Autumn 2 Autumn 1 Spring 1 Spring 2 Summer 1 Summer 2 The expectation is that: All students will develop confidence and competence with the content identified by standard type • All students will be assessed on the content identified by the standard and the underlined type; more highly attaining students will develop confidence and competence with all of this content. **Probability** Circumference and Area Volume Inequalities Record, describe and analyse the frequency of outcomes of Identify and apply circle definitions and Compare lengths, areas and • Solve linear inequalities in one probability experiments using tables and frequency trees properties, including: centre, radius, chord, volumes using ratio notation variable Apply the property that the probabilities of an exhaustive set diameter, circumference, tangent, arc, Scale factors • Represent the solution set on a sector and segment of outcomes sum to 1 Make links to similarity number line Apply the property that the probabilities of an exhaustive set Know and use the formulae: Know and apply the formulae Vectors o Circumference of a circle of mutually exclusive events sum to 1 to calculate the volume of Apply addition and subtraction of Construct theoretical possibility spaces for single and Area of a circle cuboids and other right prisms vectors, multiplication of vectors by a Calculate the perimeters of 2D shapes combined experiments with equally likely outcomes and use (including cylinders) scalar, and diagrammatic and column including circles and composite shapes these to calculate theoretical probabilities Calculate the volume of representation of vectors Apply ideas of randomness, fairness and equally likely events Calculate areas of circles and composite spheres, pyramids, cones and **Gradients and Rates of Change** to calculate expected outcomes or multiple future shapes composite solids • Interpret the gradient of a straight- Calculate surface area of spheres, cones and Calculate exactly with line graph as a rate of change Relate relative expected frequencies to theoretical probability, composite solids multiples of 'pi' using appropriate language and the 0 – 1 probability scale Calculate arc lengths, angles and areas of Understand that empirical unbiased samples tend towards sectors of circles Scatter Graphs theoretical probability distributions with increasing sample • Use and interpret scatter Real Life Graphs size graphs of bivariate data Enumerate sets and combinations of sets systematically, using Plot and interpret graphs (including Recognise correlation and reciprocal graphs) and graphs of nontables, grids, Venn diagrams and tree diagrams know that it does not indicate Calculate the probability of independent and dependent standard functions in real contexts, to find combined events, including using tree diagrams and other approximate solutions to problems such as Draw estimated lines of best fit simple kinematic problems involving representations, and know the underlying assumptions Make predictions distance, speed and acceleration. Interpolate and extrapolate Interpret the gradient of a straight-line apparent trends whilst Use the basic congruence criteria for triangles (SSS, SAS, ASA, graph as a rate of change knowing the dangers of doing Sequences Apply angle facts, triangle congruence, similarity and Further Equations and Graphs Generate terms of a sequence from either a properties of quadrilaterals to conjecture and derive results Knowledge Solve linear equations in one term-to-term or a position-to-term rule about angles and sides including the base angles of an & Skills unknown isosceles triangle are equal, and use known results to obtain Recognise and use: algebraically including those simple proofs o sequences of triangular, square with the unknown on both Apply and use the concepts of congruence and similarity, and cube numbers sides of the equation simple arithmetic progression including the relationships between lengths in similar figures Find approximate solutions o Fibonacci type sequences using a graph o quadratic sequences Equations, Quadratics, Rearranging Formulae and Identities Solve quadratic equations o and simple geometric • Substitute numerical values into formulae and expressions, algebraically by factorising progressions ('r^n' where 'n' is including scientific formulae Find approximate solutions an integer and `r`is a rational Solve linear equations in one unknown algebraically including using a graph number > 0those with the unknown on both sides of the equation Recognise, sketch and Deduce expressions to calculate the nth Simplify and manipulate algebraic expressions (including those interpret graphs of linear and term of linear sequences involving surds) by: quadratic functions o <u>expanding products of two binomials</u> Identify and interpret roots, Standard Form intercepts and turning points factorising quadratic expressions of the Understand and use place value (e.g. when of quadratic functions form $ax^2 + bx + c$ including the difference of working with very large or very small graphically; deduce roots numbers) algebraically two squares Calculate with and interpret standard Translate simple situations or simplifying expressions involving sums, products and powers, form $^{A \times 10^{n}}$ where $^{1} \leq A \leq 10$ and procedures into algebraic including the laws of indices expressions or formulae Understand and use standard mathematical formulae derive an equation, solve the • Rearrange formulae to change the subject equation and interpret the • Know the difference between an equation and an identity Sketching Graphs solution · Recognise, sketch and interpret graphs of • Argue mathematically to show algebraic expressions are linear functions, quadratic equivalent, and use algebra to support and construct Ratio and Proportion functions, simple cubic functions and the arguments reciprocal function $y = \frac{1}{2}$ with $x \neq 0$ Identify and work with **Perimeter and Area** fractions in ratio problems • Identify properties of the faces, surfaces, edges and vertices **2D Representations of 3D Shapes** Express one quantity as a of: cubes, cuboids, prisms, cylinders, pyramids, cones and · Construct and interpret plans and fraction of another, where the spheres

fraction is less than 1 or

greater than 1

elevations of 3D shapes

• Calculate the perimeter of a 2D shapes and composite shapes

• Know and apply formulae to calculate area of:

