Number problems and isoning Place value and estimating	Have a firm grasp of place value and be able to order integers and decimals and use the four operations.		GRADE TO 9	
Number problems and asoning  Place value and estimating  HCF and LCM  Calculating with powers			,	
Number problems and isoning  Place value and estimating  HCF and LCM  Calculating with powers	Know integer complements to 10 and to 100, multiplication facts to 10 × 10, strategies for multiplying and dividing by 10, 100 and 1000.			
Place value and estimating  HCF and LCM  Calculating with powers	Have encountered squares, square roots, cubes and cube roots and have knowledge of classifying integers.  Multiply numbers in a similar format to questions later	3	6	Work out the total number of ways of performing a series of task
HCF and LCM  Calculating with powers	in the section. List possible outcomes from two events.	_	-	
HCF and LCM  Calculating with powers	Estimate the value of a square root.  Round numbers to a specified degree of accuracy.	3	4	Estimate an answer.  Use place value to answer questions.
	Apply the four operations.  Multiply prime factors together.	4	5	Write a number of the product of its prime factors.
•	List the factors of a number.  Work out simple powers.	3	5	Find the HCF and LCM of two numbers.  Use powers and roots in calculations.
	Apply the four operations.  Convert between fractions and decimals.	5	9	Multiply and divide using index laws.  Work out a power raised to a power.  Use negative indices.
Powers of 10 and standard	Use the laws of indices for positive indices.  Multiply by powers of 10 when the number is written	4	6	Use fractional indices. Write a number in standard form.
m	as an ordinary number and not an index.  Review different ways to divide by 10.		-	Calculate with numbers in standard form.
Surds	Use negative indices.  Review the meaning of the dot in the recurring notation.	7	8	Understand the difference between rational and irrational number
	Identify the missing multiple which practices the skills of searching for a perfect square factor.			Simplify a surd.  Rationalise a denominator.
algebra		3	7	nationalise a denominator.
	recall and use hierarchy of operations and understand inverse operations. Use a calculator for decimals and negative numbers.			
	Use index laws numerically. Use and interpret algebraic notation.			
	Recall the definitions of geometric and arithmetic sequences.			
Algebraic indices	and cubing and taking the cube root, are inverse operations.	4	7	Use the rules of indices to simplify algebraic expressions.
Expanding and factorising	Simplify algebraic terms, including using index notation.  Multiply a single term over a bracket.	3	7	Expand brackets.  Factorise algebraic expressions.
Equations	Find highest common factors.  Solve a simple equation expressed in words.  Solve simple algrebraic equations	3	6	Solve equations involving brackets and numerical fractions.  Use equations to solve problems.
Formulae	Find lowest common multiples.  Substitute values into a one-step formula.	3	6	Substitute numbers into formulae.
Linear coguences		2	Е	Rearrange formulae.  Distinguish between expressions, equations, formulae and identit  Find a general formula for the nth term of an arithmetic sequence
Linear sequences	Substitute values in a simple linear expression.	3	5	Determine whether a particular number is a term of a given arithmetic sequence.
Non-linear seguences	Write terms in a sequence given the nth term. Use a function machine to find outputs. Find the next term of given sequences	2		Solve problems using geometric sequences.
·	Identify arithmetic and geometric sequences.  Find the term-to-term rule for a sequence.	3	ь	Work out terms in Fibonnaci-like sequences.  Find the nth term of a quadratic sequence.
More expanding and torising	Recalling a square root.	4	7	Expand the product of two brackets.
T	Finding the factor pairs of small integers.			Use the difference of two squares.  Factorise quadratics of the form x2 + bx + c.
nterpreting and representing	Read scales on graphs, draw sireles, measure angles	2	5	
	and plot coordinates in the first quadrant.			
	Use inequality notation. Find midpoint of two numbers.			
Statistical diagrams 1	Find the range, mean, median and mode of a data set.  Work out mode, median and range from a list of numbers.	2	4	Construct and use back-to-back stem and leaf diagrams.
Time series	Identify trends by noticing whether sequences of numbers increase, decrease or oscillate.	3	3	Construct and use frequency polygons and pie charts.  Plot and interpret time series graphs.
Scatter graphs	Recognise when a line has a positive, negative or zero gradient.	3	4	Use trends to predict what might happen in the future.  Plot and interpret scatter graphs.
