

# Lesson Breakdown Summery

# Entry Level Mathematics

Autumn 1	<p><b>Whole number calculations.</b>                  *Write, read, order and compare whole numbers up to 1000.                  *Know the value of each digit in a 3-digit number.                  *Understand vocabulary associated with numerical calculations such as: multiply, times, half, divide, <math>\times</math>, <math>\div</math>, sum, difference, share, total, twice, triple.</p>	<p><b>Properties of number</b>                  *Add whole numbers up to 1000.                  *Subtract whole numbers from an initial value no greater than 1000                  *Add and subtract decimals in context, i.e. money, mensuration etc.                  *Use inverse operations to find missing numbers                  * Use and interpret <math>+</math>, <math>-</math>, <math>\times</math>, <math>\div</math> and <math>=</math> in real-life situations for solving problems                  * Estimate the answer to a calculation</p>	<p><b>Fractions and decimals.</b>                  *Identify or show unit fractions up to one tenth of a quantity up to 100                  * Recognise equivalent fractions, including fractional quantities greater than 1.                  *Understand and use mixed fraction and vulgar ('top heavy') fraction notation.                  *Calculate thirds, quarters, fifths and tenths of quantities where the answer is an integer.                  * Add and subtract fractions with the same denominator within one whole                  *Use fractions in context                  *Order decimals and fractions.                  *Recognise equivalent fraction, decimal and percentage notation                  * Work out amounts 5, 8 or 10 times the size of a given amount</p>	
Autumn 2	<p><b>Percentage</b>                  * Understand that 1% is equivalent to dividing by 100.                  * Find 1%, 25%, 50% for three digit numbers, limited to results which are whole number answers.                  *Find other percentage quantities by combining results.</p>	<p><b>Multiples</b>                  * Know and use multiplication of whole numbers up to <math>12 \times 12</math>, and use this knowledge in multiplication and division problems.                  * Multiply a whole number by 10. *Recognise when any number will give a whole number when divided by 10.                  * Understand the index notation for squared and cubed and be able to calculate the results of squared and cubed powers on the numbers 1–5 and 10.                  *Divide a two digit whole number by a single digit whole number</p>	<p><b>Place Value</b>                  * Understand and use place value to order 2 significant figure integer numbers up to 1000, e.g. 580, 120, 91                  * Understand and use place value to order numbers given to 2 decimal places.                  *Use decimal values in real life contexts (i.e. money)                  * Perform simple calculations where the units of the quantities are whole numbers of thousands or millions</p>	<p><b>Estimation and Approximation</b>                  *Round numbers less than 1,000 to the nearest 10 and 100.                  *Find 10 or 100 more or less than a given number                  *Use approximate values to obtain an estimation.                  * Estimate approximate cost of a list of multiple items to determine if purchases can be made within a stated budget.</p>



# Lesson Breakdown Summery

# Entry Level Mathematics

Spring 1	<p><b>Proportionality</b></p> <ul style="list-style-type: none"> <li>* Solve simple proportion problems using systematic analysis, e.g. adapt a 2 person recipe for 1 person, 3 people, 20 people etc</li> <li>* Solve simple inverse proportion problems using systematic analysis, e.g. if speed doubles then the time taken will halve.</li> </ul>	<p><b>Formulae</b></p> <ul style="list-style-type: none"> <li>* Complete sequences of increasing or decreasing integers where the common difference is less than 10 or a multiple of 10</li> <li>* Substitute positive integers into a formula given in words and calculate answers i.e. average speed is distance travelled divided by time taken.</li> <li>* Use a simple two-step function machine to determine outputs for given inputs.</li> </ul>	<p><b>Scales and Graphs</b></p> <ul style="list-style-type: none"> <li>* Read and mark a scale or dial whose divisions are labelled appropriately.</li> <li>* Work with <math>x</math>- and <math>y</math>-coordinates in positive quadrant.</li> <li>* Interpret graphs in real-world contexts, e.g. money conversion, cost-time.</li> <li>* Construct and interpret graphs in real-world contexts, e.g. distance-time, money conversion, cost-time.</li> </ul>	<p><b>Shapes and Solids</b></p> <ul style="list-style-type: none"> <li>*Sort and classify polygons by number of sides, e.g. triangle, quadrilateral, pentagon, hexagon.</li> <li>*Distinguish between different triangles (equilateral, isosceles, right angled and scalene).</li> <li>*Distinguish between different quadrilaterals (square, rectangle, kite, trapezium, parallelogram and rhombus).</li> <li>* Recognise and name prisms, cylinders and cones</li> <li>* Know and use the terms: side, edge, corner, square face, rectangular face, triangular face, cube, cuboid, cross section, pyramid, sphere, cone, cylinder.</li> <li>*Identify pictures of three dimensional objects.</li> <li>*Identify and sketch nets cubes and cuboids.</li> </ul>
----------	---	---	--	---