		1			
	 triangles 		 Use ratio notation, including 		
	 parallelograms 		reduction to simplest form		
	o trapezia		Divide a given quantity into		
	Find the surface area of pyramids composite shapes		two parts in a given part: part		
	This the surrace area of pyramias composite shapes		or part: whole ratio		
	Simultaneous Equations		1		
	-		Express the division of a		
	 Solve two simultaneous equations in two variables (linear) 		quantity into two parts as a		
	algebraically		ratio		
	Find approximate solutions using a graph		 Apply ratio to real contexts 		
	Translate simple situations or procedures into algebraic		and problems (such as those		
			involving conversion,		
	expressions or formulae		comparison, scaling, mixing		
	 Derive two simultaneous equations 		and concentrations)		
	 Solve the equations and interpret the solution 		1		
	· ·		Express a multiplicative		
			relationship between two		
			quantities as a ratio or fraction		
			 Understand and use 		
			proportion as equality of ratios		
			Relate ratios to fractions and		
			to linear functions		
			to linear functions		
			Direct and Inverse Proportion		
			Solve problems involving direct		
			and inverse proportion,		
			including graphical and		
			algebraic representations		
			 Understand that X is inversely 		
			proportional to \mathcal{Y} is		
			867		
			equivalent to X is proportional		
			to 1/y		
			 Interpret equations that 		
			describe direct and inverse		
			proportion		
			Recognise and interpret graphs		
			that illustrate direct and		
			that illustrate direct and inverse proportion		
	<u>Probability</u>	Circumference and Area	that illustrate direct and	<u>Inequalities</u>	
	• KS3	• KS3	that illustrate direct and inverse proportion	Inequalities • KS3	
			that illustrate direct and inverse proportion Volume		
	• KS3	• KS3	that illustrate direct and inverse proportion Volume KS3	• KS3	
	 KS3 Students need to be able to convert between fractions, decimals and percentages 	KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π	KS3 Understand the meaning of the four inequality symbols	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those 	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles,	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale 	KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles,	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles	 that illustrate direct and inverse proportion Volume KS3 Calculate exactly with multiples of π Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. 	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles,	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles	 that illustrate direct and inverse proportion Volume KS3 Calculate exactly with multiples of π Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. 	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / 	Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on	 that illustrate direct and inverse proportion Volume KS3 Calculate exactly with multiples of π Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. Know how to find the area of 	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams 	KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four	
	KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator 	 that illustrate direct and inverse proportion Volume KS3 Calculate exactly with multiples of π Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. Know how to find the area of compound shapes Find the scale factor of a given enlargement 	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants.	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in right-	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. 	
nks to	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation 	
nks to prior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in right-	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. 	
	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis Draw a line parallel to the x-axis or the y-axis 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in right-angled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes Plot graphs of equations that	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in right-angled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation	KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes Plot graphs of equations that	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0-1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on coordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on coordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on coordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c to identify parallel lines and 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens (hundreds, thousands) from any positive 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number problems expressed	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on coordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens (hundreds, thousands) from any positive number up to 10 000 (100 000, 1 000 000) 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on coordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c to identify parallel lines and perpendicular lines 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens (hundreds, thousands) from any positive 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number problems expressed	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c to identify parallel lines and perpendicular lines Find the equation of the line through 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens (hundreds, thousands) from any positive number up to 10 000 (100 000, 1 000 000) 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number problems expressed algebraically • Choose the required inverse	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c to identify parallel lines and perpendicular lines Find the equation of the line through two given points, or through one 	
rior	 KS3 Students need to be able to convert between fractions, decimals and percentages Students will have some experience of analysing the frequency of outcomes of experiments using equally and unequally likely outcomes and will have used the 0 -1 probability scale They will know that the sum of probabilities is equal to 1 and will have been introduced to sets and their union / intersection using Venn diagrams	 KS3 Work out the perimeter of a rectangle work out the perimeter of a triangle calculate the perimeter of shapes made from triangles and rectangles Calculate the perimeter of compound shapes made from two or more rectangles calculate the perimeter of shapes drawn on a grid Calculate the perimeter of simple shapes Use π = 3.14 or the π button on a calculator Real Life Graphs KS3 Use coordinates in all four quadrants Write the equation of a line parallel to the x-axis or the y-axis given its equation Identify the lines y = x and y = -x Draw the lines y = x and y = -x Substitute positive and negative numbers into formulae Sequences KS3 Count forwards and backwards in tens (hundreds, thousands) from any positive number up to 10 000 (100 000, 1 000 000) Count forwards and backwards through zero 	that illustrate direct and inverse proportion Volume • KS3 • Calculate exactly with multiples of π • Know how to use formulae to find the area of rectangles, parallelograms, triangles, trapezia, circles, sectors. • Know how to find the area of compound shapes • Find the scale factor of a given enlargement • Use Pythagoras' theorem to find missing lengths in rightangled triangles Scatter Graphs • Work with coordinates in all four quadrants Further Equations and Graphs • KS3 • Know the basic rules of algebraic notation • Express missing number problems algebraically • Solve missing number problems expressed algebraically	 KS3 Understand the meaning of the four inequality symbols Solve linear equations including those with unknowns on both sides Vectors KS3 How to add and subtract negative numbers Work with co-ordinates in four quadrants. Know properties of plane shapes such as parallelograms. Understand column vector notation Gradients and Rates of Change Year 10 Work with co-ordinates in all four quadrants Solve geometrical problems on co-ordinate axes Plot graphs of equations that correspond to straight line graphs in the co-ordinate plane Use the form y = mx + c to identify parallel lines and perpendicular lines Find the equation of the line through 	

	Students will hopefully have seen the skill of substitution	Standard Form	Solve linear equations by	Identify and interpret gradients and	
		• KS3			
	before but might need a recap.		balancing when the solution is a whole number or a fraction	intercepts of linear functions	
	How to and why you can simplify a fraction.	Order whole numbers and decimals		graphically and algebraically	
	Perimeter and Area	Add, subtract, multiply and divide integers	Ratio and Proportion		
	• KS3	Add, subtract, multiply and divide decimals	• KS3		
	Understand the meaning of area and perimeter	Multiply and divide by powers of ten	Identify and work with		
	 Know how to calculate areas of rectangles, parallelograms and 	 Understand index notation 	fractions in ratio problems		
	triangles using the standard formulae	Use the laws of indices	 Express one quantity as a 		
	Know that the area of a triangle is given by the formula area =	Recognise and use metric measures of	fraction of another, where the		
	½ × base × height = base × height ÷ 2	length	fraction is less than 1 or		
	Know appropriate metric units for measuring area and	Use the conventions for the priority of	greater than 1		
	perimeter	operations	Use ratio notation, including		
	Simultaneous Equations	Sketching Graphs	reduction to simplest form		
	• KS3	• KS3	Divide a given quantity into		
	Solve linear equations		two parts in a given part:part		
	•	Use coordinates in all four quadrants	or part:whole ratio		
	Substitute numbers into formulae	Write the equation of a line parallel to the x-	Express the division of a		
	• Plot graphs of functions of the form y = mx + c, x ± y = c and ax	axis or the y-axis	quantity into two parts as a		
	\pm by = c)	Draw a line parallel to the x-axis or the y-axis	ratio		
	Manipulate expressions by multiplying by a single term	given its equation			
		 Identify the lines y = x and y = -x 	Apply ratio to real contexts		
		 Draw the lines y = x and y = -x 	and problems (such as those		
		Substitute positive and negative numbers	involving conversion,		
		into formulae	comparison, scaling, mixing		
1		2D Representations of 3D Shapes	and concentrations		
1		• KS3	Express a multiplicative		
		Derive and use the standard ruler and	relationship between two		
		compass constructions (perpendicular	quantities as a ratio or a		
		bisector of a line segment, constructing a	fraction		
		perpendicular to a given line from/at a given	Understand and use		
		point, bisecting a given angle); recognise	proportion as equality of ratios		
		and use the perpendicular distance from a	Relate ratios to fractions and		
		point to a line as the shortest distance to	to linear functions		
		the line	Direct and Inverse Proportion		
			• KS3		
		Use the properties of faces, surfaces, edges	Find a relevant multiplier in a		
		and vertices of cubes, cuboids, prisms,	situation involving proportion		
		cylinders, pyramids, cones and spheres to	Plot the graph of a linear		
		solve problems in 3D			
		It will also be necessary to review aspects of	function		
		Perimeter and Area within this topic	Know the difference between		
			direct and inverse proportion		
	Unit Reviews	Unit Reviews	Unit Reviews	Unit Reviews	
	These will be completed on a regular basis after a unit of work	These will be completed on a regular basis	These will be completed on a	These will be completed on a regular	
	has been completed.	after a unit of work has been completed.	regular basis after a unit of work	basis after a unit of work has been	
			has been completed.	completed.	
	Bi-Weekly Assessment	Bi-Weekly Assessment			
	This involves attempting a set of past exam paper questions on	This involves attempting a set of past exam	Bi-Weekly Assessment	Bi-Weekly Assessment	
Assessment	topics that they have already been taught at some point so far.	paper questions on topics that they have	This involves attempting a set of	This involves attempting a set of past	
		already been taught at some point so far.	past exam paper questions on	exam paper questions on topics that	
			topics that they have already	they have already been taught at some	
		Mock Exams	been taught at some point so far.	point so far.	
1		Formal exams. Pupils will attempt one non-			
1		calculator paper, and one calculator allowed			
		paper during this time			
	Home learning is set on a weekly basis and will usually involve	Home learning is set on a weekly basis and will	Home learning is set on a weekly	Home learning is set on a weekly basis	
	pupils working through a set task using their home learning	usually involve pupils working through a set	basis and will usually involve	and will usually involve pupils working	
Home	books to record their written methods of working out.	task using their home learning books to record	pupils working through a set task	through a set task using their home	
learning		their written methods of working out.	using their home learning books	learning books to record their written	
		Ĭ	to record their written methods	methods of working out.	
			of working out.	Ĭ Š	
Cultural	Artful Maths Club	Artful Maths Club	Artful Maths Club	Artful Maths Club	
Capital and	Where geometry meets creativity. Pupils can learn to fold their	Where geometry meets creativity. Pupils can	Where geometry meets	Where geometry meets creativity.	
extra-	way into the wonders of maths with Artful Maths Club.	learn to fold their way into the wonders of	creativity. Pupils can learn to fold	Pupils can learn to fold their way into	
curricular	and the trenders of matter with Artiful Matter Club.	maths with Artful Maths Club.	their way into the wonders of	the wonders of maths with Artful Maths	
opportuniti		madis with Artial Matris Club.	maths with Artful Maths Club.	Club.	
			madis with Artiul Maths Club.	Ciub.	
es	Kov Words	Kay Words	Key Words	Key Words	
	Key Words	Key Words	Key Words	Key Words	
	Brobability	Circumforance and Avec	Volumo	Inequalities	
Literacy	Probability Equally Likely Fair Piac Probability Event Outcome Frequency	Circumference and Area	Volume Area Cross Section	Inequalities	
1	Equally Likely, Fair, Bias, Probability, Event, Outcome, Frequency	Circumference, Perimeter, Diameter, Radius,	Volume, Area, Cross-Section,	Integer, Negative, Greater than, Less	
	Tree, Frequency, Amount, Total, Sum, Difference	Square units, Surface, Circle, Centre, Radius,	Circle, Prism, Cylinder, Length,	than, Equal to, Greater than or equal to,	
	Congruence and Similarity	diameter, chord, Pi	Radius, Diameter, Multiply,	Less than or equal to	

