## Key Stage 3 Mathematics Programme of Study

| Strands | $\rangle$ |  | $\stackrel{\square}{\square}$ | $\square$ |
| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |

numerical
reasoning
transfer mathematical skills across the curriculum in a variety of contexts and everyday situations

- select, trial and evaluate a variety of possible approaches and break complex problems into a series of tasks
- prioritise and organise the relevant steps needed to complete the task or reach a solution
- choose an appropriate mental or written strategy and know when it is appropriate to use a calculator
- use a scientific calculator to carry out calculations effectively and efficiently using the available range of function keys
- identify, measure or obtain required information to complete the task from a range of sources, including text $\boldsymbol{A}$
- identify what further information might be required and select what information is most appropriate
- select appropriate mathematics and techniques to use
- estimate and visualise size when measuring and use the correct units
- develop and evaluate mathematical strategies and ideas creatively *
consider connections between mathematical skills and contextualise these within extended tasks *
Represent and - explain results and procedures precisely using appropriate mathematical language
communicate - refine methods of recording calculations
- use appropriate notation, symbols and units of measurement, including compound measures
- select and construct appropriate charts, diagrams and graphs with suitable scales
- interpret graphs that describe real-life situations, including those used in the media, recognising that some graphs may be misleading
- evaluate different forms of recording and presenting information, taking account of the context and audience *
generalise in words, and use algebra, to describe patterns that arise in numerical, spatial or practical situations


## Review

- select and apply appropriate checking strategies
- interpret answers within the context of the problem and consider whether answers, including calculator, analogue and digital displays, are sensible
- verify and justify results or solutions, including discussion on risk and chance where relevant
- interpret mathematical information; draw inferences from graphs, diagrams and data, including discussion on limitations of data
- draw conclusions from data and recognise that some conclusions may be misleading or uncertain
- justify numerical and algebraic results, making appropriate connections *
- explain and justify strategies, methods, reasoning and conclusions in a variety of different ways, including orally, graphically, in writing (both in mathematical notation and without), and using appropriate digital literacy equipment *
- appreciate the difference between mathematical explanation and experimental evidence; recognise inconsistencies and bias

Key
 identified by the following icons.
Extended skill $\mathbf{A}$ Programme of study skill *hen combined with the LNF statements, these skills form the Key Stage 3 Mathematics Programme of Study
N.B.

In order to comply with accessibility and legibility, these tables have been designed to be printed at their optimum size of A3

Key Stage 3 Mathematics Programme of Study


| Strands |  |  | Year 8 | Year 9 |
| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |
| Using number skills | Use number facts and relationships | - read and write numbers of any size and use the four operations and the connections between them, e.g. apply division as the inverse of multiplication <br> - recognise and apply key mental facts and strategies <br> - use appropriate strategies for multiplication and division, including application of known facts <br> - identify and use the lowest common multiple of two or more numbers * <br> - identify and use the highest common factor of two or more numbers * <br> - justify whether a number is a prime number or not * <br> - use the terms square and square root <br> - express square numbers using powers \% <br> - identify triangular numbers $\%$ | - recognise and apply key mental facts and strategies <br> - use known facts to derive others, e.g. use $7 \times 6$ to derive $0.7 \times 6$ <br> - use the terms cube, cube root and reciprocal <br> - express cube numbers using powers * <br> - express repeated multiplications as powers, e.g. $7 \times 7 \times 7 \times 7 \times 7 \times 7=7^{6}$ \% | - use known facts to derive others, e.g. use $7 \times 6$ to derive $42 \div 0.0006$ * <br> - use powers and understand the importance of powers of 10 , and its application in standard form, e.g. $2^{6} \times 2^{8}=2^{14}$ <br> - show awareness of the need for standard form and its representation on a calculator <br> - represent standard form on a calculator * <br> - multiply, divide and use brackets with powers \% <br> - write a number as a product of its prime factors in index form * |
|  | Fractions, decimals, percentages and ratio | - use equivalence of fractions, decimals, percentages and ratio to compare proportions <br> - recognise that some fractions are recurring decimals, e.g. $1 / 3$ is 0.333 <br> - calculate percentages of quantities using non-calculator methods where appropriate <br> - use ratio and proportion including map scales <br> - express two or more quantities as a ratio using the correct notation * <br> - simplify ratio * <br> - add and subtract fractions * <br> - convert between mixed numbers and improper fractions * | - use equivalence of fractions, decimals, percentages and ratio to select the most appropriate for a calculation <br> - simplify a calculation by using fractions in their simplest terms <br> - express recurring decimals using correct notation $\stackrel{*}{*}$ <br> - calculate a percentage, fraction, decimal of any quantity with a calculator where appropriate <br> - calculate the outcome of a given percentage increase or decrease <br> - express one quantity as a percentage of another $\star$ <br> - simplify ratios including those given in different units \% <br> - use ratio and proportion to calculate quantities, including cases where the 'total' is not given $\mathbf{A}$ <br> - add, subtract, multiply and divide fractions: | - use equivalence of fractions, decimals, percentages and ratio to select the most appropriate for a calculation <br> - use, interpret and calculate with different representations of fractions, e.g. mixed numbers and improper fractions <br> - calculate a percentage increase or decrease <br> - express one quantity as a percentage of another, including those given in different units <br> - use ratio and proportion to calculate quantities, including cases where the 'total' is not given |

