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Mathematics is a highly interwoven subject, this curriculum maps attempts to highlight only some of the key links.

Topic name	Term	Skills developed	Next link in curriculum
Algebraic Expressions	Autumn	<ul> <li>Multiply and divide integer powers</li> <li>Expand a single term over brackets and collect like terms</li> <li>Expand the product of two or three expressions</li> <li>Factorise linear, quadratic and simple cubic expressions</li> <li>Know and use the laws of indices</li> <li>Simplify and use the rules of surds</li> <li>Rationalise denominators</li> </ul>	Quadratics Y12
Quadratics	Autumn	<ul> <li>Solve quadratic equations using factorisation, the quadratic formula and completing the square</li> <li>Read and use <i>f(x)</i> notation when working with functions</li> <li>Sketch the graph and find the turning point of a quadratic function</li> <li>Find and interpret the discriminant of a quadratic expression</li> <li>Use and apply models that involve quadratic functions</li> </ul>	• Graphs and Transformations Y12
Equations and Inequalities	Autumn	<ul> <li>Solve linear simultaneous equations using elimination or substitution</li> <li>Solve simultaneous equations: one linear and one quadratic</li> <li>Interpret algebraic solutions of equations graphically</li> <li>Solve linear inequalities</li> <li>Solve quadratic inequalities</li> <li>Interpret inequalities graphically</li> <li>Represent linear and quadratic inequalities graphically</li> </ul>	<ul> <li>Straight Line Graphs Y12</li> </ul>
Graphs and Transformations	Autumn	<ul> <li>Sketch cubic graphs</li> <li>Sketch quartic graphs</li> <li>Sketch reciprocal graphs of the form y = a/x and y = a/x<sup>2</sup></li> <li>Use intersection points of graphs to solve equations</li> <li>Translate graphs</li> <li>Stretch graphs</li> <li>Transform graphs of unfamiliar functions</li> </ul>	<ul> <li>Straight Line Graphs Y12</li> <li>Circles Y12</li> </ul>



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Straight Line Graphs	Autumn	<ul> <li>Calculate the gradient of a line joining a pair of points</li> <li>Understand the link between the equation of a line, and its gradient and intercept</li> <li>Find the equation of a line given (i) the gradient and one point on the line or (ii) two points on the line</li> <li>Find the point of intersection for any pair of straight lines</li> <li>Know and use the rules for parallel and perpendicular gradients</li> <li>Solve length and area problems on coordinate grids</li> <li>Use straight line graphs to construct mathematical models</li> </ul>	•	Circles Y12
Circles	Autumn	<ul> <li>Find the midpoint of a line segment</li> <li>Find the equation of the perpendicular bisector to a line segment</li> <li>Know how to find the equation of a circle</li> <li>Solve geometrical problems involving straight lines and circles</li> <li>Use circle properties to solve problems on coordinate grids</li> <li>Find the angle in a semicircle and solve other problems involving circles and triangles</li> </ul>	•	Functions and Graphs Y13
Modelling in Mechanics	Autumn	<ul> <li>Understand how the concept of a mathematical model applies to mechanics</li> <li>Understand and be able to apply some of the common assumptions used in mechanical models</li> <li>Know SI units for quantities and derived quantities used in mechanics</li> <li>Know the difference between a scalar and vector quantities</li> </ul>	•	Constant Acceleration Y12 Underpins all KS5 Mechanics
Data Collection	Autumn	<ul> <li>Understand 'population', 'sample' and 'census', and comment on the advantages and disadvantages of each</li> <li>Understand the advantages and disadvantages of simple random sampling, systematic sampling, stratified sampling, quota sampling and opportunity sampling</li> <li>Define qualitative, quantitative discrete and continuous data, and understand grouped data</li> <li>Understand the large data set</li> </ul>	•	Measures of Location and Spread Y12