	Congruent, SAS, SSS, ASA, RHS, Similar, Similarity, Scaling, Scale factor, Triangle, Similar, Corresponding, Enlargement, Reflection, Rotation, Similar, Length, Linear, Area, Volume, Square, Cube, Ratio, Scale Equations, Quadratics, Rearranging Formulae and Identities Expand, Multiply, Expression, Variables, Binomials, Brackets, Quadratic, Linear, Rearrange, Formula, Subject, Add, Subtract, Multiply, Divide, Factorise, Expand, Square, Root, Inverse, Operation, Fraction Perimeter and Area Perimeter, Area, Square, Rectangle, Parallelogram, Triangle, Trapezium (Trapezia), Square Millimetre, Square Centimetre, Square Metre, Square Kilometre, Formula, Formulae, Length, Breadth, Depth, Height, Width Simultaneous Equations Common solution, Same variables, Intersection point, Substitution, Elimination, Graphing method, Coefficients	Real Life Graphs Gradient, speed, distance, time, intercept, zero-point, rise, decline, stable, constant, sharp, gradual, extrapolation, interpolation, peak, linear, Sequences Term, Term-to-term rule, Position-to-term rule, nth term, generate, linear, quadratic, difference, Fibonacci sequence, Geometric Progression Standard Form Large, Small, Standard Form, Ordinary Form, Power, Indices, Significant Sketching Graphs Intersection, Axes, Vertical, Horizontal, Gradient, Maximum, Minimum 2D Representations of 3D Shapes Net, Surface, (Right) prism, cylinder, Cross-section, pyramid, cuboid, triangular, edge, face, vertices, front elevation, side elevation, plan view	Circumference, Sphere, Triangular, pyramid, volume, compound, composite, cuboid, triangular, edge, face, vertices, cone Scatter Graphs Scatter, Plot, Axis, Scale, Relationship, Trend, Categorical data, Discrete data, Continuous data, Scatter graph, Bivariate data, Correlation, Positive correlation, Negative correlation, Line of best fit, Interpolate, Extrapolate, Causation Further Equations and Graphs Linear, Quadratic, Equation, Solve, Intersect, approximate, solutions, quadratic, algebraically, factorise, sketch, roots, intercept, turning point Ratio and Proportion Ratio, Proportion, Direct, Similar, Multiplicative, Fraction, Improper, Mixed, Scale, Multiplier, Factor, Multiple, Simplest Form, Lowest Terms, Equivalent, Share, Part, Whole, Fraction, Multiplicative Direct and Inverse Proportion Proportion, Direct, Similar, Multiplicative, Fraction, Improper, Mixed, Scale, Multiplier, Quantity, Integer, Ratio, Compare, comparison, Part, Unit, Proportional, Multiplier, Unitary method, Direct proportion, Inverse proportion, Direct Proportion	Column Vector, Movement, Direction, Scalar, Vector, coordinates, Axis, axes, x- axis, y-axis, Origin, Quadrant, Translation, Object, Image, Congruent, congruence, Mirror line, Vector, Centre of rotation Gradients and Rates of Change Gradient, proportional, equivalent, rate of change, tangent, average		
Numeracy	Vocabulary Mathematical vocabulary is precise and rigorously defined. It should be used carefully to avoid misinterpretation and confusion with the same similar words used elsewhere.	Approach Pupils must be encouraged to always show their working out, regardless of whether they are using a calculator or not.	Scientific Calculator First and foremost, we always try and use our mental and written method when attempting a calculation. If a calculator is need then this needs to be a scientific calculator. This is a requirement, and pupils are expected to have their own calculator in school. Pupils need to know how to use a scientific calculator correctly and they are taught this in their Maths lessons.	Talk Through Problems Pupils encouraged to talk through their methods of working out (explain their thinking out loud) to help clarify understanding. Break Down Word Problems Focus on reading questions carefully, underlining key facts, and planning step-by-step how to solve them.		
Careers Information , Education, Advice and Guidance (CEIAG)	 Probability Geography: Using probability in weather forecasting Science: In any experiment to predict the chance of an outcome. In Biology probability is used for predictions of genetics and births PE: Making predictions on sporting events using previous data and analysis Where are these skills transferred to real life contexts? Engineering: requires probability analysis. Engineers must calculate the probability of such things as a heavy gust of wind or a car's front suspension hitting a pothole on an average day Computer programmers sharpen their products by using statistics Biologists and medical experts use probabilities to better understand sophisticated mechanisms within the human body and to develop drugs 	Circumference and Area Area of a circle Art: When working with 3D shapes in art, area of a circle will be need to be calculated for certain surface areas Technology: In textiles and RM, pupils need to calculate area and circumference of circles when making clothing, and other objects. In food tech, making cakes, pizzas, and any other circular foods may require the calculation of area Science: Area of a circle can be used when calculating with vehicles (wheels) and other cylindrical objects Where are these skills transferred to real life contexts? Architecture: Architects and builders use the symmetrical properties of a circle to design	Volume Geography: Calculating space of territories, land, and sea. Science: Volume is used across a lot of the Physics curriculum with regards to density and mass of objects. Chemistry also uses volumes for substances, and volume of gases. In Biology, Volume is calculated for cells Art: 3D shapes are commonly drawn and volume is calculated from these. In Art they may need to create 3D objects linked to scale drawings and therefore	Inequalities Algebraic notation, Substitution, Function Machines and Rearranging formulae, Forming and solving linear equations and inequalities Science: Equations, Substitution, Formulae and manipulating formulae are used in Science regularly, particularly in Physics and Chemistry. Business: Formulae is also commonly used across Business/ICT and computing in spreadsheets and revenue calculations. Functions and function machines are often used for showing processes.		