Line of best fit	Plot points on a coordinate grid, and identify points that do not lie on a straight line. Understand and be able to define the meaning of	3	4	Determine whether or not there is a linear relationship between t variables. Draw a line of best fit on a scatter graph.
Averages and range	correlation. Read values from graphs. Find the range of a list of numbers.	3	5	Use the line of best fit to predict values.  Decide which average is best for a set of data.  Estimate the mean and range from a grouped frequency table.
Statistical diagrams 2	Find the midpoint of two numbers.  Use subtraction to find missing values.	3	3	Estimate the mean and range from a grouped frequency table. Find the modal class and the group containing the median.  Construct and use two-way tables.
ractions, ratio and	Draw a pie chart.	3	7	Choose appropriate diagrams to display data. Recognise misleading graphs.
rcentages	Know the four operations of number.	3	,	
	Have a basic understanding of fractions as being 'parts of a whole'.			
Fractions	Use ratio notation, and to write a ratio in its simplest form. Identify unit fractions, improper fractions and mixed	3	5	Add, subtract, multiply and divide fractions and mixed numbers.
	numbers. Multiply a whole number by a fraction. Know the priority of operations.			Find the reciprocal of an integer, decimal or fraction.
Ratios	Multiply a fraction by its reciprocal for a product of 1.  Simplify ratios.	3	4	Write ratios in the form $1:n$ or $n:1$ .  Compare ratios.
Ratio and proportion	Write ratios in the form n : 1.  Write one number as a proportion of the total.	3	5	Find quantities using ratios.  Solve problems involving ratios.  Convert between currencies and measures.
	Identify equivalent ratios.  Find a percentage of a given amount		6	Recognise and use direct proportion.  Solve problems involving ratios and proportion.  Work out percentage increases and decreases.
	Work out percentage multipliers.			Solve real-life problems involving percentages.
Fractions, decimals and reentages	Convert between fractions, decimals and percentages.  Solve simple equations.	3	7	Work out percentage increases and decreases.  Solve real-life problems involving percentages.
angles and trigonometry	Rearrange simple formulae and equations as	3	6	
	preparation for rearranging trig formulae. Recall basic angle facts. Understand that fractions are more accurate in			
	calculations than rounded percentage or decimal equivalents. Recall the properties of special types of triangles and			
Angle properties of triangles diquadrilaterals	Recognise special types of triangle and quadrilateral.	3	3	Derive and use the sum of angles in a triangle and in a quadrilater
Interior angles of a polygon	Recall basic angle facts.  Name polygons and understand the meaning of	3	4	Derive and use the fact that the exterior angle of a triangle is equathe sum of the two opposite interior angles.  Calculate the sum of the interior angles of a polygon.
	Substitute numbers into an expression. Find missing angles in triangles, quadrilaterals and at			Use the interior angles of polygons to solve problems.
Exterior angles of a polygon	a point. Find missing angles on a straight line.	3	5	Know the sum of the exterior angles of a polygon.
Pythagoras' theorem 1	Calculate the sum of interior angles of a polygon.  Recall square numbers and square roots.	4	4	Use the angles of polygons to solve problems.  Calculate the length of the hypotenuse in a right-angled triangle.
Pythagoras' theorem 1	Find the area of a square. Find square roots.	5	5	Solve problems using Pythagoras' theorem.  Calculate the length of a shorter side in a right-angled triangle.
	Recognise perfect squares. Use Pythagoras' theorem to find the length of the			Solve problems using Pythagoras' theorem.
Trigonometry 1	Convert fractions to decimals.  Identify the hypotenuse.	3	6	Use trigonometric ratios to find lengths in a right-angled triangle.  Use trigonometric ratios to solve problems.
Trigonometry 2	Use the angle sum of a triangle to work out missing angles.  Identify the opposite and adjacent sides of a given	3	6	Use trigonometric ratios to calculate an angle in a right-angled tri
	angle in right-angled triangles. Use the trigonometric ratios to find lengths in right- angled triangles.			Find angles of elevation and angles of depression.  Use trigonometric ratios to solve problems.
ST.				Know the exact values of the sine, cosine and tangent of some an
Graphs	Identify coordinates of given points in the first quadrant or all four quadrants.	3	7	
	Write the equation for a straight line graph. Use and draw conversion graphs.			
	Use function machines and inverse operations. Use compound units, such a speed. Identify positive and negative gradients and intercepts	3	5	Find the gradient and y-intercept from a linear equation.
