

Rainford High School – Department: KS3 Maths

	Year 7 Curriculum		
Term	Term 1	Term 2	Term 3
<b>Topics</b>	Directed Number Sequences Algebraic Notation Equality & Equivalence Place Value & Ordering Numbers FDP Equivalence	Addition & Subtraction Problems Multiplication & Division Problems Fractions & Percentages of amounts Addition & Subtraction of fractions Measuring lines and angles	2D Shapes & Constructions Developing geometrical reasoning Developing number sense Sets, tables & Probability Prime Numbers & Proof
<b>Essential knowledge, skills and understanding</b>	<ul style="list-style-type: none"> <li>Representing and order directed numbers.</li> <li>Add, subtract, multiply and divide directed numbers</li> <li>Understand order of operations</li> <li>Describe and continue sequences</li> <li>Represent sequences in multiple forms</li> <li>Know the difference between a linear and non-linear sequence</li> <li>Explain the term-to-term rule for sequences.</li> <li>Use function machines</li> <li>Substitute values into expressions</li> <li>Generate sequences from rules</li> <li>Solve linear equations</li> <li>Simplify algebraic expressions</li> <li>Round to powers of 10</li> <li>Round to 1 significant figure</li> <li>Represent numbers on a number line</li> <li>Order numbers &amp; use inequality notation</li> <li>Find the range and median</li> <li>Convert between fractions, decimals and percentages.</li> <li>Simplify fractions and use equivalent fractions</li> <li>Understand fractions as division</li> </ul>	<ul style="list-style-type: none"> <li>Solve problems in different context using addition and subtraction</li> <li>Understand and use factors and multiples</li> <li>Solve problems in different context using formal methods of multiplication and division.</li> <li>Solve problems in financial context and statistical representations</li> <li>Solve problems involving perimeter and area of 2d shapes</li> <li>Find fractions and percentages of an amount</li> <li>Find the whole given a fraction or percentage</li> <li>Add and subtract fractions, improper fractions and mixed numbers</li> <li>Add and subtract simple algebraic fractions</li> <li>Use labelling conventions for lines and angles</li> <li>Identify, measure and draw lines and angles</li> <li>Recognise types of polygons including triangles and quadrilaterals</li> <li>Construct triangles</li> <li>Recognise, identify and explore congruent triangles</li> <li>Interpret and draw pie charts</li> </ul>	<ul style="list-style-type: none"> <li>Calculate angles at a point and at a point on a straight line</li> <li>Calculate vertically opposite angles</li> <li>Calculate angles in a triangle and quadrilateral</li> <li>Calculate angles in polygons and on parallel lines</li> <li>Round to decimal places and use estimation</li> <li>Use known number facts to derive others</li> <li>Identify and represent sets and Venn diagrams</li> <li>Understand and use the intersection, union and complement of sets.</li> <li>Understand the vocabulary of probability and the probability scale.</li> <li>Generate sample spaces</li> <li>Calculate the probability of a single event and know that probabilities of all possible outcomes sum to 1.</li> <li>Calculate probabilities from 2-way tables</li> <li>Calculate the HCF and LCM</li> <li>Recognise and identify prime, square and triangular numbers</li> <li>Write a number as a product of it's prime factors</li> <li>Use a Venn diagram to calculate the LCM and HCF</li> </ul>

			<ul style="list-style-type: none"> <li>• Make and test conjectures.</li> <li>• Use counterexamples to disprove a conjecture.</li> </ul>
<b>Assessment</b>	Unit Test 1: Sequences Unit Test 2: Algebraic Notation Unit Test 3: Place value and ordering numbers Unit Test 4: FDP Equivalence	Unit Test 5: Addition and Subtraction Problems Summative Assessment 1 (2 papers) Unit Test 6: Addition and Subtraction of Fractions Unit Test 7: Measuring lines, angles and constructions	Unit Test 8: Geometrical reasoning Unit Test 9: Number sense Summative Assessment 2 (2 papers) Retrieval Test 10: Sets and Probability