Unit	Detailed topic
	BASELINE TEST
NUMBER	Rounding – to nearest whole number, specified dp
	Written Methods – multiplication and division with decimals
	Negative numbers – ordering, 4 operations (+, -, x, /) Squares & Cubes Square roots & Cube roots Basic index rules (fractional/negative - not on test)
	Multiples and Factors Prime numbers Prime Factorization HCF, LCM
	BIDMAS
ALGEBRA	Substitution (link with BIDMAS)
	Simplifying expressions (i.e. collect like terms) – simple ($3x – 4y – 5x + 2y$) Complex ($3x^3y^2 + 2xy^2 + 5x^3y^2$) Multiplying and dividing terms
	Expanding – single brackets, two single brackets, double brackets
	Factorising – single brackets only
SHAPE	Basic angle facts – angles about a point, angles on a straight line, vertically opposite
	Angles in triangles and quadrilaterals (equilateral, isosceles, scalene)

Unit	Detailed topic
SHAPE	Perimeter of regular and compound shape and circumference of a circle (use 3.14)
	Area Triangles, parallelograms, trapezium, compound shapes, circle (use 3.14)
	Volume of prisms
FRACTIONS AND PERCENTAGES	Fractions – equivalent fractions
	Convert between mixed numbers and improper fractions
	Fractions – ordering, 4 operations (+, -, x, /)
	Converting Fractions, Decimals and Percents (FDP) (Just basic F to D)
	One quantity of another as a fraction or percentage
	Percentages of amounts (non-calc)
	Percentage increase/decrease (non-calc)
ALGEBRA	Function machines
	Solving linear equations (including equations involving brackets, simple algebraic fractions, x on both sides) (fractional and negative answers)
	Sequences – finding nth term and using the nth term to find a term in the sequence

Unit	Detailed topic
DATA	Mean, Median, Mode, Range from a list
	Tally and Frequency Table
	Bar Chart Compound/Dual Bar Chart
	Scatter graphs Line of best fit (by eye) Correlation (informal)
	DATA PROJECT (TERM 2)
DATA	Probability Scale Simple Probability
	Probability from two-way table Sample spaces
NUMBER	Ratios – simplifying (CTL) Sharing into a ratio
	Conversion graphs (temperature, currency, etc)
SHAPE	Co-ordinate plane - Plotting points, drawing lines x=h and y=k
	Transformations - Reflection in a mirror line - Translation using vectors