- Physicists deal with uncertainty as they delve into the realm of sub-atomic particles and model these interactions by using probability models
- Weather forecasting: Probability is needed to foresee the chance or rain/sun etc.
- Economics and business: Economists use probability as a tool
 to analyse economic competition and phenomena such as
 bargaining, voting theory, auction, mechanism design.
 Executives, investors, and managers in the business world use
 probability for investments, launching of new products, or
 entering a new business
- In politics: Diplomats and politicians use probability to analyse any situation of conflict between individuals, companies, states, and political parties. It is also used in war strategies, political voting, and political affairs

Congruence and Similarity

Congruence and Similarity

- Technology: When creating and designing scale diagrams are used for the initial planning phase
- Geography: Maps are scale diagrams of larger scale places (countries, continents etc)
- Art: Scale drawings are required for design and creating of projects. The use of congruence and similarity is used for some drawings

Where are these skills transferred to real life contexts?

- Architects/interior designers: Scale drawings are used in the planning and design of houses, offices and any other areas
- Builders/Plumbers/Electricians: Will need to use scale diagrams and floor plans to ensure safety in building, plumbing and design
- Athletes: Loci is used to calculate the best path to take for the shortest possible distances in running
- Phone networking: Pylons need to be placed in exact locations to ensure efficient signalling to certain areas
- Farmers: When planning the dimensions of their land in regards to pens, fencing and animal space, loci is needed
- Equations, Quadratics, Rearranging Formulae and Identities
- Science: Equations, Substitution, Formulae and manipulating formulae are used in Science regularly, particularly in Physics and Chemistry
- Business: Formulae is also commonly used across
 Business/ICT and computing in spreadsheets and revenue
 calculations. Functions and function machines are often
 used for showing processes
- Technology: Substitution is used when working out areas and volumes of objects or materials
- Science: Equations are used in Science regularly, particularly in Physics and Chemistry
- Business: Equations are used when forecasting future trends, profits, revenue, customer numbers etc
- Science: Quadratic equations are used in science when working out acceleration, deceleration and stopping distances. Formulae and manipulating formulae are used in Science regularly
- Business: Quadratic equations can be used for calculating maximum revenues. Formulae is also commonly used across Business/ICT and computing

Where are these skills transferred to real life contexts?

- Accountancy: Formulae is used regularly when working with financial planning. They use formulas everyday to measure rates of interest and tax forms
- Computer programmer: Uses formulae and substitution when evaluating and analysing designs

- Ferris-wheels, buildings, athletic tracks, roundabouts etc.
- Engineering: The circular measurements are significant in the designing and manufacture of airplanes, bicycles, rockets etc.
- Pizza factory/restaurant: Areas of circles are need when making and selling pizzas for pricing and sizing purposes
- Bakery/cake shop: For the same reasons as above, area of a circle is needed in baking cakes

Real Life Graphs

Sequences

- Science: Geometric sequences can be used for growth and decay including bacteria and infection growth
- Geography: Geometric sequences can be used to determine population growth
- Drama: Set production and plays follow sequences
- Business: Arithmetic sequences can be used to make estimations about how something will change in the future

Where are these skills transferred to real life contexts?

- Business/Demographics: The ability to forecast growth and population using sequencing including pricing and profits
- Farmers/agriculture: Need sequencing to predict crop growth and corresponding revenue growth
- Food production/factory production: Preparation of food/goods need to be followed in a sequenced order. Machinery will need to be programmed to follow a certain sequence
- Theatre production/Media: Plays and production follow sequencing for running orders

Standard Form

- Science: Standard form is used when calculating large distances (eg between planets), sizes, or working with speed of light in Physics
- In Chemistry standard form is used for small measurements such as the distance between sub-atomic particles. In Biology, the size of bacteria may be measured in standard form due to the small size

Where are these skills transferred to real life contexts?

- Astronomer: Working with planets requires the use of standard form from measuring distances to mass
- Scientists/Astrophysicists/Chemists: Large and small values ranging from speed of light to atomic particles
- Engineers: Engineers may use standard form when calculating distances, lengths and mass of materials

Sketching Graphs

 Science: Linear equations formed in Physics from real life contexts can be plotted onto graphs and used for forecasting trends, solving problems and making predictions for experiments

- will need to scale the volume
- DT: When creating 3D models in textiles/RM, pupils will need to consider the volume of the 3D shape

Where are these skills transferred to real life contexts?

- Gardners/landscape
 /construction. They will need
 to consider the volume of
 spaces, land, or buildings
 when purchasing materials,
 pricing and costing
- Medicine: Any NHS worker who needs to administer drugs/medication needs to be aware of the volume of the substance to be given linked to the rate at which It is administered
- Product
 packaging/manufacturing:
 Product packaging needs to
 be made to fit the quantity of
 the item inside and therefore
 volume needs to be
 accurately measured to
 minimise waste
- Transportation of goods: The volume of space inside the lorry/boat/van would need to be sufficient to carry certain amounts of goods
- Scatter Graphs
- Correlation and scatter graphs
- Geography: Using scatter graphs to plot two variables such as death rates, earthquakes, population changes etc. Correlation is used to recognise trends and patterns in data
- Science: Scatter graphs are used as above to plot two variables and compare using lines of best fit and correlation

Where are these skills transferred to real life contexts?

- Economists conduct
 research and analyse trends
 on a wide range of economic
 phenomena, including
 prices, employment,
 production, inflation and
 business cycles. Scatter
 graphs help visually illustrate
 relationships between two
 economic phenomena, such
 as employment and output,
 inflation and retail sales, and
 taxes and economic growth
- Market research analyst.
 Market research involves conducting consumer surveys and focus groups, as

- Technology: Substitution is used when working out areas and volumes of objects or materials.
- Science: Equations are used in Science regularly, particularly in Physics and Chemistry.
- Business: Equations are used when forecasting future trends, profits, revenue, customer numbers etc

Where are these skills transferred to real life contexts?

- Accountancy: Formulae is used regularly when working with financial planning. They use formulas everyday to measure rates of interest and tax forms.
- Computer programmer: Uses formulae and substitution when evaluating and analysing designs.
- Financial analyst: Use formulae when analysing risk and reward of investments. Substitution of values is key for forecasting pay offs.
- Pharmacy Technician: Substitution and formulae is used when calculating quantities, counting and pricing.
- Management analysts: Use function machines to analyse outputs/rewards/profits for businesses based upon their inputs and the process of the business.
- Almost any situation where there is an unknown quantity can be represented by a linear equation, like figuring out income over time, calculating mileage rates, or predicting profit. Many people use linear equations every day, even if they do the calculations in their head without drawing a line graph.
- Event planners: A party planner has a limited budget for an upcoming event. They will need to figure out how much it will cost the client to rent a space and pay per person for meals. A linear equation can be constructed to show the total cost, expressed for any number of people in attendance.
- Any business setting: One of the most helpful ways to apply linear equations in everyday life is to make predictions about what will happen in the future. While real world factors certainly impact how accurate predictions are, they can be a good indication of what to expect in the future. Linear equations are a tool that make this possible.

<u>Vectors</u>

Cross curricular and career links

 Science - Most commonly in physics, vectors are used to represent displacement, velocity, and acceleration

Where are these skills transferred to real life contexts?