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| Strands | $\langle$ |  | Year 8 | Year 9 |
| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |
| Using number skills | Calculate using mental and written methods | - use efficient written methods to add and subtract numbers with up to 2 decimal places <br> - multiply and divide 3 -digit by 2 -digit whole numbers, extending to multiplying and dividing decimals with 1 or 2 places by single-digit whole numbers <br> - multiply and divide whole numbers by $0.5,0.2,0.1$ <br> - use the order of operations <br> - add and subtract with negative numbers using mental methods * | - use efficient written methods to add and subtract numbers with up to 2 decimal places <br> - use efficient methods for multiplication and division of whole numbers and decimals, including decimals such as 0.6 or 0.06 <br> - use the order of operations including brackets <br> - multiply and divide with negative numbers using mental methods $\%$ | - use efficient written methods to add and subtract numbers and decimals of any size, including a mixture of large and small numbers with differing numbers of decimal places <br> - multiply and divide whole numbers and decimals <br> - use the order of operations including brackets and powers <br> - use the four operations in multistep calculations involving negative numbers, using mental and written methods * |
|  | Estimate and check | - use a range of strategies to check calculations including the use of inverse operations, equivalent calculations and the rules of divisibility <br> - use rounding to estimate answers <br> - present answers to a given number of decimal places | - use rounding to estimate answers to a given number of significant figures <br> - present answers to a given number of significant figures | - make and justify estimates and approximations of calculations <br> - choose the appropriate degree of accuracy to present answers |
|  | Manage money | - use profit and loss in buying and selling calculations <br> - understand the advantages and disadvantages of using bank accounts, including bank cards <br> - make informed decisions relating to discounts and special offers | - carry out calculations relating to VAT, saving and borrowing <br> - appreciate the basic principles of budgeting, saving (including understanding compound interest) and borrowing <br> - calculate using foreign money and exchange rates * | - calculate using foreign money and exchange rates <br> - understand the risks involved in different ways of saving and investing <br> - describe why insurance is important and understand the impact of not being insured |

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| Strands | Elements | Y Year 7 | Year 8 | Learners are able to: |
| :---: | :---: | :---: | :---: | :---: |
|  |  | Learners are able to: | Learners are able to: |  |
| Using measuring skills | Length, weight/mass, capacity | - find perimeters of shapes, including compound shapes, with straight sides <br> - make estimates of length, weight/mass and capacity based on familiar and less familiar objects * <br> - read and interpret scales on a range of measuring instruments <br> - convert between units of the metric system and carry out calculations <br> - understand that some measurements take particular values and others can take any value within a given range * | - find circumferences of circles * <br> - use the common units of measure, convert between related units of the metric system and carry out calculations <br> - use rough metric equivalents of imperial units in daily use <br> - recognise measurements that are discrete and those that are continuous * <br> - interpret conversion graphs \% | - find circumferences of circles and perimeters of semicircles and quadrants <br> - derive and use Pythagoras' theorem * <br> - make links between speed, distance and time <br> - understand and use a variety of compound measures, including speed and density * <br> - define upper and lower bounds of discrete measurements *: <br> - recognise that there are different considerations for continuous data \% |
|  | Time | - measure and record time in hundredths of a second <br> - calculate start times, finish times and durations $\%$ <br> - convert between times expressed as a decimal or fraction and hours, minutes and seconds, e.g. 1.5, 1.25, 1.75 hours : <br> - use time zones to compare times in different countries | - interpret fractions of a second appropriately <br> - interpret time expressed as decimals and fractions and enter them appropriately on a calculator $\%$ <br> - use timetables and time zones to calculate travel time for a multi-stage journey | - use timetables and time zones to plan a journey $\%$ |
|  | Temperature | - record temperatures in appropriate temperature scales | - convert temperatures between appropriate temperature scales | - convert temperatures between appropriate temperature scales |