Linear graphs	from graphs. Rearrange equations.			Rearrange an equation into the form y = mx + c.
Linear graphs				Compare two graphs from their equations.
Linear graphs  More linear graphs	Identify lines with the same gradient or y-intercept from their equations.	4	5	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.
More linear graphs	from their equations. Write the equation of a line from a graph.	·		Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.
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More linear graphs  Graphing rates of change	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time.  Find the area of triangles and rectangles.	3	7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on th Find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.
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More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form y = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inequality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.	3 3 4 3 3	7 7 7 7 6 9 5	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given lin  Draw quadratic graphs.  Solve quadratic graphs.  Identify the line of symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate the area and circumference of a circle.  Calculate volumes and surface areas of prisms.
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More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality. Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Find the area and circumference of a circle in terms of π.  Sketch a net of a cylinder.  Solve and rearrange simple equations.  Find the volume of a cube given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  Sketch a net of a cylinder.  Solve simple equations.  Find the area and circumference of a circle in terms of π.  Sketch a net of a cylinder.  Solve simple equations.  Find the side length of a cube given its volume.  Calculate the area of a triangle.  Use	3 3 4 3 3 5	7 5 7 7 6 9 8	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Brind acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given line or symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Find the perimeter and area of compound shapes.  Recall and use the formula for the area of a trapezium.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate volumes and surface areas of prisms.  Calculate the area and circumference of a circle.  Calculate are lengths, angles and areas of sectors of circles.  Calculate are lengths, angles and areas of sectors of circles.  Calculate volume and surface area of pyramids and cones.  Calculate volume and surface area of pyramids and cones.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the volume of a cube given its volume.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the hyootenuse.  Recognise 2D shapes.  Ploto coordinates in four quadrants and linear equations parallel to the coordinate axes.	3 3 4 3 3 4 3 3 3	7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Brind acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given line or symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Find the perimeter and area of compound shapes.  Recall and use the formula for the area of a trapezium.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate volumes and surface areas of prisms.  Calculate the area and circumference of a circle.  Calculate are lengths, angles and areas of sectors of circles.  Calculate are lengths, angles and areas of sectors of circles.  Calculate volume and surface area of pyramids and cones.  Calculate volume and surface area of pyramids and cones.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the shape of a container to the graph of depth of water against time. Read values from graphs.  Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a cube given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  Solve simple equations.  Find the side length of a cube given its volume.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the hypotenuse.  Plot coordinates in four quadrants and linear	3 3 4 3 3 4 3 3 3	7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Brind acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given line or symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Find the perimeter and area of compound shapes.  Recall and use the formula for the area of a trapezium.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate volumes and surface areas of prisms.  Calculate the area and circumference of a circle.  Calculate are lengths, angles and areas of sectors of circles.  Calculate are lengths, angles and areas of sectors of circles.  Calculate volume and surface area of pyramids and cones.  Calculate volume and surface area of pyramids and cones.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph. Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form V = πx + ε.  Identify quadratic expressions. Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape. Work out the volume of a 3D solid made of cuboids. Recall Pythagoras' theorem. Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms. Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume of a shape made from cuboids.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Solve and rearrange simple equations.  Find the side length of a cube given its volume.  Calculate the area of a triangle.  Lase Pythagoras' theorem to work o	3 3 4 3 3 4 3 3 3	7	Plot graphs with equations $ax + by = c$ .  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given line of symmetry of a quadratic graph.  Identify the line of symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Find the perimeter and area of compound shapes.  Recall and use the formula for the area of a trapezium.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate the area and circumference of a circle.  Calculate the perimeter and area of semicircles and quarter circle calculate area and circumference in terms of $\pi$ .  Calculate the perimeter and area of semicircles and quarter circle.  Calculate the perimeter and area of semicircles and surface areas of prisms.  Calculate the perimeter and area of semicircles and sphere.  Solve problems involving volumes and surface areas of pyramids and cones.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and astructions	from their equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph. Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c.  Identify the gradient and intercept from an equation in the form v = mx + c.  Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units.  Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and barallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a cube. Find the area and circumference of a circle in terms of \( \pi \).  Sketch a net of a cylinder.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of \( \pi \).  Sketch a net of a cylinder.  Solve simple equations.  Find the area and circumference of a circle in terms of \( \pi \).  Sketch a net of a cylinder.  Solve and rearrange simple equations.  Work out fractions of a circle given the length of the h	3 3 4 5 4 3 3 3 3	7 7 7 7 6 9 8 9	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the quations of lines parallel or perpendicular to a given lin  Draw quadratic graphs.  Solve quadratic equations using graphs.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of area.  Calculate the area and circumference of a circle.  Calculate volumes and surface areas of prisms.  Calculate the perimeter and area of semicircles and quarter circle calculate area and circumference in terms of π.  Calculate the perimeter and area of semicircles and quarter circle.  Calculate volume and surface area of pyramids and cones.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of pyramids and cones.  Solve problems involving pyramids and cones.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  ransformations and astructions  Reflection and rotation	from their equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes.  Know the concept of perimeter and area by measuring lengths of sides.  Substitute numbers into an equation and give answers to an appropriate degree of accuracy.  Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inequality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a circle given the angle of a sector.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Solve and rearrange simple equations.  Work out percentages of quantities.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the hypothesia.  Recognise 2D shapes.  Plot coordinates in four quadrants and linear equations parallel to the coordinate axes.  Convert metric measures.  Recognise of general and similar shapes.  Transform shapes using translation, reflection, totation and enlargement.  Draw 3D shapes on an isometric grid.  Reco	3 3 4 5 4 3 3 3 3 3	7 7 7 7 6 9 8 9 7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the point of the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradiant of the segment of a line segment.  Find the gradient of a line segment of a line segment.  Find the graphs of cubic functions.  Solve quadratic graphs relating to real-life situations.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate the area and circumference in terms of π.  Calculate are lengths, angles and areas of senticircles and quarter circle.  Calculate are lengths, angles and areas of sentors of circles.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Tansformations and istructions  Enlargement  Transformations and  Enlargement  Transformations and	from their equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph. Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Which is the equation of a line from a graph of depth of water against time. Read values from graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids. Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms. Recall the formulae for the area of quadrilaterals and triangles: Identify the possible integer values of x from an inenuality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solves and rearrange simple equations.  Work out fractions of a circle given the angle of a scroor.  Simplify equations.  Find the volume of a cube given its volume.  Calculate the volume of a cube given its volume.  Calculate the area and circumference of a circle in terms of nt.  Sketch a net of a cylinder.  Solves and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations of a cube given its volume.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the hypotenuse.  Recognise congruent and similar shapes.  Tr	3 3 4 5 4 3 3 3	7 7 7 7 6 9 8 9 7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the point of the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradiant of the segment of a line segment.  Find the gradient of a line segment of a line segment.  Find the graphs of cubic functions.  Solve quadratic graphs relating to real-life situations.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of area.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate the area and circumference in terms of π.  Calculate are lengths, angles and areas of senticircles and quarter circle.  Calculate are lengths, angles and areas of sentors of circles.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and instructions  Reflection and rotation  Enlargement	from their equation of a line from a graph.  Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form ν = mx + ε.  Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes.  Know the concept of perimeter and area by measuring lengths of sides.  Substitute numbers into an equation and give answers to an appropriate degree of accuracy.  Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inequality  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  Sketch a net of a cylinder.  Solve simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the volume of a cube.  Find the volume of a cube.  Find the side length of a cube given its volume.  Calculate the area of a cylinder.  Solve simple equations.  Find the volume of a cube.  Find the area and circumference of a circle in terms of π.  Sketch a	3 3 4 5 4 3 3 3 3	7 7 7 7 7 6 9 8 9 7 7	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Find acceleration and distance from velocity—time graphs.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the graphs of cubic functions.  Solve quadratic graphs.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the area and circumference in terms of π.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate the area and circumference in terms of π.  Calculate are lengths, angles and areas of sectors of circles.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of prisms and cones.  Solve problems involving volumes and surface areas.  Calculate sphapes by fractional and negative scale factors about a celeval representation.  En large shapes by f