- Financial analyst: Use formulae when analysing risk and reward of investments. Substitution of values is key for forecasting pay offs
- Pharmacy Technician: Substitution and formulae is used when calculating quantities, counting and pricing
- Management analysts: Use function machines to analyse outputs/rewards/profits for businesses based upon their inputs and the process of the business
- Almost any situation where there is an unknown quantity
 can be represented by a linear equation, like figuring out
 income over time, calculating mileage rates, or predicting
 profit. Many people use linear equations every day, even if
 they do the calculations in their head without drawing a line
 graph
- Event planners: A party planner has a limited budget for an upcoming event. They will need to figure out how much it will cost the client to rent a space and pay per person for meals. A linear equation can be constructed to show the total cost, expressed for any number of people in attendance
- Any business setting: One of the most helpful ways to apply linear equations in everyday life is to make predictions about what will happen in the future. While real world factors certainly impact how accurate predictions are, they can be a good indication of what to expect in the future. Linear equations are a tool that make this possible
- Military and law enforcement: Quadratic equations are often used to describe the motion of objects that fly through the air. Police also use it in determining the trajectories of bullets and in figuring out the speeds of cars that have been involved in accidents
- Engineering: Engineers of all sorts use these equations.
 They are necessary for the design of any piece of equipment that is curved, such as auto bodies. Automotive engineers also use them to design brake systems. For similar reasons, aerospace engineers work with them on a regular basis. Electrical and chemical engineers work with many complex systems that involve quadratic equations.
 So do computer engineers. Audio engineers use these equations to design sound systems that have the best sound quality possible
- Scientists: Astronomers use quadratic equations to describe the orbits of planets, solar systems and galaxies.
 Physicists use them to describe different types of motion.
 Even chemists need them in order to describe certain types of chemical reactions
- Agriculture: Quadratic equations are also used in agriculture. One of these uses is in finding out the optimal arrangement of boundaries to produce the biggest fields and pens given the materials on hand

Perimeter and Area

- Art: Area: Used to determine the amount of material or space for painting, sculpture bases, or installations.
 Perimeter: Planning frame sizes, borders, and edging designs for artwork
- Textiles: Calculating the fabric required for garments or cushions, often involving rectangular or triangular patterns.
- Resistant Materials (RM): Cutting wood or metal pieces to specific dimensions (e.g. rectangular panels, triangular supports)
- Food Technology: Portioning and packaging foods (e.g. brownies, flapjacks, sandwiches) often requires working with rectangular or triangular shapes for consistency

- Business: Again, used for predictions, trends and forecasting
- Geography: Graphs used to compare and contrast data and information
- Where are these skills transferred to real life contexts?
- Politics: Used for election votes, predictions and trends. The government use graphs to support their data on the economy and health (eg covid)
- NHS: Graphs will be used to compare and make predictions from regarding treatments, for monitoring purposes for example heart rates, blood sugar levels etc.
- Any business setting: One of the most helpful ways to apply linear equations in everyday life is to make predictions about what will happen in the future. While real world factors certainly impact how accurate predictions are, they can be a good indication of what to expect in the future. Linear equations are a tool that make this possible and is made even clearer by representing this information on a graph

2D Representations of 3D Shapes

Design & Technology

- Product Design: Students sketch and design 3D products using 2D techniques like isometric drawing and orthographic projection
- Textiles: Creating patterns and templates (2D) to form 3D garments or bags
- Graphics: Used to design packaging, model boxes, and promotional material, requiring accurate nets and flat representations of 3D forms
- Engineering/Resistant Materials: Interpreting blueprints and component diagrams to build accurate structures.

Art

- Drawing: Learning how to represent 3D objects (e.g. cubes, cylinders, pyramids) on paper using shading, perspective, and geometric breakdowns
- Sculpture: Designing 3D pieces from 2D sketches or nets
- Architecture sketching: Planning buildings or installations using front, side, and top views

Science

- Physics & Chemistry: Drawing molecular structures or lab apparatus in 2D to show 3D relationships (e.g. crystalline structures, 3D graphs, lab setups)
- Biology: Visualising organs or body parts using 2D diagrams to represent 3D forms (e.g. cross-sections of the heart, eye, etc.)

Geography

- Interpreting and drawing topographical maps with contour lines (2D) that represent 3D landscapes like hills and valleys
- Planning land use or buildings using scaled 2D representations

Computer Science

- well as gathering and analysing data on prices, sales and distribution. Often researchers analyse data on past sales to project future revenues Market research often involves writing reports that include statistical charts that report past sales and predict future sales
- Further Equations and Graphs
- Algebraic notation, Substitution, Function Machines and Rearranging formulae, Forming and solving linear equations and inequalities
- Science: Equations,
 Substitution, Formulae and
 manipulating formulae are
 used in Science regularly,
 particularly in Physics and
 Chemistry
- Business: Formulae is also commonly used across
 Business/ICT and computing in spreadsheets and revenue calculations. Functions and function machines are often used for showing processes
- Technology: Substitution is used when working out areas and volumes of objects or materials
- Science: Equations are used in Science regularly, particularly in Physics and Chemistry.
- Business: Equations are used when forecasting future trends, profits, revenue, customer numbers etc

Where are these skills transferred to real life contexts?

- Accountancy: Formulae is used regularly when working with financial planning. They use formulas everyday to measure rates of interest and tax forms
- Computer programmer: Uses formulae and substitution when evaluating and analysing designs
- Financial analyst: Use formulae when analysing risk and reward of investments.
 Substitution of values is key for forecasting pay offs.
- Pharmacy Technician: Substitution and formulae is used when calculating quantities, counting and pricing
- Management analysts: Use function machines to analyse outputs/rewards/profits for businesses based upon their

 Engineering - Vectors are used in engineering mechanics to represent quantities that have both a magnitude and a direction. Many engineering quantities, such as forces, displacements, velocities, and accelerations, will need to be represented as vectors for analysis