## Key Stage 3 Mathematics Programme of Study

| Strands | $\langle$ |  | Year 8 | Year 9 |
| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |
| Using measuring skills | Area and volume <br> Angle and position | - devise and use formulae for the area of rectangles and triangles <br> - devise and use formulae to calculate the area of parallelograms : <br> - calculate areas of compound shapes (e.g. consisting of rectangles and triangles) and volumes of simple solids (e.g. cubes and cuboids) $\%$ <br> - measure, draw and label angles to the nearest degree, e.g. angle $A B C$ <br> - use knowledge of angle types to estimate angles * <br> - calculate angles on a straight line, around a point, vertically opposite and in triangles * | - calculate areas of compound shapes (e.g. consisting of rectangles and triangles) and volumes of simple solids (e.g. cubes and cuboids) <br> - find areas of circles * <br> - devise and use formulae to calculate the area of trapezia and kites * <br> - calculate volumes of prisms constructed from cuboids, e.g. within an L-shaped cross-section * <br> - explore angles on parallel lines * <br> - understand exterior angles of triangles \% <br> - know and use the angle properties of quadrilaterals * <br> - find horizontal and vertical distances using coordinates * <br> - use bearings to describe the location of one object in relation to another * <br> - use compass bearings and grid references to specify location | - find areas of circles, semicircles and quadrants <br> - calculate surface areas of cubes and cuboids $\%$ <br> - calculate volumes of prisms and cylinders * <br> - calculate angles on parallel lines * <br> - calculate interior and exterior angles of polygons * <br> - draw the relative position of objects given the bearing of one from the other * <br> - apply understanding of bearings and scale to interpret maps and plans, and to create plans and drawings to scale |

## Key Stage 3 Mathematics Programme of Study



| Strands |  |  | Year 8 | Year 9 |
| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |
| Using geometry skills | Shape | - make connections between nets and prisms and pyramids * <br> - define solid shapes by their properties using the terms edges, faces, vertices and prism * <br> - explain the properties of congruent shapes $\%$ <br> - identify a radius and diameter and use the relationship between them * <br> - identify a circumference * | - classify quadrilaterals $\%$ <br> - explore the tessellation of two shapes * <br> - recognise shapes that will or will not tessellate * | - recognise similar shapes and calculate the size of missing sides with whole number scale factor: <br> - explore properties of shapes that tessellate * |
|  | Construction | - construct circles using compasses : <br> - recognise and draw to scale on square paper nets of cubes and cuboids * <br> - draw triangles accurately given lengths and angles, using ruler and protractor * | - recognise and draw accurate nets of prisms : <br> - represent 3D shapes on isometric paper and draw plans and elevations of 3D shapes made out of cubes \% <br> - construct triangles given three lengths, using a ruler and compasses * <br> - identify sets of lengths that cannot form a triangle * | - select and use appropriate equipment to draw triangles when given sufficient angles and sides * |
|  | Movement | - know the symmetrical properties of regular and irregular shapes $\%$ <br> - rotate a shape on a grid * <br> - translate a shape using a description, e.g. 4 squares right and 2 squares down $*$ <br> - describe a translation $\%$ | - explore symmetrical properties of 3D shapes; identify planes of symmetry * <br> - enlarge shapes on square paper where the scale factor is a positive whole number *: | - rotate shapes about the origin * <br> - describe rotations about the origin * <br> - enlarge a shape around a centre where the scale factor is positive : <br> - explore locus where the path is a given distance from a point, line or shape : |

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| Strands | Elements | ) Year 7 | Year 8 | $\underset{\square}{\text { İ }}$ ( Year 9 |
| :---: | :---: | :---: | :---: | :---: |
|  |  | Learners are able to: | Learners are able to: | Learners are able to: |
| Using algebra skills | Number sequences | - distinguish between a term to term rule and an nth term rule * <br> - explore number sequences * <br> - express nth term rules involving one and two steps in words and symbols: | - use algebra to express the nth term rule of a linear sequence : <br> - use the nth term rule to find particular terms $\%$ <br> - use the nth term rule to generate a sequence $\%$ | - use the nth term rule to determine whether a number is in a sequence * <br> - determine the position number of a given term $\%$ <br> - distinguish between a linear and non-linear sequence \% |
|  | Expressions and formulae | - show that $\mathrm{a}+\mathrm{b}=\mathrm{b}+\mathrm{a}$ and $\mathrm{a}-\mathrm{b}$ is not equal to b-a * <br> - show that $\mathbf{a} \times \mathbf{b}=\mathbf{b} \times \mathbf{a}$ and $\mathrm{a} / \mathrm{b}$ is not equal to $\mathrm{b} / \mathrm{a}$ <br> - know that $4 \mathrm{~g} \times 2 \mathrm{~h}=8 \mathrm{gh}$ * <br> - know that $b$ divided by 2 is notated as ${ }^{\mathrm{b}}$, and $1 / 2 \mathrm{~b}$ * <br> - substitute positive whole numbers into one and two step expressions * <br> - simplify expressions involving the addition and subtraction of two or more variables \% | - know that $a \times a=a^{2}$ * <br>  <br> - substitute positive and negative whole numbers into one and two step expressions \% <br> - simplify expressions involving the addition and subtraction of two or more variables, including those where one or more of the simplified variables is negative * <br> - expand a single bracket * <br> - rearrange formulae involving two variables * | - show and use rules that involve the multiplication, division and use of brackets with index variables $\%$ <br> - simplify expressions including expansion of a single bracket, including $a(b+c)+d(e+f)$, and double brackets \% <br> - factorise algebraic expressions of two or more terms into a single bracket where there is one common factor : <br> - rearrange formulae involving two or more variables * |
|  | Functions and graphs | - express output generated from two (or more) step function machines, taking into account the order of operations using algebra : <br> - read, plot and write coordinates in all four quadrants | - express output generated from function machines, taking into account the order of operations : <br> - generate and plot points for linear functions $\%$ | - examine features of linear functions, read an intercept from a graph, and recognise positive and negative gradients $\%$ <br> - recognise the impact of the coefficient of $x$ on the gradient of the line $\%$ |

