## **KS4 Mathematics Curriculum Coverage: 2025-26**

## Year 10F Spring Term

Sequenced	Non-calculator methods	Straight line graphs	Probability	Rounding and estimation	Perimeter, area and volume
Key Knowledge	To know:  strategies to add, subtract, multiply and divide integers mentally strategies to add, subtract, multiply and divide decimals mentally multiplication tables to allow easy recall how to place integers and decimals in place value charts how to place directed numbers on a number line how to use a number line to add and subtract that there is an order of operations that must be applied (BIDMAS)	<ul> <li>how to plot coordinates in four quadrants</li> <li>how to substitute numbers in place of letters</li> <li>lines x = a, y = b, y = x, y = -x</li> <li>the shape of linear and quadratic graphs</li> <li>the equation of a line is y = mx + c</li> <li>m is the gradient, understand how this affects the steepness of the line</li> <li>c is the y intercept</li> <li>lines with the same gradient are parallel</li> </ul>	To know:  • probability adds up to 1 (or 100%).  • That probabilities are represented by fractions and decimals  • how to carry out basic calculations with fractions  • the probability of an event not occurring = 1 – n probability of the event occurring.  • the meaning of the words biased and fair.  • the greater the number of trials the more accurate the results will be.  • there is a difference between theoretical and experimental probabilities the difference between independent and dependent events	To know:  that decimals can be represented on a number line the difference between decimal places and significant figures how to calculate mentally with multiples of 10 the basic operations on a scientific calculator inequality symbols the concept of upper and lower bounds	<ul> <li>the difference between 2-D and 3-D shapes</li> <li>the difference between area and perimeter</li> <li>that a compound shape is made by putting 2-D shapes together</li> <li>the units of perimeter are mm, cm, m</li> <li>the units of area are mm², cm², m²</li> <li>pi (π) has an approximate value of 3.142</li> </ul>
Key Skills	To be able to:  understand place value using integers and decimals compare integers and decimals and order them use non calculator methods to add and subtract integers and decimals use non calculator methods to multiply integers and decimals use the four operations with directed numbers understand and apply the order of operations to a range of calculations solve multi step problems	To be able to:  • plot straight line graphs by plotting coordinates • find solutions to equations by plotting straight line graphs • find the gradient of a line and compare lines with different gradients • represent graphs given the equation $y = mx + c$ • find the equation of a line when the graph is given • find the midpoint of a line segment • find the equation of a straight-line graph given one point and the gradient • find the equation of a straight-line graph given two points • draw and interpret real-life straight-line graphs	To be able to:  • find the probability of a single event  • use the property that probabilities sum to 1 to calculate missing values  • list outcomes  • calculate relative frequency  • draw and interpret sample space diagrams for one or more events  • draw and interpret two-way tables  • draw and interpret frequency trees  • calculate the probability of independent events and represent them on tree diagrams  • draw and interpret tree diagrams for dependent events	To be able to:	To be able to:  • name 2-D and 3-D shapes • calculate the perimeter of a 2-D shape (square, rectangle, triangle, parallelogram, trapezium) • calculate the area of a 2-D shape (square, rectangle, triangle, parallelogram, trapezium) • calculate the area of a compound shape • recognise and label the parts of a circle • calculate the circumference of a circle • calculate the area of a circle
Subject specific vocabulary	add, subtract, multiply, divide, decimal, place value, integer, directed number, negative, brackets, indices	table of values, x axis, y axis, horizontal, vertical, parallel, intercept, y-intercept, straight line, equation, graph, coordinate, gradient, real life	impossible, certain, likely, unlikely, even chance, probability, outcome, event, experimental, theoretical, frequency tree, probability tree diagram, relative frequency, expected outcomes, dependent events, independent events, sample space diagram, bias, fair	decimal place, significant figures, rounding, error interval, upper bound, lower bound, truncate	2-D shape, 3-D shape, square, rectangle, triangle, parallelogram, trapezium, circle, compound shape, area, perimeter, circumference, arc, radius, diameter, chord, sector, segment, tangent, cube, cuboid, cone, cylinder, sphere, prism, pyramid, pi