Subject: <b>Maths</b>	KS4 Curriculum	<b>Mapping</b>
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	Subject. Waters	K34 Curriculum Mapping
	Year 10 Foundation	Year 10 Higher
HT1	Calculations - Multiplying and divide a fraction by an integer, by a unit fraction and by a general fraction - Solve problems involving calculating with negative numbers Increase and decrease a number by a % using a decimal or fraction multiplier.  The number system - Convert improper and mixed fractions to decimals and percentages Estimate answers to check if an answer if of the correct size Use the answer to a given calculation to determine the answer to another.	Calculations -Solve problems involving repeated proportional or percentage changes, including compound interest -Represent repeated proportional change using a multiplier raised to a power.  The number system -Understand and use the difference between rational and irrational numbers -Simplify surds, rationalise the denominator and expand brackets involving surds.
HT2	Indices  - Write functions from words and diagrams using function notation and substitute in positive and negative integers, fractions and decimals  - Rearrange formulae expressed in algebraic form where the subject appears only once  - Use and understand prime decomposition for LCM and HCF.  Equations and formulae  - Expand the product of two linear expressions and simplify  - Factorise quadratic expressions by identifying a common factor  - Solve fractional equations and equations with unknowns on both sides using balancing correctly	Indices - Solve problems involving calculating with integer powers, roots and numbers in standard form - Check answers for correct order of magnitude - Use all necessary functions of a scientific calculator appropriately Equations and formulae - Solve linear inequalities in two variables and identify correct regions on a graph - Manipulate algebraic expressions including algebraic fractions, using expansion, factorising, rearranging and simplifying - Rearrange harder formulae including cases where the subject appears twice or a power of the subject appears.
HT3	Proportion  - Use equality of ratios to solve problems and represent ratios as linear equations and draw their graphs.  - Understand and use fractions, decimals and percentages as multipliers when calculating the original amount after a % change, including improper fractions.  Mensuration  - Derive, recall and use formulae for area and circumference of circles and parts of circles, using pi in exact calculations.  - Change freely between standard and compound units.  - Use compound measures e.g. speed and density.	Proportion -Understand direct and inverse proportion including reciprocal graphs -Form and use equations to solve word and other problems involving direct or inverse proportion including relating algebraic solutions to graphical representations of the equations.  Mensuration - Understand the difference between formulae for perimeter, area and volume by considering dimensions of formulae Solve a variety of problems involving Pythagoras' theorem and right angled trigonometry, including with bearings.
HT4	Graphs and sequences - Plot graphs of quadratic functions and identify their turning points, intercepts and lines of symmetry Understand y = mx + c represents a straight line and the effects of changing m and c, including interpreting the gradient as a rate of change and the y intercept as the starting value in a real life graph Use the intersection of graphs to solve linear simultaneous equations.  Transformations - Understand congruence in the context of reflections, rotations and translations Translate shapes by a given column vector and describe translations using vector notation.	Graphs and sequences  - Understand and use the gradient properties of parallel and perpendicular lines.  -Construct graphs of quadratic, cubic, circular and exponential functions  - Solve problems involving intersection of a line with a curve (including circles).  Transformations  - Calculate and represent graphically the sum of two vectors, the difference of two vectors and a scalar multiple of a vector  - Calculate the resultant of two vectors  - Understand and use the commutative and associative properties of vector addition  - Enlarge by any scale factor and understand the effect of enlargement on area and volume

#### **Angles Angles** - Solve problems using properties of angles, of - Solve problems involving angle facts for 2D shapes and parallel and intersecting lines, and of triangles between parallel lines and other polygons, justifying inferences and - Use the Circle Theorems and know and use their proofs explaining reasoning with diagrams and text INCLUDING alternate segment theorem, and problems involving - Derive the sum of angles in a triangle tangents meeting] - Use bearings to describe position and draw **Probability** given bearings. - Solve complex problems involving probability, including those requiring algebraic manipulation and complex conditional **Probability** - Solve probability problems involving theoretical probability. models and relative frequency and calculate - Interpret, connect and use multiple representations of outcomes including sample space diagrams, Venn diagrams and expected outcomes. - Construct tree diagrams and write the tree diagrams. probability on the branches. **Statistics Statistics** - Draw and interpret graphs including scatter - Use and interpret the median, inter-quartile range and range graphs. Know that correlation does not mean for discrete data presented in a frequency table, to include the drawing of box plots. - Identify modal class and median class and - Draw and interpret cumulative frequency tables and diagrams and box plots for grouped data; find the median, quartiles, estimate the mean of grouped data. - Draw conclusions from data and consider percentiles and interquartile range. outliers when drawing these conclusions. **Constructions Constructions** - Apply loci to spatial problems involving shapes and paths - Use straight edge and compasses to produce - Use straight edge and compasses to produce standard standard constructions including the midpoint constructions including the midpoint and perpendicular bisector and perpendicular bisector of a line segment, the of a line segment, the perpendicular from a point to a line, and

the bisector of an angle.

perpendicular from a point to a line, and the

bisector of an angle.