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| Strands | Elements | Year 7 | Year 8 Year 9 |  |
| :---: | :---: | :---: | :---: | :---: |
|  |  | Learners are able to: | Learners are able to: | Learners are able to: |
| Using algebra skills | Equations and inequalities | - solve two step equations * <br> - express a set of numbers as a single inequality using <> $\leq \geq$ * <br> - give solutions for inequalities <> $\leq \geq$, recognising that there are an infinite number of solutions * |  <br> - give a set of solutions from an inequality with two boundaries and show them on a number line * <br> - express a set of numbers as an inequality * <br> - complete and interpret simple information and distance-time graphs, showing an understanding of gradients within the context of the question * | - construct and solve equations that include brackets () and a( ) $+\mathrm{b}(\mathrm{)}$ : <br> - construct and solve equations where the variable appears on both sides of the equals sign * <br> - solve equations by trial and improvement and justify the solution : <br> - express situations as inequalities $\%$ <br> - solve inequalities and show the solutions on a number line : <br> - construct and interpret information graphs that relate to a variety of situations, e.g. running a bath $\%$ |
| Using data skills | Collect and record data Present and analyse data Interpret results | - collect own data for a survey, e.g. through designing a questionnaire <br> - construct frequency tables for sets of data, grouped where appropriate, in equal class intervals (groups given to learners) <br> - construct a wide range of graphs and diagrams to represent the data and reflect the importance of scale <br> - interpret diagrams and graphs (including pie charts) <br> - use mean, median, mode and range to compare two distributions (discrete data) | - plan how to collect data to test hypotheses <br> - construct a wide range of graphs and diagrams to represent discrete and continuous data <br> - construct frequency tables for sets of data in equal class intervals, selecting groups as appropriate <br> - construct graphs to represent data including scatter diagrams to investigate correlation <br> - interpret diagrams and graphs to compare sets of data <br> - find the mean, median, mode and range from ungrouped frequency tables: <br> - use mean, median, mode and range to compare two distributions (continuous data) | - test hypotheses, making decisions about how best to record and analyse the information from large data sets <br> - construct and interpret graphs and diagrams (including pie charts) to represent discrete or continuous data, with the learner choosing an appropriate scale <br> - select and justify statistics most appropriate to the problem considering extreme values (outliers) <br> - examine results critically, select and justify choice of statistics recognising the limitations of any assumptions and their effect on the conclusions drawn <br> - use appropriate mathematical instruments and methods to construct accurate drawings <br> - find the mean, median, mode and range from grouped frequency tables and explain why it is an estimate * |

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| :---: | :---: | :---: | :---: | :---: |
|  | Elements | Learners are able to: | Learners are able to: | Learners are able to: |
| Using data skills | Probability | - recognise that impossible $=0$ and certain $=1$ and that the probability of an event will lie on a scale between 0 and 1 * <br> - express the probability of an event as a fraction or decimal percentage * <br> - give examples of events that have a probability of $1 / 2$ * <br> - determine events with two outcomes that are/aren't equally likely * <br> - record all the outcomes of two events as an exhaustive list * <br>  | - show that the sum of all probabilities = $1 *$ <br> - recognise that some outcomes cannot occur simultaneously, e.g. a coin cannot show heads and tails at the same time ; <br> - know that events that have two outcomes are not necessarily equally likely * <br> - complete a sample space diagram and a two way table $\%$ <br> - estimate the number of successes of an event, e.g. rolling a fair dice 300 times, how many 3s would be expected? * | - use the sum of all probabilities is 1 - simple cases, e.g. rolling a dice $P$ (not 6) * <br> - recognise that practice is different from theory and that repeated experiments may give different results * <br> - understand that reliability/stability increases with a greater number of trials * <br> - construct a sample space diagram and a two way table. |

