

		Year	10 – Mathematics – H	ligher Tier				
Curriculum intent	Mathematics is a creative and highly interconnected discipline. It is essential to everyday life; underpinning many other subjects such as science, geography and technology and is essential for most forms of employment. Through mathematics lessons we promote mathematical thinking to allow all learners to achieve their mathematical potential and engage in the study of mathematics. Learners are taught strategies to solve problems and are encouraged by teacher modelling to be able to express themselves in mathematical language. The Key Stage 4 scheme of learning builds on the understanding of the interconnected topics from Key Stage 3. Learners will retrieve, affirm and extend their knowledge and understanding as we progress through the curriculum. Learners will follow either the Foundation tier or the Higher Tier pathway. Learners are regularly assessed to ensure that they are following the correct pathway in Mathematics.							
	The journey at the start of KS4 begins with data handling, learning how to manipulate data to enable comparisons and interpretation. Analytical, problem-solving and reasoning skills are developed throughout the units which are key skills that are required throughout their GCSE studies. Further in-depth study of essential number skills follows with fractions, ratio, proportional reasoning and percentages. Year 10 continues by moving into algebra where learners will be solving linear and quadratic equations, rearranging equations, and solving inequalities before returning to geometry. They will develop their geometrical reasoning when looking at angles and justifying their reasoning using angle terminology. Geometrical skills are further enhanced when looking at Pythagoras and trigonometry before finding the surface area and volume of complex 3D shapes. Data handling skills are further refined by studying averages and different ways in which to present data. They will critically examine the data to look for trends, make predictions and spot any potential bias.							
	In the final term, graphs of different types will be studied in depth. Learners will discover how to determine the equation of a line from a graph and how to manipulate the equation of a line to find equations of parallel and perpendicular lines. Key skills of interpreting results, justifying conclusions and deductive reasoning will be enhanced further when studying conditional probability.							
Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2		
Knowledge	<ul> <li>Two-way tables and Frequency trees</li> <li>Error Intervals</li> <li>Upper and Lower Bounds</li> <li>Fractions</li> <li>Ratio</li> <li>Direct Proportion</li> <li>Proportional Reasoning</li> <li>Inverse Proportion</li> <li>Percentages</li> </ul>	<ul> <li>Index Laws</li> <li>Fractional and negative Index Laws</li> <li>Expanding Brackets</li> <li>Factorising</li> <li>Sequences, including Quadratic Sequences</li> <li>Solving Linear and Quadratic Equations</li> <li>Forming and Solving Equations</li> <li>Inequalities</li> </ul>	<ul> <li>Changing the Subject</li> <li>Standard Index Form</li> <li>Angles in Parallel Lines</li> <li>Interior and Exterior Angles</li> <li>Plans and Elevations</li> <li>Bearings</li> <li>Pythagoras</li> <li>Trigonometry</li> </ul>	<ul> <li>Circles</li> <li>Arcs and Sectors</li> <li>Surface Area and Volume including more complex Shapes</li> <li>Sampling</li> <li>Averages</li> <li>Frequency Diagrams</li> <li>Scatter Graphs</li> <li>Pie Charts</li> </ul>	<ul> <li>Graphs</li> <li>Coordinate</li> <li>Geometry</li> <li>Speed, Distance,</li> <li>Time</li> <li>Compound</li> <li>Measures</li> <li>Real-life Graphs</li> <li>Congruence</li> <li>Similar Shapes inc. 2D</li> <li>&amp; 3D Shapes</li> </ul>	<ul> <li>Transformations</li> <li>Probability</li> <li>Probability Trees</li> <li>Conditional</li> <li>Probability</li> <li>Venn Diagrams</li> <li>Simultaneous</li> <li>Equations</li> <li>Quadratic</li> <li>Simultaneous</li> <li>Equations</li> <li>Equations</li> </ul>		



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Skills	<ul> <li>Read, use, interpret</li> </ul>	• Use the laws of	<ul> <li>Change the subject</li> </ul>	Recall and use	<ul> <li>Plot, draw and</li> </ul>	Be able to transform
	and design two-way	indices to multiply and	of a formula and more	formulae for the	interpret straight line	shapes by rotation,
	tables and frequency	divide numbers and/or	advanced formulae	circumference and	graphs, with or without	reflection, and
	trees.	algebraic terms written	where the subject	area of a circle.	a table of values.	translation on a
	<ul> <li>Round to a given</li> </ul>	in index notation.	appears more than	<ul> <li>Calculate the area</li> </ul>	<ul> <li>Plot, draw and</li> </ul>	coordinate grid.
