Testbourne Community School

Mathematics Department Curriculum Overview Level 2 Document Key Stage 3 Year 8

			Spring 1 (Holf torm 2)	Spring 2 (Holf torm 4)	Summer 1 (Helf term E)	Summer 2 (Holf term 6)
Maths	Autumn 1 (Half term 1) Curriculum (H)	Autumn 2 (Half term 2) Curriculum (H)	Spring 1 (Half term 3) Curriculum (H)	Spring 2 (Half term 4) Curriculum (H)	Summer 1 (Half term 5) Curriculum (H)	Summer 2 (Half term 6) Curriculum (H)
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Year 8H	 Anderstand the division, multiplication, addition and subtraction of integers, decimals and fractions including understanding the effects of multiplying and dividing by numbers less than 1. Understand how to place integers, decimals, fractions and directed numbers in order of size including where fraction to decimal conversion needs to be done. Understand the written methods for +//x/= with integers, decimals to 3 or 4 decimal places, negative numbers and fractions. Understand how to put the symbols =, ≠, , ≤, ≥ between pairs of numbers. Understand how to order fraction swith different denominators. Understand how to order fractions with different denominators. Understand how to order fractions with different calculations. Understand how to get the symbols =, ≠, , ≤, ≥ between pairs of numbers. Consolidate the use of BIDMAS in more complex calculations. Understand how to solve problems in triangles and special quadrilaterals using their properties and justifying and explaining reasoning with diagrams and text. Understand how to derive the formula for finding the sum of interior angles of an yeloying (2D shape) is 180 x (n-2) where n represents the number of sides. Understand how to draw the nets of cylinders, or and therefore 360 ÷ n (where n represents the number of sides) = the size of an exterior angle and 360 ÷ an exterior angle = n (the number of sides) ≤ the shape is 180 x (n-2) where n represents the number of sides). Understand how to identify the prime factors for a specified number by expressing a number as a product of its prime factor sign and suber as a product of the ymore factor giving answers in product of its prime factors to find the HCF and LCM of sets of numbers, and apply prime factor decomposition in order to solve problems. Understand how to identify the prime factors of integer powers. Understan	<section-header><list-item><list-item><list-item><list-item><list-item><list-item><list-item></list-item></list-item></list-item></list-item></list-item></list-item></list-item></section-header>	 9 Sequences and Craphs 9. Understand how to generate a sequence by spotting a pattern or using a term-to-term rule given alagbraically or in words. 9. Using a term-to-term rule to generate the different terms of a sequences, lagebraically and in words. 9. Find a position-to-term rule torgenesions. 9. Recognise the Fibonacci sequence. 9. Recognise the Fibonacci sequence. 9. Using a position-to-term rule (e.g. 6n - 4) generate the different terms of a sequences and extend this to rules such as n², 2n² + 1. 9. Start to deduce rules for sequences such as 3, 12, 27, 48 (3n²) and 2, 5, 10, 17 (n² + 1) by making the connection with the square number sequence. 0. Understand what a ratio actually means and reduce a ratio to its lowest form. 9. Understand how to compare proportions when given a ratio of two quantities. 9. Start to appreciate that a ratio or fraction can be used to represent a multiplicative relationship between two quantities given as a ratio. 9. Understand how to use ratio to calculate amounts in a variety of contexts. 9. Use the ratio 1: n for with map scales and plans. 9. State the meaning of the term proportion and calculate proportional amounts in a variety of contexts. 9. Understand how to convert between families of terminating fractions and decimals and convert only simple recurring decimals to fractions and understand that all recurring decimals can be represented as exact fractions. 9. Understand how to use and interpret scale drawings. 10. Horestand how to use and interpret scale drawings. 10. Interstand how to use and interpret scale drawings. 10. Interstand how to use and interpret scale drawings. 10. Interstand how to use and interpret scale drawings. 10. Site a bearing between the points on a map or scale lengthy using a scale diagram. 10. Biterstand how to label correctly diagrams and uscale dr	 13 Algebra 3 Understand how to change the subject of a formula including those with powers and roots. Be able to argue mathematically that algebraic expressions are equivalent. Understand algebraic input and output function machines including those with two stage operations and fractions. Understand how to construct function machines given a function and vice versa. Understand how to construct function machines given a function and vice versa. Understand how to complete rotations and describe rotations. Understand how to complete rotations and describe rotations. Understand how to complete rotations and describe rotations. Understand how to complete and describe reflections given a reflection line and equations of lines. Understand how to calculate missing probabilities by subtracting known probabilities from 1. Carry out experiments and record results and understand what the results show, e.g. does something have a high or low probability based on results? Through carrying out different experiments and analysing results appreciate that the estimate of a probability will be more accurate the more results you have. Understand how to represent outcomes of events systematically and use Venn diagrams correctly to represent sets of data understanding the terminology for intersection and union etc. End a long or short side (2 sides given). Solve problems is a variety of contexts including problems where a diagram is not given. Understand and probability problems where a diagram is not given. 	 16 Triangles & Construction (continued) Recall standard constructions and use them to solve a variety of problems requiring the use of these constructions. 17 Interpreting Data Understand how to draw and interpret a scatter graph and stem and leaf diagram. Understand how to collect, record and group data. Understand how to calculate the mean, mode, median and range from a list of data, a frequency table and grouped data. Understand how to draw bar charts and pie charts. 18 Circles Be able to label a circle with all its properties. Understand how to split a compound shape into 2 or more identified shapes and calculate their areas and perimeter including where the shapes or context involves a circle or parts of a circle. 19 Proportion 2 Understand how to solve a direct or inverse proportion problem when the information is given as a formula. Be able to solve numerical problems which are direct or inverse proportion. Understand how to solve a direct or inverse proportion problem when the information is given as a formula. Be able to solve numerical problems which are direct or inverse proportion. Understand how to solve as a formula. Be able to solve numerical problems which are direct or inverse proportion. Understand how to solve as a formula. 	 20 Solving equations and inequalities Understand how to solve equations up to and including the variable on both sides, both algebraically and by drawing a graph. Understand how to solve linear inequalities in one variable and represent the solution set on a number line and by using set notation. Be able to create an equation from a worded problem and find the solution and interpret the answer using a graph a as necessary. Understand how to solve a quadratic equation graphically 21 Plotting and Sketching graphs Understand how to draw the graph of y = mx + c by using intercept and then plotting other points by using the gradient. Understand how to to draw the graphs. Understand how to the equation of a line given two points or one point and the signalent. Understand how to traw graphs of quadratic functions using a table of values and find the equation of a line given two points or one point and the gradient. Understand how to traw graphs of quadratic functions using a table of values and find the turning point and the rosts graphically. Be able to find the equation of the line of symmetry of the quadratic graph. Know that when mm' = -1 two lines are perpendicular. Understand that lines in the form y = mx + c will always result in a straight line and that the c gives the y-intercept and m is the gradient. Plot quadratic graphs and recognise that they will always result in a parabola. Calculate the gradient of a given straight line. Calculate the gradient of a straight line divent of a straight line given 2 coordinates. Understand how to find the equation a straight line gradient and y-intercept. Understand that as the line gets steeper the gradient increases and m increases.