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and instructions  Bearings and scale drawings  Bearings and scale drawings	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines. Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides.  Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles, and paralleloperams.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inemulality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solve and rearrange simple equations.  Work out practicular of a cube given the angle of a sector.  Sketch a net of a cylinder.  Solve and rearrange simple equations.  Work out practicular of a cube given the angle of a sector.  Sketch a net of a cylinder.  Solve simple equations.  Find the area and circumference of a circle in terms of n.  Sketch a net of a cylinder.  Solve simple equations.  Provide ength of a cube given its volume.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the h	3 3 4 5 4 3 3 3 3	7 5 7 7 6 9 8 9 7 7 5	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Oraw and interpret distance-time graphs.  Calculate average speed from a distance-time graph.  Understand velocity-time graphs.  Recognise direct proportion.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the coordinates of the midpoint of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given lin  Draw quadratic graphs.  Solve quadratic graphs.  Solve quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate volumes and surface areas of prisms.  Calculate volumes and surface areas of pryramids and cones.  Calculate volume and surface areas of semicricles and quarter circle.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving pyramids and cones.  Calculate as a page as a page and areas of sectors of circles.  Calculate as a page as a page and areas of sectors of circles.  Calculate as a page as a page and a page as a page as a page and a page as a
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and instructions  Reflection and rotation  Enlargement  Transformations of transformations  Bearings and scale drawings	from their equations. Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines. Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form ν = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the shape of a container to the graph of depth of water against time. Read values from graphs.  Know the names and properties of 3D shapes. Know the concept of perimeter and area by measuring lengths of sides. Substitute numbers into an equation and give answers to an appropriate degree of accuracy. Know the various metric units. Identify planes of symmetry of 3D solids. Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids. Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles and parallelograms. Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an ineminativa Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  R. Scht a net of a cylinder.  Solve simple equations.  Find the volume of a cube given its volume.  Calculate the volume of a cube given the angle of a sector.  Simplify equations of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of π.  R	3 3 4 5 4 3 3 3 3 4	7 7 7 7 7 6 9 8 9 7 7 5	Plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance-time graphs.  Calculate average speed from a distance-time graph.  Understand velocity-time graphs.  Recognise direct proportion.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the cadient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given lin  Draw quadratic graphs.  Solve quadratic equations using graphs.  Identify the line of symmetry of a quadratic graph.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of area.  Calculate the perimeter and area of semicrices and quarter circle.  Calculate the perimeter and area of semicrices and quarter circle.  Calculate volumes and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of semicrices and quarter circle.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving pyramids and cones.  Calculate volume and surface area of semicrices and quarter circle.  Calculate series involving pyramids and cones.  Calculate area and circle and an
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and shartsructions  Reflection and rotation  Enlargement  Transformations and mbinations of transformations  Bearings and scale drawings	from their equations of a line from a graph.  Write the equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph. Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form v = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of linear and quadratic graphs.  Know the shape of linear and quadratic graphs.  Know the names and properties of 3D shapes.  Know the names and properties of 3D shapes.  Know the concept of perimeter and area by measuring lengths of sides.  Substitute numbers into an equation and give answers to an appropriate degree of accuracy.  Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, ritangles and parallelograms.  Recall the formulae for the area of quadrilaterals and rainagles. Identify her possible integer values of x from an inemality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solves and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of r.  Sketch a net of a cylinder.  Solve simple equations.  Find the side length of a cube given its volume.  Calculate the area of a triangle.  See Pythagoras' theorem to work out the length of the hypotenuse.  Polation and enlargement in the properties of the properties of the prope	3 3 4 3 3 3 3 3 3 3 3 3	7 5 7 7 7 6 9 8 9 7 4 4 4	plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance-time graphs.  Calculate average speed from a distance-time graph.  Understand velocity-time graphs.  Recognise direct proportion.  Draw and interpret real-life linear graphs.  Recognise direct proportion.  Draw and use a line of best fit.  Find the gradient and length of a line segment.  Find the equations of lines parallel or perpendicular to a given line  Draw quadratic graphs.  Solve quadratic graphs.  Solve quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and non-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of area.  Calculate the area and circumference in terms of r.  Calculate volumes and surface areas of prisms.  Calculate the perimeter and area of semicircles and quarter circle Calculate area and circumference in terms of r.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving pyramids and cones.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving pyramids and cones.  Calculate volume and surface area of a cylinder and a sphere.  Calculate a pyramide and cones.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving pyramids and cones.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving bearings.