 Physics: Surface area and perimeter are used when 	 Used in game design, 3D modelling, and 	inputs and the process of the		
designing experiments (e.g. calculating heat loss from	animation where 3D objects are created	business		
surfaces, pressure distribution)	through 2D programming instructions	 Almost any situation where 		
,		there is an unknown quantity		
Biology: Estimating areas of leaves or habitats during	Understanding how shapes are rendered	' '		
ecological surveys	on screen.	can be represented by a		
Chemistry: Shanes of reaction surfaces (e.g. catalyst)		linear equation, like figuring		
plates) are measured to understand rates of reaction	Deal Manda Annihastiana	out income over time,		
	Real-World Applications	calculating mileage rates, or		
 Geography: Area: Measuring land use (e.g. rectangular 	Architecture & Construction	predicting profit. Many		
plots on a farm, triangular zones on a map). Perimeter:	Plans and elevations are essential for	people use linear equations		
Calculating boundaries for fields, development zones, or	designing buildings, rooms, and			
natural features	infrastructure.	every day, even if they do the		
		calculations in their head		
Physical Education (PE): Perimeter: Marking out playing	Builders and engineers use 2D blueprints	without drawing a line graph		
fields and courts (e.g. rectangular pitches, triangular zones	to visualise and construct accurate 3D	Event planners: A party		
in athletics). Area: Ensuring safe space per student for	spaces.	planner has a limited budget		
warm-ups or activities	Nets help visualise structures before			
Where are these skills transferred to real life contexts?	1	for an upcoming event. They		
Where are these sams transferred to rear the contexts.	physical building begins.	will need to figure out how		
	Engineering & Manufacturing	much it will cost the client to		
Construction & Architecture: Area: Calculating floor space	Orthographic projections and technical	rent a space and pay per		
for rooms (usually rectangular), wall coverage for painting	drawings guide the manufacture of	person for meals. A linear		
or wallpapering, or tiling. Perimeter: Fencing, baseboards,	components and machinery.	equation can be constructed		
and skirting around rooms		· ·		
	Engineers must convert 2D design plans	to show the total cost,		
Engineering & Manufacturing: Rectangles and triangles are	into real-world 3D objects with precision.	expressed for any number of		
used when cutting, welding, and assembling materials.	Interior Design: Floor plans are 2D	people in attendance		
Engineers use area to estimate surface finishes or load	representations used to lay out furniture and	Any business setting: One of		
distribution	1 .	the most helpful ways to		
Catering, Baking & Food Industry: Area: Used when	design room layouts. Helps visualise space,	apply linear equations in		
	storage, and traffic flow in a room.			
preparing trays or packaging for uniform food portions (e.g.	Packaging & Product Design: Nets are used to	everyday life is to make		
slicing brownies into equal rectangles or sandwiches into	design boxes, cartons, and containers.	predictions about what will		
triangles). Perimeter: Wrapping food, cutting edges neatly,	Designers must translate flat layouts into	happen in the future. While		
and measuring for packaging	foldable 3D products (e.g. food packaging,	real world factors certainly		
Landscaping & Gardening: Area: Calculating lawn space,	electronics boxes).	impact how accurate		
	1	predictions are, they can be a		
paving areas, or planting beds (often rectangular or	Medical Imaging: Scans like CT and MRI	1 .		
triangular plots). Perimeter: Measuring garden borders,	produce 2D "slices" of the body that represent	good indication of what to		
fencing lines, or edging paths	3D internal structures. Doctors interpret these	expect in the future. Linear		
 Interior Design & Home Improvements: Area: Estimating 	to diagnose and plan treatments.	equations are a tool that		
wallpaper, paint, or flooring needed for rectangular or	Transport Design: Car, aircraft, and ship	make this possible		
triangular walls and rooms. Perimeter: Planning skirting	designs begin as 2D technical drawings			
		Ratio and Proportion		
boards, curtain tracks, or perimeter lighting	representing 3D forms. Used in simulations			
		1 1 - 14/1 - 11 -		
 Retail & Business: Area: Display floor planning, shelving 	and prototyping.	Technology: When working		
 Retail & Business: Area: Display floor planning, shelving space, window display dimensions. Perimeter: Shop layout 	Fashion & Tailoring: 2D patterns are cut and	 Technology: When working with recipes, proportion is 		
space, window display dimensions. Perimeter: Shop layout	Fashion & Tailoring: 2D patterns are cut and	1		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat	with recipes, proportion is used for scaling up or down		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body.	with recipes, proportion is used for scaling up or down ingredients measures		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles.		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles.		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles • Simultaneous Equations	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles • Simultaneous Equations • Science: Physics: Used to solve for unknowns in formulae	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts?		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles • Simultaneous Equations • Science: Physics: Used to solve for unknowns in formulae	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles • Simultaneous Equations • Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life • Construction: Will need to		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life • Construction: Will need to work with scale ratios and		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration • Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles • Simultaneous Equations • Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures • Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? • Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life • Construction: Will need to work with scale ratios and		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and		
 space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield 	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs = total calories)	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses which require purchases of		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs = total calories) Business & Economics: Simultaneous equations model	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses which require purchases of		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs = total calories) Business & Economics: Simultaneous equations model supply and demand problems to find market equilibrium.	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses which require purchases of stock (clothes, ingredients etc), will need to use		
space, window display dimensions. Perimeter: Shop layout planning, calculating materials for signage or decoration Transport & Automotive: Area and perimeter used in designing vehicle components, boot spaces, and loading areas—usually involving basic shapes like rectangles or right-angled triangles Simultaneous Equations Science: Physics: Used to solve for unknowns in formulae involving motion (e.g. speed and distance problems), forces, or electricity (e.g. solving for voltage and resistance using Ohm's law). Chemistry: Balancing equations for chemical reactions and calculating molar relationships in multiple-step reactions. Biology: Modelling population growth and decay involving multiple interacting species or processes Geography: Climate modelling or population studies can involve solving simultaneous equations to compare changing variables (e.g. population vs resource availability). Used in analysing data sets and trends, such as rainfall vs. crop yield Design & Technology: Product Design: Calculating cost of materials and labour within budget constraints. Engineering Design: Optimising dimensions and performance by balancing constraints (e.g. weight and strength). Nutrition Calculations: Balancing multiple food items to meet target nutritional values (e.g. protein + carbs = total calories) Business & Economics: Simultaneous equations model	Fashion & Tailoring: 2D patterns are cut and shaped into 3D garments. Designers use flat templates to fit the 3D human body. Animation & Film: Animators start with 2D character sheets that guide the modelling of 3D figures. Storyboarding uses 2D images to	with recipes, proportion is used for scaling up or down ingredients measures Science: Speed, distance and time of vehicles. Distance of planets and sunlight Where are these skills transferred to real life contexts? Architecture: Architects and designers will need ratio and proportions when using scale drawings and creating designs in real life Construction: Will need to work with scale ratios and proportion in the same way as above Chefs/Bakers: Any profession which works with ingredients will need to use ratio and proportion when working with ingredients. Specifically, when baking/cooking on a large scale Business: Most businesses which require purchases of stock (clothes, ingredients		