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Measures of Location and Spread	Autumn	<ul> <li>Calculate measures of central tendency such as the mean, median and mode</li> <li>Calculate measures of location such as percentiles and deciles</li> <li>Calculate measures of spread such as range, interquartile range and interpercentile range</li> <li>Calculate variance and standard deviation</li> <li>Understand and use coding</li> </ul>	<ul> <li>Probability Y12</li> <li>Representations of Data Y12</li> </ul>
Algebraic Methods	Autumn	<ul> <li>Cancel factors in algebraic fractions</li> <li>Divide a polynomial by a linear expression</li> <li>Use the factor theorem to factorise a cubic expression</li> </ul>	• Algebraic Methods Y13
The Binomial Expansion	Autumn	<ul> <li>Use Pascal's triangle to identify binomial coefficients and use them to expand simple binomial expressions</li> <li>Use combinations and factorial notation</li> <li>Use the binomial expansion to expand brackets</li> <li>Find individual coefficients in a binomial expansion</li> <li>Make approximations using the binomial expansions</li> </ul>	<ul> <li>Binomial Expansion (Year 13) – This is a different type of expansion that is explored</li> </ul>
Differentiation	Autumn	<ul> <li>Find the derivative, f'(x) or dy/dx, of a simple function</li> <li>Use the derivative to solve problems involving gradients, tangents and normal</li> <li>Identify increasing and decreasing functions</li> <li>Find the second order derivative, f''(x) or d<sup>2</sup>y/dx<sup>2</sup> of a simple function</li> <li>Find stationary points of functions and determine their nature</li> <li>Sketch the gradient function of a given function</li> <li>Model real-life situations with differentiation</li> </ul>	<ul> <li>Differentiation (Year 13)</li> <li>Integration Y12 and 13</li> <li>Variable Acceleration Y12</li> </ul>
Proof	Autumn	<ul> <li>Construct mathematical proofs using algebra</li> <li>Use proof by exhaustion and disproof by counter-example</li> <li>Use proof by contradiction to prove true statements</li> </ul>	• Various topics such as Trigonometry require well-presented and logical arguments in "Show that" questions Y12



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Constant Acceleration	Autumn	<ul> <li>Understand and interpret displacement-time graphs</li> <li>Understand and interpret velocity-time graphs</li> <li>Derive the constant acceleration formulae and use them to solve problems</li> <li>Use the constant acceleration formulae to solve problems involving vertical motion under gravity</li> </ul>	<ul> <li>Variable Acceleration Y12</li> <li>Projectiles Y13 (working in 2 Dimensions)</li> </ul>
Representations of Data	Autumn	<ul> <li>Identify outliers in data sets</li> <li>Draw and interpret boxplots</li> <li>Draw and interpret cumulative frequency diagrams</li> <li>Draw and interpret histograms</li> <li>Compare two data sets</li> </ul>	Correlation Y12
Trigonometric Ratios	Spring	<ul> <li>Use the cosine rule to find a missing side or angle</li> <li>Use the sine rule to find a missing side or angle</li> <li>Find the area of a triangle using an appropriate formula</li> <li>Solve problems involving triangles</li> <li>Sketch the graphs of the sine, cosine and tangent functions</li> <li>Sketch simple transformations of these graphs</li> </ul>	<ul> <li>Trigonometric Identities and Equations Y12</li> <li>Radians Y13</li> </ul>
Trigonometric Identities and Equations	Spring	<ul> <li>Calculate the sine, cosine and tangent of any angle</li> <li>Know the exact trigonometric ratios for 30°, 45° and 60°</li> <li>Know and use the relationships tan θ ≡ sin θ/cos θ and sin<sup>2</sup>θ + cos<sup>2</sup>θ ≡ 1</li> <li>Solve simple trigonometric equations of the forms sin θ = k, cos θ = k and tan θ = k</li> <li>Solve more complicated trigonometric equations of the forms sin nθ = k and sin(θ ± α) = k and equivalent equation involving cos and tan</li> <li>Solve trigonometric equations that produce quadratics</li> </ul>	<ul> <li>Trigonometric Functions Y13</li> </ul>
Integration	Spring	<ul> <li>Find y given dy/dx for x<sup>n</sup></li> <li>Integrate polynomials</li> <li>Find f(x), given f'(x) and a point on the curve</li> <li>Evaluate a definite integral</li> <li>Find the area bounded by a curve and the x-axis</li> <li>Find areas bounded by curves and straight lines</li> </ul>	• Integration Y13



