

Unit	Detailed topic	No. of lessons	CTL Topics	Max grade	Link to resources
Function notation	Function notation and mappings introduction	1		5	<a href="#">Dr Austin</a> <a href="#">Dr Frost</a> <a href="#">Maths genie</a>
	Domain and range – Excluded values for domain – reciprocal function or root Range – usually quadratic, reciprocal	2		6-7	
	Composite functions with numbers $fg(3)$	1		5-6	
	Composite functions $fg(x)$ including solving $fg(x) = 10$	2		7	
	Inverse functions –including need to factorise	2		7-8	
	Inverse functions – quadratic complete the square	2		8-9	
Graphs	Complex perpendicular lines e.g. Kites/ perpendicular bisectors Including simultaneous equations for gradient and length with an unknown $Ax+by+c=0$	3		9	<a href="#">Dr Austin</a> <a href="#">Dr Frost</a> <a href="#">Maths Genie</a> <a href="#">Maths genie 2</a>
	Plotting (and recognizing) cubic and reciprocal graphs – use table function on calculator	2		6	
	Sketching quadratic graphs - (recap) Find intercepts, max/min Solving by plotting a line	2		7-8	
	Plotting and sketching trig graphs ( $\sin x$ , $\cos x$ , $\tan x$ ) Basic solving $\sin x = 1/2$	2		7-8	
	Find the gradient using a tangent line	1		6	
Transformations	Transformation of functions $f(x) + a$ , $f(x-a)$ , $af(x)$ , $f(ax)$ , $-f(x)$ , $f(-x)$ Transformation of points of graphs	3		7-8	<a href="#">Maths genie</a> <a href="#">Dr Austin</a> <a href="#">Dr Frost</a>
	Interpreting and sketching transformed trig graphs e.g. $a\sin(bx) + c$ or $a\cos(x-b)+c$ Transforming points on trig graph	2		9	

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Advanced Trig	3D Pythagoras and trig –3D shapes and elevation/depression	3		7	<a href="#">Dr Austin</a> <a href="#">Dr Frost</a> <a href="#">Maths genie – sine</a> <a href="#">Maths genie - cosine</a>
	Sine rule, cosine rule and area of a triangle.	5		7	
Bearings	Introduction to bearings and reverse bearings	1		5	
	Bearing problems including SOHCAHTOA and sine/cosine rule	3		7	

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<b>Probability</b>	Basic probability – find missing value in a table and relative frequency	1		4	<a href="#">Dr Austin</a> <a href="#">Dr Frost</a> <a href="#">Maths genie – algebraic</a>
	Probability from Venn Diagrams	1		6	
	Tree diagrams including conditional	3		7	
	Algebraic probability trees	2		8-9	
	And/or worded problems	2		8-9	
<b>Calculus</b>	Introduce as rate of change and basic differentiation	2		6	<a href="#">Dr Austin</a> <a href="#">Dr Frost</a> <a href="#">Maths genie</a>
	Find gradient using given point and reverse (find point from given gradient)	1		6-7	
	Maximum and minimum points – including nature from shape of graph	2		8	
	Find where the gradient is positive/negative	1		8	
	Find equation of a tangent	2		9	
	Optimisation	2		8-9	
	Kinematics	2-3		8-9	
<b>Vectors</b>	Representing and describing vectors	1		6	<a href="#">Dr Austin</a> <a href="#">Save my exams</a> <a href="#">Dr Frost</a>
	Manipulating vectors – adding, multiplying etc	1		6	
	Magnitude of a vector	1		6	
	Defining vector pathways including midpoint/ratio/fractions	3		7	
	Prove vectors are parallel or collinear	2		8-9	
	Equating coefficients	3		8-9	

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Sequences	Introduce using $U_n = a + (n - 1)d$ $S_n = \frac{n}{2}(2a + (n - 1)d)$	2		6	<a href="#">Dr Austin</a> <a href="#">Mixed questions</a> <a href="#">Maths genie</a>
	Finding a,d,n using simultaneous equations	1		7	
	Solving problems involving term and sum formula	2		8-9	
	Algebraic terms – find k to find a sum or term E.g. first three terms are $2k+1, 3k-1, 4k-3$	2		8-9	