Land treatment with million and colorations or war floring coloration. I compared treatment of the process of		given multiple cost and revenue constraints. Helps		'best buys. Businesses need		
On youth Schomer, August of Judge Balls course, could you have come of making by any service. When are there will include the small incomband. I man any Any Judge Ballsons Cookstand practice of some states of the small incomband. I synthetic service will be a service with the same states of the same states o				-		
Indice, and the partner and included as programming white or body or an approximate product of the partner and the control of the partner and the control of the partner and the control of the partner and th		offs		price of buying stock based		
The control of the co						
White are these ability security of the control of						
Fig. 2012 AB adjusting Process Finder (1997) and the process of th						
substant Services Collection results in sect and appeared within a better the better Collection results control of the production of the p						
In State Comment and the display of any official recommendation and state of the st						
# Earl Code of Surgest and part of promotion largest sign and success control of the surgest sign and success sign and su		·				
Processing in present to part of the control designation of the control designation of the control designation of the control				4004.		
Figure (b) Figure (b) Figure (b) And the considering systems with a collectic accounts, which was deep control and possible and account of the collectic accounts, which was deep control accounts (b) and the collectic				Direct and Inverse Proportion		
structures, or another formers carring on an organization of electrical devictions of which could be considered to electrical devictions of the consideration of countries of electrical marketical better price between the considerations of the consideration of t		• Engineering: Frequently used when designing systems with		-		
olostificat discreting, whose workings, currently, and encolational comments of constructions of the construction of the const		multiple constraints, e.g. tension in bridges, angles in		Direct Proportion and Inverse		
mast two calculations (appelled supplied Contractions & Aprillactions between the design of the part o						
Construction & Actionization Line for Continuous quantified of continuous continuous programments and continuous con						
of different materials when show took volume or cost fully Counted and the control of the contro						
inhits. Calcolating how different factors ce_c, well lengths with drawpt many work register that a place to create media place that the create multiplicative displacements to create media placement that the create multiplicative displacement to create media placement that the createment of the createment of control multiplicative displacements of control multiplicative displacements of control multiplicative displacements of control multiplicative multiplicative displacements of control multiplicative multiplicative displacements of control multiplicative multiplicative displacements of control control multiplicative multiplicative displacements of control control multiplicative displacements of control control multiplicative multi		•				
and time of vehiclates. • extended are the first Detained are amultaments equations of the control of the cont						
** Healthcare & Disc Dischlare uses immulation successful training to the mining of the training						
but create meet fallage student meet mutualized souther surfaces for production and cattering frequency but and cattering required frequency of the production and cattering frequency of the production and proportions when using scale decidents in rest life and contact and their articles to meet a simple proof for cost. Indiging observation of the production and their articles to meet a simple proof for cost. Indiging observation of the production and their articles to meet a simple proof for cost. Indiging observation and cattering frequency of the production and their articles to meet a simple proof for cost. Indiging observation and cattering frequency of the production and cattering fre		- ,				
(e.g. powlers and colarie intake). Used in recipitacy cancer in recipita				•		
** Tavir & Lagistics: Solving problems tils if "You trains leaving officers collect" collects of products and finite prices to meet a target profit or coult. Hops ottermined small, plant till meet revenue targets and proportions with earlier and proportions with small residue and proportions with the same way collects and with receiver the past of the first and small meet revenue targets. **Solve the first and the prices to meet a target profit or coult. Hops ottermined small residue and proportion in the same way. **Ordination of th				Where are these skills		
disperse clinics for determine where they fill meet, or how any properties when the designant way that such medical grain they changed appeal collection of the properties with a subject to several uses ground the properties with a subject to several uses ground the properties with a subject to several uses ground the properties with a subject to several uses ground the properties with a subject to several uses ground the properties with a subject to several uses ground the properties with the season way as above 1. Sports & Event Ramang, Used to access for team sizes and field strains (e.g., and the collection state) and ground the several uses the properties in the sound with regular propriess in the sound with regular propriess when working with ingedients, specifically, when propriess when working with ingedients and proposition when working with ingedients will need to use ratio and proposition when working with ingedients will need to use ratio and proposition when working with ingedients will need to use ratio and proposition when working with ingedients will need to work with scale that the proposition when the proposition with a sound and proposition when the proposition will need to work with scale that the proposition in the sound reproposition when the proposition in the sound reproposition in the sound repropo				transferred to real life contexts?		
tong a journey will take when desting with two transfers peeded dictitations - Retail: Libert in pricing strategy: Figuring in contractivation - Retail Libert in pricing strategy: Figuring in contractivation - Retail Libert in pricing strategy: Figuring in contractivation - Retail Libert in pricing strategy: Figuring in contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Libert in pricing strategy: Figuring in Contractivation - Retail Contractivation -						
special-distances Realize Used in putoing strategy—rigaring out combinations of products and thris prices in more a larger profile or cost. regular pricing and studies Sootas & North Renange Used to solve for foram sizes and sider larger (see and the ret revolves larger) Sootas & North Renange Used to solve for foram sizes and sider larger (see and the ret revolves larger) As a solve of the solves and revenue Proportion of the solves with imgestients, specificating, with imgestients, with proportion with an experiment and immediate and proportion when calculating proportio		-				
Refail: Used in procing strates—"Imprises to make t argang to policy count. Helps determine offers (e.g., "Buy 3 for 55" inseed with rigidar princing and set time televanite signals strated on the set of						
or products and their proces to meet a trainet profit or cost. He products pricing and still meet review targets Sorts & Evert Partinity Used to cove for train area and titolate sold) when given total stier class and investigate. Sorts & Evert Partinity Used to cove for train area and titolate sold) when given total stier class and investigate. Sorts & Evert Partinity Used to cove for train area and titolate sold) when given total stier class and investigate. Sorts & Evert Partinity Used to cove for train area and titolate sold) when given total stier class and proportion when working with ingredients. Soetheday, when basing/booking on a grey scale. Sorts & Evert Partinity Used to the sold sold when given total sold when given to the sold sold when given total sold when given total sold when given to the sold sold when given total sold when given total sold when given total sold when given to the sold sold when given total sold when given total sold when given total sold when given to the sold sold when given total sold when given to the sold sold when given total sold when given total sold when given total sold when given to the sold sold when given to the sold sold when given total sold when given to the sold sold when given total sold when given to the sold sold when given to the sold sold when given to the sold when given total sold when given to the sold sold when given to the sold when given to th						
Helps determine offers (a., "Buy 3 for Es" mode with regular princing and still meet elevenus targets and icides called (e.g. active) or child inches sorid) when given total activarios and revenue Cheful/Rakers. Any professions with regular pour tables of the same way as show with with scale ratios and with regular pour tables Pour tables Elevenus (e.g. active) or child inches sorid) when given total activarios and revenue Cheful/Rakers. Any professions with regular pour tables Elevenus (e.g. active) Elevenus (e.g. active)						
Post & Sevent Hearing I and still meet recenue targets Post & Sevent Hearing I bed of a solver for tom sizes and ticket sakes e.g., adult vs child tickets sold) when given total attendess and revenue Post						
Spirituality **Spirituality **Spirituality **Spirituality **Triadium, instead on the cancego of Shunyata (empiriness) a factor of the cancego of Shunyata (empiriness) and occurrent, that does not compare the classical elements (earth, af, fire, water, earth) **Triadium, instead on the cancego of Shunyata (empiriness) and occurrent, that can be considered that the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, that is a space) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego of Shunyata (empiriness) and occurrent, the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego occurrent of the down of the county of the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego occurrent of the down of the county of the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego occurrent of the down of the county of the classical elements (earth, af, fire, water, earth) **Triadium, instead to the cancego occurrent of the down of the cancego occurrent of the do						
Cheffit/Balkerit: Any profession with increasing and revenue attendess and revenue att						
with need to use ratio and proportion with movifing with higher contents of the proportion of the concept of Shunyata (emptiness) Spirituality Spirituality For (0) and Emptiness I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, Initiated to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find to the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptiness) I find sum, I find the concept of Shunyata (emptines				Chefs/Bakers: Any profession		
proportion when working with impedients. Specifically, when busing/cooking on a large scale with symbolic and sacret with the void, emploises, and potential. Zero (0) and Emptiness. * In Eastern philosophy (Buddhiam, Tuolam), zor orsonates with hymbolic and sacret with the void, emploises, and potential. * In Hinduism, linked to the concept of Shunyata (emptiness and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles * In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles and cosmic		attendees and revenue		which works with ingredients		
with ingredients. Specifically, when backing/cooking on a Business Most Dusinesses which require purchases of stock (clothes, ingredients a etc.), will need to use proportion when calculating between the consistency of the				will need to use ratio and		
Spirtuality						