More linear graphs  Graphing rates of change  Real-life graphs  Line segments  Quadratic graphs  Cubic and reciprocal graphs  More graphs  Area and volume  Perimeter and area  Units and accuracy  Prisms  Circles  Sectors of circles  Cylinders and spheres  Pyramids and cones  Transformations and shartsructions  Reflection and rotation  Enlargement  Transformations and mbinations of transformations  Bearings and scale drawings	from their equation of a line from a graph.  Find speed from given distance and time. Find the area of triangles and rectangles.  Write the equation of a line from a sketch graph.  Plot a graph using values given in a table.  Identify parallel and perpendicular lines Know properties of gradients of parallel lines. Identify the gradient and intercept from an equation in the form y = mx + c. Identify quadratic expressions.  Write the equation of a line from a graph.  Know the shape of a container to the graph of depth of water against time.  Read values from graphs.  Know the names and properties of 3D shapes.  Know the names and properties of 3D shapes.  Know the names and properties of 3D shapes.  Know the concept of perimeter and area by measuring lengths of sides.  Substitute numbers into an equation and give answers to an appropriate degree of accuracy.  Know the various metric units.  Identify planes of symmetry of 3D solids.  Sketch a net of a 3D shape.  Work out the volume of a 3D solid made of cuboids.  Recall Pythagoras' theorem.  Recognising units of length (perimeter) and area.  Work out the area and perimeter of rectangles, triangles, and parallelograms.  Recall the formulae for the area of quadrilaterals and triangles. Identify the possible integer values of x from an inenuality.  Round numbers to a specified degree of accuracy.  Work out percentages of quantities.  Calculate the volume and surface area of a cuboid.  Calculate the volume and surface area of a cuboid.  Calculate the volume of a shape made from cuboids.  Understand 'radius' and 'diameter'.  Solve and rearrange simple equations.  Work out fractions of a circle given the angle of a sector.  Simplify equations.  Find the area and circumference of a circle in terms of many particular and the side length of a cube given its volume.  Calculate the area of a triangle.  Use Pythagoras' theorem to work out the length of the hynotenuse.  Recognise 2D shapes.  Plot toorofinates in four quadrants and linear equantime to the proper of the side len	3 3 4 3 3 3 3 3 3 3 3 3	7 7 7 7 7 7 6 9 8 9 7 7 4 4 4	plot graphs with equations ax + by = c.  Sketch graphs using the gradient and intercepts.  Find the equation of a line, given its gradient and one point on the find the gradient of a line through two points.  Draw and interpret distance—time graphs.  Calculate average speed from a distance—time graph.  Understand velocity—time graphs.  Draw and interpret real-life linear graphs.  Draw and interpret real-life linear graphs.  Becognise direct proportion.  Draw and interpret real-life linear graphs.  Brow and use a line of best fit.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient and length of a line segment.  Find the gradient graphs relating to real-life situations.  Draw quadratic graphs.  Solve quadratic equaltions using graphs.  Interpret quadratic graphs relating to real-life situations.  Draw graphs of cubic functions.  Solve cubic equations using graphs.  Draw graphs of reciprocal functions.  Recognise a graph from its shape.  Interpret linear and one-linear real-life graphs.  Draw the graph of a circle.  Calculate the maximum and minimum possible values of a measurement.  Convert between metric units of volume.  Calculate volumes and surface areas of prisms.  Calculate volumes and surface areas of prisms.  Calculate volumes and surface areas of sectors of circles.  Calculate volume and surface area of a cylinder and a sphere.  Solve problems involving volumes and surface areas.  Calculate volume and surface area of sectors of circles.  Calculate volume and surface area of pyramids and cones.  Solve problems involving pyramids and cones.  Solve problems involving pyramids and cones.  Solve problems involving parales and areas of sectors of circles.  Calculate a shape using a vector.  Carry out and describe combinations of transformations.  Draw and use scales on maps and scale drawings.  Solve problems involving bearings.  Construct triangles
	Algebraic indices  Expanding and factorising  Equations  Formulae  Linear sequences  Non-linear sequences  T  More expanding and orising  Statistical diagrams 1  Time series  Scatter graphs  Line of best fit  Averages and range  Statistical diagrams 2  actions, ratio and centages  Fractions  Ratios  Ratios  Ratios  Angle properties of triangles quadrilaterals  Interior angles of a polygon  Exterior angles of a polygon  Exterior angles of a polygon  Pythagoras' theorem 1  Pythagoras' theorem 1  Trigonometry 1  Trigonometry 2	Processor operations.  One a faculation for declines and negative numbers.  One a faculation for declines and negative numbers.  Set up and solve simple regardines.  Reach the centrol consort opporate and administrative control of the control of	weet and up to invention or operations and interest stand horses in motivations.  Description of the contraction of the contrac	control and assistment year again through an electronary and e