

Autmn 1	Autumn2	Spring 1	Spring 2	Summer1	Summer 2
NUMBER / ALGEBRA 1 (Special Numbers & Sequences) Add & Subtract of integers Multiples, Factors, Primes, HCF Product of primes, Square & $\sqrt{\quad}$, cube	NUMBER 2b (FDP) Find simple %age of amounts Use equivalence of FDP to compare proportions Simple decimal products: 0.7×6 , 0.08×3	ALGEBRA 3 (Sequences, Functions, Graphs) Functions & Mappings <i>Simple graphs: $y = 3$, $x = 5$, $y = mx$</i> Practical graphs.	ALGEBRA 4 (Equations & Formulae) Formulae & Functions Construct & solve linear equations Substitution into expressions & Formulae .	ALGEBRA 5a (Equations & Expressions) Collecting Like Terms Multiply out single brackets Solve linear equations ('x' on one sides)	HANDLING DATA 3 (Collect, present, interpret & Probability) Collecting data Mean, Median, Mode, Range Construct & interpret charts /graphs
Simple index notation Generating simple sequences Describing rules for simple sequences Nth term of linear sequences . SSM 1 (Angle Rules & Constructions) Angles in a triangle, around	FDP mental problems . ALGEBRA 2 (Equations & Functions) Conventions of algebra Collecting like terms Multiplying out a single bracket Substitution into expression & formulae.	NUMBER 3b (Calculations) Estimation & Approximation Four rules of integers Use of calculator Interpretation of calculator display.	HANDLING DATA 2 (Collecting, Interpreting & Analysing data) Collecting data Two way tables Mean, Median, Mode, Range Stem & Leaf diagrams Construct & interpret charts / graphs.	SSM 4a (Scale Drawing, Construction & Loci) Drawing & Measuring angles Describing properties of 3D shapes Plotting coordinates in all four quadrants Constructing a triangle. Constructing simple nets.	Theoretical and experimental probability from a single event. ALGEBRA 5b (Functions & Graphs) Plotting coordinates from a simple rule Practical graphs: Plotting & interpreting Plotting graphs in the form $y = mx$.
a point, straight line Angles sum of triangle & quadrilateral Construction triangles given (ASA) or (SAS) . NUMBER 2a (FDP) One value as a fraction of another value Addition & Subtraction of fractions Fractions of a quantity	SSM 2 (Area & Volume) Areas of triangles; parallelograms Area of compound shapes involving rectangles & triangle. Volume & surface area of cuboids.	SSM 3 (Transformations & Geometrical Reasoning) Simple 2D congruence	NUMBER 4 (Calculations) + & - of fractions and integers x & $\frac{\quad}{\quad}$ of integers Mental methods with FDP Estimation & Approximation Four rules of integers and decimals to 1d.p.	SOLVING PROBLEMS 1 (Ratio & Proportion) Generalise, Conjecture Unitary method Direct Proportionality.	SSM 4b (2-D& 3-D Shapes) Simple bearings to specify direction Volume & surface area of a cuboid .
HANDLING DATA 1 (Probability) Probabilities of equally likely outcomes $P(s) = r$, then $P(\text{not } s) = 1 - r$ Two way tables Estimate probabilities from simple experiments.	NUMBER 3a (Calculations) Positive integer powers of 10 X & $\frac{\quad}{\quad}$ numbers by 0.1, 0.01 Order decimals Round decimals to 1 or 2d.p.	Transformations (Reflection, Rotation, Enlargements). Ratio & Proportion.		SOLVING PROBLEMS 2 Representing problems in algebraic form Proportionality and graphical interpretation Presenting solutions in tabular/graphical/algebraic form.	