Large scale Businesses Most businesses which require purchases of stock (clothes, ingradients etc), will need to use propriorion when calculating "best buys. Businesses need to calculate the best passable upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing when buying stock based upon the units they are purchasing stock that you are stated to the concept of the disking element (earth, air, fire, water, ether). Be positive about Matts, Try not to say things like "I can't do Maths" of "I hated Maths at school" your child dabout what they are seasociated with units of work that they are stated the stock clauses and the stock of the stock that your child has the relevant equipment in readiness for u						
Business: Most businesses with require purchases of stock (clothes, ingredients elevent) and stock (clothes, ingredients elevent) and stock pull clothes, ingredients elevent) and stock pull clothes, ingredients elevent proportion when calculating but the post true. When working with acceleration and velocity, inverse proportion is used. Zero (i) and Emptiness: I have a proportion and elevents and potential in the State pull control of the state pull cont						
which require purchases of stock (clothes, ingerdients etc.), will need to use proportion when calculating 'best buys, Businesses need to calculate the best possible price of buying stock based upon the units they are purchasing when buying in bulk 2 zero (0) and Emptiness: In Eastern philosophy (Buddhism, Taoism), zero resonates with the vold, emptiness, and potential In Hinduism, Industo the concept of Shunyata (emptiness) and cosmic cycles Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint. Flooract sequences can be seen as a natural buleprint or regresent the classical elements (earth, air, fire, water, ether). Flooract sequences or the sequence of the divine or the divine or the soul. Flooract sequences or the sequence of the divine or the soul. Flooract sequences or the sequence of the divine or the soul. Flooract sequences or the sequence				•		
stock (clothes, ingredients etc), will need to use proportion when calculating best buys. Businesses need to calculate the best possible price of buying stock based upon the units they are purchasing when buying in bulk 2 zero (0) and Emptiness: 1						
Spirituality Spir						
Proportion when calculating Post buys. Businesses need to calculate the best possible price of buying stock based upon the units they are purchasing when buying in bulk						
Spirituality Spir						
Price of buying stock based upon the units they are purchasing when buying in bulk						
Literacy and Cosmic cycles Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether).				to calculate the best possible		
Purchasing when buying in bulk Physicists: When working with acceleration and velocity, inverse proportion is used.						
bulk Physicists: When working with acceleration and velocity, inverse proportion is used. I Eastern philosophy (Buddhism, Taoism), zero resonates with the vold, emptiness; and potential In Hinduism, linked to the concept of Shunyata (emptiness) and Cosmic cycles In Hinduism, linked to the concept of Shunyata (emptiness) and Cosmic cycles In Hinduism, linked to the concept of Shunyata (emptiness) and buluprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elem						
Physicists: When working with acceleration and velocity, inverse proportion is used. Zero (0) and Emptiness: In Eastern philosophy (Buddhism, Taoism), zero resonates with the void, emptiness, and potential In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles Physicists: When working with acceleration and velocity, inverse proportion is used. The golden ratio: A unique ratio that appears in nature, art, and architecture. Pilonacci sequences can be seen as a natural blueprint. Pilonacci sequences can be seen as a natural blueprint. Pilonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Alk with your child about what they are learning about in Maths Be positive about Maths. Try not to say things like 'I can't do Maths' or' I hated Maths' or' I hated Maths' at school' - your child may start to Maths' or' I hated Maths' at as associated with units of work are associated with units of						
Zero (0) and Emptiness:						
Zero (0) and Emptiness: In Eastern philosophy (Buddhism, Taoism), zero resonates with the void, emptiness, and potential In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles How can parents support the Obstitute that appears in nature, art, and architecture. Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in Maths Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learni						
Zero (0) and Emptiness: In Eastern philosophy (Buddhism, Taoism), zero resonates with the void, emptiness, and potential In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Talk with your child about what they are learning about in Maths Be positive about Maths. Try not to say things like 'I can't do Maths' or 'I hated Maths at school' - your child may start to Maths' or 'I hated Maths at school' - your child may start to the semantial may be a selected with a spear sin nature, art, and architecture. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire,						
• In Eastern philosophy (Buddhism, Taoism), zero resonates with the void, emptiness, and potential • In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles Fibonacci sequences can be seen as a natural blueprint. Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Falk with your child about what they are learning about in Maths Be positive about Maths. Try not to say things like 'l can't do Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Support the Maths Be positive about Maths. Try not to say things like 'l can't do Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths' or 'l ha						
• In Eastern philosophy (Buddhism, Taoism), zero resonates with the void, emptiness, and potential • In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles Fibonacci sequences can be seen as a natural blueprint. Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Falk with your child about what they are learning about in Maths Be positive about Maths. Try not to say things like 'l can't do Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Maths' or 'l hated Maths at school' - your child may start to Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Support the Maths Be positive about Maths. Try not to say things like 'l can't do Maths are associated with units of work Bequipment in readiness for units of work coming up next half-term, and that they		Zero (0) and Emptiness:	Geometric shapes with symbolic and sacred		Mathematical infinity: Symbol of the	
• In Hinduism, linked to the concept of Shunyata (emptiness) and cosmic cycles Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). How can parents support the Be positive about Maths. Try not to say things like 'l can't do Maths' or 'l hated Maths at school' - your child may start to Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Fibonacci sequences can be seen as a natural blueprint. Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Carthy in the distance of the classical elements (earth, air, fire, water, ether). Concept the classical elements (earth, air, fire, water, ether). Check that your child has the relevant equipment in readiness for units of work to ming up next half-term, and that they						
And cosmic cycles Diagnostic spirituality Diagnostic spirituality				architecture.		
How can parents support the support the cursiculum? How can parents support the cursiculum? How can parents support the classical elements (earth, air, fire, water, ether). How can parents support the classical elements (earth, air, fire, water, ether). Literacy and Oracy Discus the key words, that can be found in the 'Literacy' section of this document, that are associated with units of work Maths' or 'I hated Maths at school' - your child may start to Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Literacy and Oracy Discus the key words, that can be found in the 'Literacy' section of this document, that are associated with units of work coming up next half-term, and that they						
How can parents support the Oxford about Maths. Try not to say things like 'I can't do Maths' or 'I hated Maths at school' - your child may start to Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Revision and Preparation for the GCSE exam Support the Classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Revision and Preparation for the GCSE exam Support the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Platonic Solids: Used by Plato to represent the classical elements (earth, air, fire, water, ether). Revision and Preparation for the GCSE exam Support your child has the relevant equipment in readiness for units of work that are associated with units	Spirituality	and cosmic cycles	blueprint.			
How can parents support the curriculum? Talk with your child about What they are learning about in Maths Be positive about Maths. Try not to say things like 'I can't do Maths at school' - your child may start to Classical elements (earth, air, fire, water, ether). Be vision and Preparation for the GCSE exam Support the 'Literacy' section of this document, that are associated with units of work that are associated with units of work a revision schedule to help Classical elements (earth, air, fire, water, ether). Be vision and Preparation for the GCSE exam Support your child in creating a revision schedule to help Talk with your child about what they are learning about in Maths Maths Support your child in creating a revision schedule to help Talk with your child about what they are learning about in Maths Support your child in creating a revision schedule to help Talk with your child about what they are learning about in Maths Support your child in creating a revision schedule to help			Platanic Salids: Usad by Plata to represent the			
How can parents support the curriculum? How can parents support the curriculu				(eartii, aii, iiie, watei, etilei).		
How can parents support the curriculum? How Adhs or 'I hated Maths at school' - your child may start to How Can Maths' or 'I hated Maths at school' - your child may start to How Can Maths' or 'I hated Maths at school' - your child may start to How Can Maths' or 'I hated Maths at school' - your child may start to Talk with your child about what they are learning about in the 'Literacy and Oracy Discus the key words, that can be found in the 'Literacy' section of this document, that are associated with units of work Talk with your child about what they are learning about in the 'Literacy and Oracy Support your child in creating a revision schedule to help oming up next half-term, and that they						
Maths Ma						
Maths Ma	Harris	Talk with your child about what they are learning about in	Literacy and Oracy	Revision and Preparation for the	Equipment	
* Be positive about Maths. Try not to say things like 1 can't do Maths' or 'I hated Maths at school' - your child may start to that are associated with units of work that are associated with units of work a revision schedule to help coming up next half-term, and that they		Maths	Discus the key words, that can be found in	GCSE exam	Check that your child has the relevant	
entriculum 4 Matths of Thated Matths at school - your child may start to that are associated with units of work a revision schedule to net by the conting up next man-term, and that they					5 5	
TRINK LIKE THAT THEMSELVES			that are associated with units of work	a revision schedule to help		
	-	tnink like that tnemselves			are pringing it to school with them.	

Emphasize effort over innate talent. Praise your child's hard	covered throughout the corresponding	them prepare for the GCSE	Pencils	
work rather than solely focussing on whether they get the	half-term.	exams	Sharpener	
right answer	Can they pronounce these words	Refer to the 'Knowledge &	Eraser	
Celebrate mistakes as learning opportunities. Frame errors	correctly?	Skills' sections, and the	Ruler	
as chances to learn and improve, rather than as failures	Can they spell them correctly?	'Links to prior learnings	Protractor	
• Be patient and encouraging. Take it slow, provide support,	Can they explain what the mathematical	sections of this document, to	Compass	
and celebrate even small successes	meaning of these words is?	help populate the schedule	Please note that black pens, a scientific	
	Can they give an example to show how the	Monitor your child to ensure	calculator, a green pen, a purple pen	
	words are relevant to what they are	that they are developing good		
	learning about?	habits by sticking to the	required.	
		agreed schedule	,	