

## KS3 Maths

Year 7 & 8	
Title	Content
Develop fluency	DF1: consolidate their numerical and mathematical capability from key stage 2 and extend their understanding of the number system and place value to include decimals, fractions, powers and roots
	DF2: select and use appropriate calculation strategies to solve increasingly complex problems
	DF3: use algebra to generalise the structure of arithmetic, including to formulate mathematical relationships
	DF4: substitute values in expressions, rearrange and simplify expressions, and solve equations
	DF5: move freely between different numerical, algebraic, graphical and diagrammatic representations [for example, equivalent fractions, fractions and decimals, and equations and graphs]
	DF6: develop algebraic and graphical fluency, including understanding linear and simple quadratic functions
	DF7: use language and properties precisely to analyse numbers, algebraic expressions, 2-D and 3-D
Reason mathematically	RM1: extend their understanding of the number system; make connections between number relationships, and their algebraic and graphical representations
	RM2: extend and formalise their knowledge of ratio and proportion in working with measures and geometry, and in formulating proportional relations algebraically
	RM3: identify variables and express relations between variables algebraically and graphically
	RM4: make and test conjectures about patterns and relationships; look for proofs or counter- examples
	RM5: begin to reason deductively in geometry, number and algebra, including using geometrical constructions
	RM6: interpret when the structure of a numerical problem requires additive, multiplicative or proportional reasoning
	RM7: explore what can and cannot be inferred in statistical and probabilistic settings, and begin to express their arguments formally



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Solve problems	SP1: develop their mathematical knowledge, in part through solving problems and evaluating the outcomes, including multi-step problems
	SP2: develop their use of formal mathematical knowledge to interpret and solve problems, including in financial mathematics
	SP3: begin to model situations mathematically and express the results using a range of formal mathematical representations
	SP4: select appropriate concepts, methods and techniques to apply to unfamiliar and non- routine problems
Number	N1: understand and use place value for decimals, measures and integers of any size
	N2: order positive and negative integers, decimals and fractions; use the number line as a model for ordering of the real numbers; use the symbols =, $\neq$ , <, >, $\leq$ , $\geq$
	N3: use the concepts and vocabulary of prime numbers, factors (or divisors), multiples, common factors, common multiples, highest common factor, lowest common multiple, prime factorisation, including using product notation and the unique factorisation property
	N4: use the 4 operations, including formal written methods, applied to integers, decimals, proper and improper fractions, and mixed numbers, all both positive and negative
	N5: use conventional notation for the priority of operations, including brackets, powers, roots and reciprocals
	N6: recognise and use relationships between operations including inverse operations
	N7: use integer powers and associated real roots (square, cube and higher), recognise powers of 2, 3, 4, 5 and distinguish between exact representations of roots and their decimal approximations
	N8: interpret and compare numbers in standard form A x 10n $1 \le A < 10$ , where n is a positive or negative integer or 0
	N9: work interchangeably with terminating decimals and their corresponding fractions (such as
	N10: define percentage as 'number of parts per hundred', interpret percentages and percentage changes as a fraction or a decimal, interpret these multiplicatively, express 1 quantity as a percentage of another, compare 2 quantities using percentages, and work with percentages greater than 100%
	N11: interpret fractions and percentages as operators
	N12: use standard units of mass, length, time, money and other measures, including with decimal quantities
	N13: round numbers and measures to an appropriate degree of accuracy [for example, to a number of decimal places or significant figures]