# Lesson Breakdown Summery

# Entry Level Mathematics

Spring 2

## Symmetry and Transformations

- \* Identify lines and draw shapes with single vertical lines of symmetry.
- \* Identify lines and draw shapes which have horizontal and/or vertical lines of symmetry.
- \* Understand the terms reflection and reflectional symmetry.
- \* Recognise simple plane shapes, patterns or pictures that have reflectional symmetry
- \* Rotate, reflect and translate simple shapes to form tessellated pattern
- \* Use different polygons to form regular and semi-regular tessellation patterns.
- \* Draw a simple transformation on a coordinate grid:
  - reflection in horizontal and vertical lines
  - rotation about (0,0) through multiples of 90 degrees
  - translations, e.g. 3 forward, 5 down.

## Units and Measures

- \* Add lengths, capacities and weights and compare the total to another total or a requirement
- \* Convert standard units of length, capacity and weight
- \* Compare and order lengths, capacities and weights in different standard units
- \* Use given measurements to calculate perimeter in mm, cm or m as appropriate
- \* Calculate area of rectangles and triangles drawn to scale on square grids
- \* Understand and use the terms 'clockwise' and 'anticlockwise' and the idea of 'quarter turn', 'half turn' and 'three quarters turn'.
- \* Understand and use the four points of the compass
- .

## Units and Measures

- \* Know and use the terms 'acute', 'obtuse' and 'reflex' to describe angles. \*Measure angles to +/- 2 degrees.
- \* Use a ruler and protractor to draw and measure polygons, up to hexagons
- **Money**
- \* Select coins and notes equivalent to an amount of money up to £20.
- \* Add amounts of money and give change from £20.
- \* Exchange notes for an equivalent value in coins
- \* Solve problems involving multiplication or division of money by a whole number no greater than 10.



# Lesson Breakdown Summery

# Entry Level Mathematics

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Summer 1</p>	<p><b>Units and Measures - The Calendar and Time</b></p> <ul style="list-style-type: none"> <li>* Know and use time conversion facts to solve time problems e.g. 24 hours = 1 day, 60 minutes = 1 hour, 60 seconds = 1 minute</li> <li>* Understand and use 12 and 24-hour clock notation.</li> <li>* Convert between 12 and 24-hour clock notation.</li> <li>* Convert between hours, minutes and seconds</li> <li>* Read and write time for digital and analogue clocks (in hours and in five minute intervals) including using Roman numerals from I to XII</li> <li>* Use a calendar to solve problems.</li> <li>* Read and use simple travel timetables and other common two-way tables</li> <li>* Add up to three lengths of time given in minutes and hours</li> <li>* Solve problems involving time</li> </ul> <p><b>- Thermometer</b></p> <ul style="list-style-type: none"> <li>* Read scales showing temperatures above and below zero and compare temperatures.</li> </ul>	<p><b>Lists and Outcomes</b></p> <ul style="list-style-type: none"> <li>* Use a two-circle Venn Diagram to sort and classify numeric and graphic data by two criteria.</li> <li>* Use systematic listing strategies to identify different outcomes of three combined events, i.e. drink, meal, dessert.</li> <li>* Understand and complete a tally chart including numerical frequency.</li> <li>* Complete or extract information from printed lists with more than two columns or rows</li> </ul>	<p><b>Averages and trends – Statistic</b></p> <ul style="list-style-type: none"> <li>* Construct and interpret a bar graph, using a frequency scale in 5s, 10s, 50s or 100s</li> <li>* Draw and interpret pictograms</li> <li>* Find mode, median, mean and range of a small list of numbers (up to ten numbers) [formulae to be given].</li> <li>* Understand and use ‘range’ as the difference between the biggest and smallest recorded values on an appropriate frequency diagram</li> <li>* Understand and use ‘median’ as the middle item in a cumulative count of items using an appropriate frequency diagram</li> <li>* Plot scatter graphs for pairs of data values.</li> <li>* Interpret given lines of best fit for points on a given scatter graph</li> <li>* Draw and interpret trends on scatter graphs using terms ‘increase or decrease’ and ‘positive or negative’.</li> <li>* Solve one-step and two-step problems based on statistical information</li> </ul>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Summer 2</p>	<p>Past papers</p>		