	degree of accuracy	Be able to apply laws	once.	and perimeter of	interpret quadratic,	• Be able to enlarge a
	and use bounds in	of indices when	<ul> <li>Convert large and</li> </ul>	compound shapes	cubic and reciprocal	shape by a scale
	calculations.	fractional and/or	small numbers into	made from triangles,	graphs.	factor including
	<ul> <li>Use the four</li> </ul>	negative.	standard form and	rectangles, trapezia,	<ul> <li>Be able to recognise</li> </ul>	negative and/or
	operations with	<ul> <li>Manipulate and</li> </ul>	vice versa.	circles and	a type of graph from its	fractional scale
	fractions and mixed	simplify algebraic	<ul> <li>Use the four</li> </ul>	parallelograms.	shape.	factors.
	numbers.	expressions.	operations with	<ul> <li>Find the surface area</li> </ul>	<ul> <li>Interpret and use</li> </ul>	<ul> <li>Calculate the</li> </ul>
	<ul> <li>Simplify, compare</li> </ul>	<ul> <li>Factorise algebraic</li> </ul>	numbers in standard	and volume of prisms,	y = mx + c with straight	probability of an event
	and use equivalent	expressions by taking	form, with or without a	including compound	line graphs.	or multiple events
	ratios and share an	out common factors.	calculator.	solids, spheres,	<ul> <li>Understand, use and</li> </ul>	occurring.
	amount in a ratio.	<ul> <li>Factorise quadratic</li> </ul>	<ul> <li>Find missing angles</li> </ul>	frustums, and	convert between	<ul> <li>Use, design, and</li> </ul>
	<ul> <li>Solve problems</li> </ul>	expressions.	using angle facts and	pyramids.	metric speed	interpret probability
	involving direct	<ul> <li>Find and use the nth</li> </ul>	demonstrate	<ul> <li>Plan, collect and</li> </ul>	measures.	trees.
	proportion, including	term of arithmetic and	understanding of the	analyse data to	<ul> <li>Calculate using</li> </ul>	<ul> <li>Given an event has</li> </ul>
	worded problems,	quadratic sequences.	properties of angles in	complete a statistical	speed, distance and	happened, use
	using graphs and using	<ul> <li>Solve linear</li> </ul>	2D shapes and in	investigation.	time.	conditional probability
	the unitary method.	equations, in which the	parallel lines.	<ul> <li>Calculate and</li> </ul>	<ul> <li>Understand and</li> </ul>	to determine a
	<ul> <li>Understand the</li> </ul>	unknown appears on	<ul> <li>Understand and</li> </ul>	interpret the mean,	calculate with	subsequent event.
	relationship between	either side or on both	draw front and side	median, mode and	pressure, force and	<ul> <li>Use, interpret, and</li> </ul>
	direct proportion and	sides of the equation,	elevations and plans of	range from discrete	area.	draw Venn Diagrams:
	inverse proportion and	including brackets and	shapes.	and continuous data.	<ul> <li>Read, draw and</li> </ul>	use them to find the
	solve problems.	fractional and/or	<ul> <li>Read, use and</li> </ul>	<ul> <li>Produce and</li> </ul>	interpret real life	probability of an event
	<ul> <li>Calculate</li> </ul>	negative terms.	interpret bearings.	interpret frequency	graphs such as	happening.
	percentage	<ul> <li>Solve quadratic</li> </ul>	<ul> <li>Use Pythagoras'</li> </ul>	diagrams for discrete	conversion and	<ul> <li>Solve linear</li> </ul>
	increase/decrease	equations by	Theorem.	and continuous data.	distance-time graphs.	simultaneous
	both with and without	factorising and by	<ul> <li>Use the trigonometric</li> </ul>	<ul> <li>Interpret line graphs.</li> </ul>	<ul> <li>Identify and use the</li> </ul>	equations including
	a calculator.	using the formula.	ratios sine, cosine and	<ul> <li>Draw and interpret</li> </ul>	rules of congruence for	forming the equations.
