| $\begin{aligned} & \text { D} \\ & 0 \\ & 0 \\ & 0 \\ & 0 \end{aligned}$ | Whole <br> Number | Rounding | Round to the nearest whole number (revision) |
| :---: | :---: | :---: | :---: |
|  |  | Rounding | Round to the nearest 10, 100, 1000 (revision) |
|  |  | Rounding | Multiply and divide whole numbers by single digit or by 10,100, 1000 |
|  |  | Communicating Methods | Use add ( + ), subtract ( - ), multiply ( x ) or divide ( $\div$ ) to solve problems (revision) |
|  |  | BODMAS | Order of operations (BODMAS) plus use of brackets |
|  | Fractions, Decimals and Percentages | Terminology | Use correct terminology to describe fractions and place value for decimals (revision) |
| $\text { Oł 孔sno̊n } \forall \text { - โ Wyヨ1 }$ |  | Decimals | Add, subtract, multiply and divide a decimal by a whole number and decimal |
|  |  | Rounding | Round to number of decimal places (max 3) |
|  |  |  | Equivalent conversion between common fractions, decimals and percentages |
|  |  | Equivalent fractions and | Equivalent fractions |
|  |  |  | Simplify fractions |
|  |  | Fraction of a quantity | Calculate fraction of a quantity |
|  |  | Add and subtract fractions | Add and subtract fractions with same denominator (revision) |
|  |  | Mixed number fractions | Convert between mixed number and improper (top heavy) fractions |
|  |  | Add, subtract, multiply \& | Add and subtract fractions with different denominators, including mixed numbers |
|  |  | divide - with/without mixed <br> numbers | Multiply and divide fractions including mixed numbers |
|  |  |  | Calculate the percentage of a number with and without a calculator |
|  |  | Percentages | Express a quantity as a percentage of another. |
|  |  |  | Calculate percentage increase and decrease |

## S1 COURSE PLAN

| UQE$U$$U$0 | Integers | Rules of negative numbers | Rules to add (+), subtract ( - ), multiply ( x ) and divide $(\div)$ negative (-ve) and positive (+ve) numbers |
| :---: | :---: | :---: | :---: |
|  |  | Scales with negative numbers | Read and use a scale with negative numbers on it |
|  |  | Problem solving using negative numbers | Problem solving using negative numbers including real life examples |
|  | Factors \& Multiples | Multiples | Lowest Common Multiple |
| $\square$ |  | Factors | Highest Common Factor |
| $\underline{+}$ |  |  | Prime Factors |
| 亿̀ | Powers \& Roots | Powers | Understand whole number powers and calculate them, with and without calculator |
| ـا |  | Roots | Understand roots and calculate with and without calculator |
| $\sum_{\substack{\sim \\ \sim}}^{N}$ | Expressions and Equations | Collect like terms and simplify expressions | Collect like terms involving more than one variable |
|  |  | Evaluate substitutions | Substitute values into expressions, including multiple terms and squares and square roots |
|  |  | Constructing and solving simple equations | Solve simple equations - term on one side only e.g., $5 x+6=31$ |
|  |  |  | Solve equations with term on both sides e.g., $3 x+4=2 x-5$ |
|  | Problem Solving | Problem Solving | Problem Solving |


| $\begin{aligned} & \text { 든 } \\ & \frac{1}{x} \end{aligned}$ | Time | Time intervals | Calculate time intervals -12 and 24 time (revision) |
| :---: | :---: | :---: | :---: |
|  |  | Convert units of time | Convert hours and minutes to hours in decimal form (and reverse) |
|  |  |  | Calculate speed, distance or time given the other two using simple time periods |
|  |  | Speed, Distance \& Time | Calculate speed, distance or time given the other two using time intervals and/or hours and minutes within problems |
|  | Angles | Terminology | Types of angles (revision) - acute, straight, obtuse, right, reflex, full turn |
|  |  | Naming angles | Name angles using 3 letters (revision) |
|  |  | Angles in 2D shapes | Draw and measure angles using a protractor |
|  | Symmetry | Line/reflection symmetry | Line/reflection symmetry - line on or out with shape |
|  |  | Rotational symmetry | Rotational symmetry - using centre as axis of rotation |
| TERM 3 - January to |  | Rotational symmetry | Rotational symmetry - using point out with shape as axis of rotation |
|  |  | Tessellation | Tessellation of simple 2D shapes to produce tiling patterns |
|  |  | Transformation of point or shape | Reflect, translate, or rotate a point or simple 2D shape within a set of axes and describe coordinates |
|  | Properties of 2D shapes | Draw/properties of 2D shapes (revision) | Identify and draw 2D shapes |
|  |  | Properties of 2D shapes | Properties of 2D shapes - square, rectangle, parallelogram, rhombus, kite, triangles (scalene, equilateral, isosceles) |
|  | Perimeter | Convert between metric units of measurement | Know metric units of measurement ( $\mathrm{mm}, \mathrm{cm}, \mathrm{m}, \mathrm{km}$ ) and convert between |
|  |  | Perimeter of 2D shapes | Calculate perimeter of 2D shapes including composite shapes |
|  | Area | Terminology of area units | Know metric units of measurement ( $\mathrm{mm}^{2}, \mathrm{~cm}^{2}, \mathrm{~m}^{2}, \mathrm{~km}^{2}$ ) |
|  |  | Area of 2D shapes - using formulae | Use a formula to find the area of 2D shapes - square, rectangle, triangle, kite, parallelogram, rhombus |
|  |  | Area of composite 2D shapes | Calculate the area of composite 2D shapes, including parallelogram, kite and trapezium approached as composite shapes |


|  | Weight <br> Volume | Convert between grams and kilograms |
| :---: | :---: | :---: | :---: |
|  |  | Know metric units of measurement $\left(\mathrm{mm}^{3}, \mathrm{~cm}^{3}, \mathrm{~m}^{3}, \mathrm{~km}^{3}\right)$ |
|  |  | Know properties of 3D shapes and draw nets of cubes, cuboids, triangular prisms |
|  | Volume of 3D shapes - <br> using formulae | Use a formula to find the volume of 3D shapes - cube, cuboid, prisms |
|  | Convert between solid and <br> liquid volumes | Know that $1 \mathrm{~cm}^{3}=1 \mathrm{ml}$, and therefore 1 litre $=1000 \mathrm{~cm}^{3}$ and use in problems |


|  | $\begin{array}{c}\text { Terminology }\end{array}$ | Revision - axes are labelled x and y ; coordinates are in the form ( $\mathrm{x}, \mathrm{y}$ ); the 'origin' |
| :---: | :---: | :---: | :---: |
|  |  |  |$]$