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	N14: use approximation through rounding to estimate answers and calculate possible resulting
	errors expressed using inequality notation a <x≤b< th=""></x≤b<>
	N15: use a calculator and other technologies to calculate results accurately and then interpret them appropriately
	N16: appreciate the infinite nature of the sets of integers, real and rational numbers
Algebra	A1: use and interpret algebraic notation, including: ab in place of $a \times b/3y$ in place of $y + y + y$
	and $3 \times y/a^2$ in place of $a \times a$ , $a^3$ in place of $a \times a \times a$ ; $a^2b$ in place of $a \times a \times b/\frac{A}{B}$ in place of $a \div b/a^2$
	coefficients written as fractions rather than as decimals/ brackets
	A2: substitute numerical values into formulae and expressions, including scientific formulae
	A3: understand and use the concepts and vocabulary of expressions, equations, inequalities, terms and factors
	A4: simplify and manipulate algebraic expressions to maintain equivalence by: collecting like terms/ multiplying a single term over a bracket/ taking out common factors/ expanding products of 2 or more binomials
	A5: understand and use standard mathematical formulae; rearrange formulae to change the subject
	A6: model situations or procedures by translating them into algebraic expressions or formulae and by using graphs
	A7: use algebraic methods to solve linear equations in 1 variable (including all forms that require rearrangement)
	A8: work with coordinates in all 4 quadrants
	A9: recognise, sketch and produce graphs of linear and quadratic functions of 1 variable with appropriate scaling, using equations in x and y and the Cartesian plane
	A10: interpret mathematical relationships both algebraically and graphically
	A11: reduce a given linear equation in two variables to the standard form y = mx + c; calculate and interpret gradients and intercepts of graphs of such linear equations numerically, graphically and algebraically
	A12: use linear and quadratic graphs to estimate values of y for given values of x and vice versa and to find approximate solutions of simultaneous linear equations
	A13: find approximate solutions to contextual problems from given graphs of a variety of functions, including piece-wise linear, exponential and reciprocal graphs
	A14: generate terms of a sequence from either a term-to-term or a position-to-term rule
	A15: recognise arithmetic sequences and find the nth term
	A16: recognise geometric sequences and appreciate other sequences that arise

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Ratio,	R1: change freely between related standard units [for example time, length, area,
proportion and	volume/capacity, mass]
rates of change	R2: use scale factors, scale diagrams and maps
	R3: express 1 quantity as a fraction of another, where the fraction is less than 1 and greater than 1
	R4: use ratio notation, including reduction to simplest form
	R5: divide a given quantity into 2 parts in a given part:part or part:whole ratio; express the division of a quantity into 2 parts as a ratio
	R6: understand that a multiplicative relationship between 2 quantities can be expressed as a ratio or a fraction
	R7: relate the language of ratios and the associated calculations to the arithmetic of fractions and to linear functions
	R8: solve problems involving percentage change, including: percentage increase, decrease and original value problems and simple interest in financial mathematics
	R9: solve problems involving direct and inverse proportion, including graphical and algebraic representations
	R10: use compound units such as speed, unit pricing and density to solve problems
Geometry & Measures	G1: derive and apply formulae to calculate and solve problems involving: perimeter and area of triangles, parallelograms, trapezia, volume of cuboids (including cubes) and other prisms (including cylinders)
	G2: calculate and solve problems involving: perimeters of 2-D shapes (including circles), areas of circles and composite shapes
	G3: draw and measure line segments and angles in geometric figures, including interpreting scale drawings
	G4: derive and use the standard ruler and compass constructions (perpendicular bisector of a line segment, constructing a perpendicular to a given line from/at a given point, bisecting a given angle); recognise and use the perpendicular distance from a point to a line as the shortest distance to the line
	G5: describe, sketch and draw using conventional terms and notations: points, lines, parallel lines, perpendicular lines, right angles, regular polygons, and other polygons that are reflectively and rotationally symmetric
	G6: use the standard conventions for labelling the sides and angles of triangle ABC, and know and use the criteria for congruence of triangles
	G7: derive and illustrate properties of triangles, quadrilaterals, circles, and other plane figures [for example, equal lengths and angles] using appropriate language and technologies
	G8: identify properties of, and describe the results of, translations, rotations and reflections applied to given figures

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	G9: identify and construct congruent triangles, and construct similar shapes by enlargement, with and without coordinate grids
	G10: apply the properties of angles at a point, angles at a point on a straight line, vertically opposite angles
	G11: understand and use the relationship between parallel lines and alternate and corresponding angles
	G12: derive and use the sum of angles in a triangle and use it to deduce the angle sum in any polygon, and to derive properties of regular polygons
	G13: apply angle facts, triangle congruence, similarity and properties of quadrilaterals to derive results about angles and sides, including Pythagoras' Theorem, and use known results to obtain simple proofs
	G14: use Pythagoras' Theorem and trigonometric ratios in similar triangles to solve problems involving right-angled triangles
	G15: use the properties of faces, surfaces, edges and vertices of cubes, cuboids, prisms, cylinders, pyramids, cones and spheres to solve problems in 3-D
	G16: interpret mathematical relationships both algebraically and geometrically
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