases - Express one number as a percentage of another <br> - Simple and compound interest <br> - Reverse percentages <br> - Iterative processes <br> - Work out the probability of an event <br> - Mutually exclusive events <br> - Sample space diagrams <br> - Relative frequency <br> - Probability trees <br> - Conditional probability | - Understand populations, samples and types of data - Construct a stratified sample <br> - Construct and interpret frequency tables, frequency polygons, two-way tables, line charts, bar charts, pie charts, time series graphs, stem and leaf diagrams, scatter graphs, cumulative frequency diagrams, box plots and histograms <br> - Work out averages from a list or table <br> - Use mental and written methods to add, subtract, multiple and divide <br> - Round and estimate calculations <br> - Solve financial maths problems <br> - Convert recurring decimals to fractions <br> - Understand and use surds <br> - Calculate upper and lower bounds <br> - Understand factors, multiples and prime numbers <br> - Express a number as a product of its prime factors - Describe and continue sequences <br> - Find the nth term of a linear or quadratic sequence - Continue sequences involving surds | - Calculate powers and roots <br> - Convert numbers to and from standard form <br> - Calculate with numbers in standard form <br> - Know and use index laws <br> - Work out fractional indices <br> - Simplify algebraic expressions <br> Add, subtract, multiply and divide algebraic fractions <br> - Form and solve equations and inequalities with fractions and algebraic fractions <br> - Use algebraic proof |

[^0]| Key words/ vocabulary | Similar, congruent, scale factor, enlarge, trigonometry, sine, cosine, tangent, opposite, adjacent, hypotenuse, Pythagoras | Solve, plot, factorise, simultaneous, intersection, scale, bearings | Radius, diameter, area, perimeter, circumference, sector, volume, surface area, cone, sphere, cylinder, vector, resultant, parallel, simplify, share | Fractions, decimals, percentages, compound, simple, interest, probability, mutually exclusive, independent, relative frequency, conditional | Population, sample, primary data, secondary data, stratified, frequency, cumulative frequency, frequency density, mean, median, mode, range, rational, irrational, bounds, factors, multiple, prime numbers, linear, geometric, quadratic | Square numbers, cube numbers, roots, standard form, simplify, prove |
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| Assessment method | Topic tests Exit tickets | Topic tests Exit tickets Assessment point 1 | Topic tests Exit tickets | Topic tests Exit tickets | Topic tests Exit tickets | Topic tests <br> Exit tickets <br> Assessment point 2 |
| Wider links | Congruent shapes and enlargements may be used in art | Bearings used in geography Solving equations will be used in science | Volume may be needed in science with mass and density calculations | Percentages may be used in science | Several parts of the data topic will overlap with areas of science/ geography | Standard form will be used for large/ small numbers in science |
| Enrichment opportunities | www.nrich.maths.org, STEM outreach team at the University of Leeds, Bletchley Park, Bank of England Museum, The Royal Observatory' LEGOLAND |  |  |  |  |  |
| Careers links | Pythagoras and trigonometry used in construction Jewellers and interior designers may work with congruent shapes to make patterns | Air traffic controllers use simultaneous equations to make sure two planes won't collide <br> Simultaneous equations are useful when working with loans or investments Air traffic controllers, automotive designers and surveyors, among others, work with angles <br> Pilots use bearings when navigating | Engineers need to be able to calculate volume <br> Painters calculate surface area to see how much paint they need Chemists use surface area to work out how quickly a substance will react A dentist uses surface area to determine the size of dental restorations | Those who work in finance work with interest Economists and meteorologists work with probability Video game designers work with probability Engineers work with vectors | Statisticians collect and analyse data | Scientists regularly work with very small objects and will use standard form for this |


[^0]:    "Perseverance produces character, and character, hope" (Romans 5:4)