	Year 11 Foundation	Year 11 Higher
HT1	Calculations  - Use multipliers to solve problems involving repeated percentage change, compound interest and reverse percentages.  - Convert between fractions, decimals and percentages to find the most appropriate method to use in a calculation.  The number system  - Solve problems involving numbers expressed in standard index form with and without a calculator.  - Recognise that measurements given to the nearest whole unit may be inaccurate by up to half a unit in either direction.	Calculations  - Use iterative processes  - Understand and generate recursive sequences  - Set up solve and interpret Growth and Decay problems  The number system  - Identify the upper and lower bounds of measures provided to a given degree of accuracy  - Use upper and lower bounds to identify the range in values of a compound measure  - Use the product rule for counting.  - Use a formal algebraic method to convert a recurring decimal into a fraction.
HT2	Indices  - Understand that even powers and roots are always positive but odd can be positive or negative.  - Substitute values into complex expressions and formulae involving powers and roots  - Simplify algebraic expressions using multiplication and division of integer powers.  - Use algebraic manipulation skills to prove simple identities (using 2n and 2n+1 to represent odd and even numbers) and multiples.  Equations and formulae  - Factorise and solve quadratic expressions including the difference of two squares.  - Solve pairs of linear simultaneous equations through elimination and substitution.	Indices  Use fractional, negative and zero powers in simplifying numerical expressions, including using inverse operations  Solve equations involving indices and different bases and rearrange formulae where the subject is non-linear  Use algebraic manipulation skills to prove identities and form arguments (using 2n and 2n+1 to represent odd and even numbers)  Use fractional, negative and zero powers in simplifying numerical expressions, including using inverse operations  Solve equations involving Indices and different bases and rearrange formulae where the subject is non-linear.  Equations and formulae  Rearrange quadratic equations and solve by completing the square and using the quadratic formula  Use generalisations and algebraic proofs to solve problems  Manipulate algebraic fractions and solve related equations  Expand the product of more than two binomials  Solve equations with algebraic fractions  Solve a pair of simultaneous equations where one is quadratic or in the form x² + y² = r²  Solve quadratic inequalities  Deduce, use and interpret inverse and composite functions
HT3	Proportion - For problems involving direct and inverse proportion, write relationships and recognise graphs.  Mensuration - Know and use formulae for volume and surface area of all prisms, pyramids, spheres and cones, including frustums Investigate Pythagoras' theorem, using a variety of media, through its historical and cultural roots, including 'picture' proofs.	Proportion - Solve multi-stage geometric and algebraic problems using an understanding of proportionality.  Mensuration - Solve complex problems involving volume and surface area of pyramids, cylinders, cones, frustums and spheres - Solve problems involving sectors, arc lengths and segments, including those requiring complex algebraic manipulation and trigonometry

# **Graphs and sequences**

- Find gradient and intercept of line given in the form y = mx + c and other forms such as 3x + 2y = 12
- Find the equation of a line or the midpoint given two coordinates.
- Find the equation of a line from a single coordinate and the equation of a parallel line.
- Plot simple quadratic, cubic and reciprocal functions. Solve a quadratic by identifying its roots on a graph.

#### **Transformations**

- Recognise, visualise and construct enlargements using positive and fractional scale factors; identify the centre and scale factor of enlargement.
- Understand and use column vectors.
- Transform 2D shapes by a combination of reflection, rotation and translation including the use of vector notation.
- Describe the resultant image as a **single** transformation.

#### **Graphs and sequences**

- Find the nth term of a quadratic sequence
- Recognise and use geometric sequences (including common ratio of a surd)
- Locate turning points of a quadratic function by completing the square
- Apply the concept of instantaneous and average rates of change by looking at gradients of tangents and chords to a curve, including circles
- Interpret areas under graphs and gradients of graphs in real life contexts e.g. area under velocity-time graph is displacement
- Understand and use speed and acceleration calculations.

### **Transformations**

- Apply vector methods for simple geometric proofs
- Recognise when lines are parallel using vectors
- Recognise when three or more points are co-linear using vectors, vectors to show three or more points are collinear
- Transform the graph of any function f(x): f(x) + a, f(x + b), af(x) and f(ax) where a and b are integers
- Recognise transformations of functions and be able to express a transformed function in algebraic form
- Apply transformations to the graphs of sine and cosine functions.

#### **Angles**

- Explore the angle and side ratios of equilateral and isosceles right angles triangles.
- Use an understanding of similar shapes to find missing sides and angles within right angled triangles.
- Know exact values of sin cos tan 30 45 60 and 90.

### **Probability**

- Use Venn diagrams to solve problems with probability.
- Use tree diagrams to calculate probabilities of successive or combined events.
- Apply the AND/OR rule for combined or successive events.

# Angles

- Use the sine and cosine rules to solve 2-D problems
- Know and apply 1/2abSinC to any triangle.
- Solve multi-stage Trigonometric Problems
- Use trigonometric relationships in 3-D contexts, including finding the angles between a line and a plane
- Use the sine and cosine rules to solve 2-D and 3-D problems.

#### **Statistics**

- Draw and interpret histograms for grouped data
- Understand frequency density
- Identify seasonality and trends in time series, from tables or diagrams
- Interpret graphs modelling real situations
- Select a representative sample from a population using random and stratified sampling
- Criticise a range of sampling methods.

#### **Statistics**

- Select, construct and modify, on paper and using ICT suitable graphical representation to progress an enquiry including trends in time series and lines of best fit on scatter graphs.

## Constructions

Understand and use SSS, SAS, ASA and RHS condition to prove the congruence of triangles

- Use congruence to show that translations, reflections and rotations preserve length and angle.
- Use standard constructions to create a scale drawing.

Revision of all units and completion of past paper questions

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