	<ul> <li>Make calculations</li> </ul>	<ul> <li>Solve linear and</li> </ul>	tan, to find angles and	scatter graphs. Draw a	triangles.	<ul> <li>Solve quadratic</li> </ul>
	involving repeated	quadratic inequalities.	lengths.	line of best fit.	<ul> <li>Identify similar</li> </ul>	simultaneous
	percentage change.	•	<ul> <li>Know the exact</li> </ul>	Interpolate and	shapes, find, and use	equations including
	• Find the original		values of trigonometric	extrapolate trends.	the scale factor to find	the use of curves and
	amount when given		ratios for given	Identify and interpret	missing lengths, areas	circles.
	the new amount.		degrees.	correlation.	and volumes.	
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Assessments	<ul> <li>Regular low stakes assessments at the end of each topic.</li> <li>Past GCSE Paper – non-calculator.</li> </ul>	Regular low stakes assessments at the end of each topic.	<ul> <li>Regular low stakes assessments at the end of each topic.</li> <li>Past GCSE Paper – calculator.</li> </ul>	Regular low stakes assessments at the end of each topic.	<ul> <li>Regular low stakes assessments at the end of each topic.</li> <li>Year 10 Mock Week Past GCSE papers 1 x - non-calculator 2 x calculator</li> </ul>	<ul> <li>Regular low stakes assessments at the end of each topic.</li> <li>Past GCSE Paper – calculator.</li> </ul>
Enrichment	<ul> <li>Have you had your five a day? Consolidate your learning by completing the Corbettmaths five a day. Visit https://corbettmaths.c om/ to find daily questions to challenge you.</li> <li>Plan a holiday. Will you choose to go abroad? What would the costs be? Do you need to convert currencies? How do you know you are getting the best value for money?</li> <li>Need some help with finances? Use the RBS MoneySense to help you make the most of your money. https://rbs.mymoneyse nse.com/home/</li> </ul>	<ul> <li>Been asked to take part in the UKMT Maths Challenge in February? Visit</li> <li>https://www.interactiv e-maths.com/ukmt- random-question- generator.html to try out some of the questions.</li> <li>Would you trust the tabloids? Match the cards and figure it out on</li> <li>https://nrich.maths.org</li> <li>/12172</li> <li>What careers can you find that use algebra? Research where it is used in real life and write a newspaper article to summarise your findings.</li> </ul>	<ul> <li>Can you draw a plan, side and front elevation of Rayner Stephens High School?</li> <li>How would you design a stadium so that all spectators had a good view? <u>https://nrich.maths.org</u> /7484</li> <li>What is the link with the game Tetris and maths? Can you explain? Have a go at Factris on to get you started. <u>https://mathigon.org/f</u> <u>actris</u></li> </ul>	<ul> <li>Why might a bricklayer need to know the importance of 3, 4, 5 bricks? How can you help with that?</li> <li>Can you use your surface area understanding to crack the following problem? https://nrich.maths.org /ninecolours</li> <li>Can you crack the code? Use your code breaking and cipher skills and take part in the Alan Turing Cryptography Competion on https://www.maths.ma nchester.ac.uk/crypto graphy_competition/</li> </ul>	<ul> <li>Where can you find statistics being used to persuade you? Look in newspapers and check advertisements to see if you think their claims are as good as they seem?</li> <li>Consider how diagrams can be misleading – why might they do so, and can you present the data in a different way?</li> <li>Why would people lie when answering a questionnaire and what can you do about it? Try this https://nrich.maths.org /13897 to discover more.</li> </ul>	<ul> <li>Being green is a good thing but take the carbon footprints challenge. Analyse the data to test it yourself. <u>https://nrich.maths.org</u> /6508</li> <li>Can you solve the speed-time problems at the Olympics? <u>https://nrich.maths.org</u> /7322</li> <li>Apply your graphs skills to real-life properties and applications of graphs and networks on <u>https://mathigon.org/c ourse/graph-</u> theory/introduction</li> </ul>