



	Year 7	Year 8	Year 9	Year 10	Year 11	Year 12	Year 13
	PLEASE BE AWARE THAT MATHS RUNS ON A SPIR	AL CURRICULUM, MEANING THAT THE SAME UNITS	ARE REVISITED EACH YEAR WITH MORE CO	NTENT ADDED, THEREFORE STUDENTS WIL	L DO SOME OF THE SAME OBJECTIVES EACH	YEAR TO RETAIN THIS KNOWLEDGE T	HEN DEVELOP ON IT. SOME OF THE
		HIGHER CONTENT IS AP	PLICABLE TO STUDENTS SITTING HIGHER PA	PER ONLY BUT STUDENTS ARE NOT WITHH	ELD FROM LEARNING THIS AT ANY POINT.		
Term 1.1	 Arithmetic methods Simplifying and Substitution Money and Proportion Angles on lines, points, triangles and polygons Simplifying and sharing ratios 	 Arithmetic methods Simplifying and Substitution Money and Proportion Angles on lines, points, triangles and polygons Simplifying and sharing ratios Types of Number 	 Arithmetic methods Simplifying and Substitution Money and Proportion Angles on lines, points, triangles and polygons Simplifying and sharing ratios Types of Number Stqatistical Diagrams 	 Arithmetic methods Simplifying and Substitution Money and Proportion Angles on lines, points, triangles and polygonsSimplifying and sharing ratios Types of Number Stqatistical Diagrams 	Year 11s will at this point be focussing on revision for each unit so may be working on different objectives within the class. Arithmetic methods Simplifying and Substitution Money and Proportion Angles on lines, points, triangles and polygons Simplifying and sharing ratios Types of Number Stqatistical Diagrams Construction and Loci Sequences Calculations and Accuracy Vectors Constructing and Solving Equations Growth and Decay Models Fractions, Decimals and Percentages Calculating Probabilities		
Term 1.2	 Types of Number Statistical Diagrams Construction and Loci 	 Statistical Diagrams Construction and Loci Sequences 	 Construction and Loci Sequences Calculations and Accuracy 	 Construction and Loci Sequences Calculations and Accuracy Vectors 	Transformations Graphing Equations Algebra real life graphs Volume and Surface Area Inequalities Speed Distance Time and Rate of Change Indices and Surds Percentage increase and Decrease Circles Average and Range Pythagoras Theorem Shape links Diagrams for probability		
Term 2.1	 Sequences Calculations and Accuracy Constructing and Solving Equations Properties of Shape 	 Calculations and Accuracy Constructing and Solving Equations Properties of Shape 	 Vectors Constructing and Solving Equations Growth and Decay Models Fractions, Decimals and Percentages 	 Constructing and Solving Equations Growth and Decay Models Fractions, Decimals and Percentages Calculating Probabilities 	At this point Year 11 lessons will focus on Data informed instruction, regroupings may happen where appropriate for students with similar targets to ensure bespoke learning and addressing of gaps in knowledge can be achieved.		
Term 2.2	 Area and Perimeter Fractions Decimals and Percentages Calculating Probabilities 	 Fractions Decimals and Percentages Calculating Probabilities 	 Calculating Probabilities Transformations Graphing Equations 	Transformations Graphing Equations			
Term 3.1	 Transformations Graphing Equations Volume and Surface Area 	 Transformations Graphing Equations Volume and Surface Area Inequalities 	 Volume and Surface Area Inequalities Speed Distance Time and Rate of Change Indices and Surds 	 Algebra real life graphs Volume and Surface Area Inequalities Speed Distance Time and Rate of Change Indices and Surds 			

Term 3.2	 Inequalities Speed Distance Time and Rate of Change Indices and Surds Percentage increase and Decrease Circles Average and Range Pythagoras Theorem Shape links Diagrams for probability 	 Speed Distance Time and Rate of Change Indices and Surds Percentage increase and Decrease Circles Average and Range Pythagoras Theorem Shape links Diagrams for probability 	 Indices and Surds Percentage increase and Decrease Circles Average and Range Pythagoras Theorem Shape links Diagrams for probability 	 Percentage increase and Decrease Circles Average and Range Pythagoras Theorem Shape links Diagrams for probability 						
	Every child deserves to be the best they can be									