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Exponentials and Logarithms	Spring	<ul> <li>Sketch graphs of the form y = a<sup>x</sup>, y = e<sup>x</sup>, and transformations of these</li> <li>Differentiate e<sup>kx</sup> and understand why this result is important</li> <li>Use and interpret models that use exponential functions</li> <li>Recognise the relationship between exponents and logarithms</li> <li>Recall and apply the laws of logarithms</li> <li>Solve equations of the form a<sup>x</sup> = b</li> <li>Describe and use the natural logarithm function</li> <li>Use logarithms to estimate the values of constants in non-linear models</li> </ul>	<ul> <li>Regression, Correlation and Hypothesis Testing Y13</li> <li>Various other topics Y13</li> </ul>
Correlation	Spring	<ul> <li>Draw and interpret scatter diagrams for bivariate data</li> <li>Interpret correlation and understand that it does not imply causation</li> <li>Interpret the coefficients of a regression line equation for bivariate data</li> <li>Understand when you can use a regression line to make predictions</li> </ul>	<ul> <li>Regression, Correlation and Hypothesis Testing Y13</li> </ul>
Probability	Spring	<ul> <li>Calculate probabilities for single events</li> <li>Draw and interpret Venn Diagrams</li> <li>Understand mutually exclusive and independent events, and determine whether two events are independent</li> <li>Use and understand tree diagrams</li> <li>Understand set notation in probability</li> <li>Understand conditional probability</li> <li>Solve conditional probability problems using two-way tables and Venn diagrams</li> </ul>	<ul> <li>Statistical Distributions Y12</li> </ul>
Forces and Motion	Spring	<ul> <li>Draw force diagrams and calculate resultant forces</li> <li>Understand and use Newton's first law</li> <li>Calculate resultant forces by adding vectors</li> <li>Understand and use Newton's second law, <i>F</i> = <i>ma</i></li> <li>Apply Newton's second law to vector forces and acceleration</li> <li>Understand and use Newton's third law</li> <li>Solve problems involving connected particles</li> </ul>	<ul><li>Moments Y13</li><li>Forces and Friction Y13</li></ul>



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Vectors	Summer	<ul> <li>Use vectors in two dimensions</li> <li>Use column vectors and carry out arithmetic operations on vectors</li> <li>Calculate the magnitude and direction of a vector</li> <li>Understand and use position vectors</li> <li>Use vectors to solve geometric problems</li> <li>Understand vector magnitude and use vectors in speed and distance calculations</li> <li>Use vectors to solve problems in context</li> </ul>	<ul><li>Mechanics Y13</li><li>Vectors Y13</li></ul>
Variable Acceleration	Summer	<ul> <li>Understand that displacement, velocity and acceleration may be given as functions of time</li> <li>Use differentiation to solve kinematics problems</li> <li>Use calculus to solve problems involving maxima and minima</li> <li>Use integration to solve kinematics problems</li> <li>Use calculus to derive constant acceleration formulae</li> </ul>	• Further Kinematics Y13
Statistical Distributions	Summer	<ul> <li>Understand and use simple discrete probability distributions including the discrete uniform distribution</li> <li>Understand the binomial distribution as a model and comment on appropriateness</li> <li>Calculate individual probabilities for the binomial distribution</li> <li>Calculate cumulative probabilities for the binomial distribution</li> </ul>	• Hypothesis Testing Y12
Hypothesis Testing	Summer	<ul> <li>Understand the language and concept of hypothesis testing</li> <li>Understand that a sample is used to make an inference about a population</li> <li>Find critical values of a binomial distribution using tables</li> <li>Carry out a one-tailed test for the proportion of the binomial distribution and interpret the results</li> <li>Carry out a two-tailed test for the proportion of the binomial distribution and interpret the results</li> </ul>	• Further Hypothesis Testing in Y13 Statistics (e.g. Normal Distribution)