

| YEAR 7 <br> TERM 1 | Emerging | Developing | Secure | Mastery |
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| 1.Equipment | Use a ruler to draw number lines, compass to draw circles, protractor to measure angles and calculator use for the four operations. | Interpret axes in one quadrant. Use a calculator to calculate with decimals and fractions. Find square and cube numbers. | Use a protractor to draw and measure angles Use a calculator to convert between fractions and decimals and find square and cube roots. | Link fractions with division. Use a calculator to perform multi-step calculations involving powers and roots. |
| 2.Number Properties | Recall square and cube numbers, up to 12 squared and some powers of 2,3,4,5 | Recall squares, cubes and roots up to 12 squared and powers of $2,3,4,5$ and use a calculator to evaluate these. Identify HCF from lists or Venn Diagrams. <br> Convert between index and expanded form | Recall squares up to 15 squared, cubes and roots and powers of $2,3,4,5$. Identify prime factors. Perform prime factor decomposition and use to find HCF. | Solve problems with powers and roots. Prime factor decomposition and solving problems with HCF. |
| 3.Place Value 1 | Understand basic place value and key vocabulary. Link place value to measures. Compare and order integers and some decimals. | Compare and order integers and decimals fluently. Convert between some metric units. | Interpret and order numbers written in standard form (large numbers only). Convert confidently between metric units. | Find the median of a list of numbers in standard form. |
| 4.Place Value 2 | Round whole numbers to nearest whole number, 10, 100, 1000 | Identify significant digits in numbers greater than 1. Estimate the answer to a calculation. | Identify significant digits in numbers less than 1. Round to 1 significant figure. Identify whether rounding will lead to an over or underestimate. | Round to a given number of significant figures. Investigate error bounds with fix mode on calculator. Define an irrational number. |
| 5.Conventions and Properties of Shapes | Name 2D and 3D shapes <br> Identify when two shapes are congruent <br> Understand that mathematical drawings may not be drawn accurately to scale. | Can match some quadrilaterals with their properties and group shapes based on a given property or set of properties. Recall and understand some relevant vocabulary: points, lines, vertices, edges, planes, parallel lines, perpendicular lines, right angles, polygons, regular polygons. Plot and read co-ordinates. Identify reflection and rotational symmetry. | Recall and understand all vocabulary from Developing strand. <br> Solve geometric missing coordinate' problems requiring reasoning. <br> Derive the properties of a simple 3D shape (cube, cuboid, pyramid) from its net. | Construct polygons <br> Understand the relationship described by Eulers formula <br> Interpret more complex nets (cylinder, cone, more complex prisms) |


| YEAR 7 <br> TERM 2 | Emerging | Developing | Secure | Mastery |
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| 5.Conventions and Properties of Shapes Continued | Refer to term 1 | Refer to term 1 | Refer to term 1 | Refer to term 1 |
| 6.Addition and subtraction | Use written methods for addition, and subtraction whilst calculating. <br> Understand that addition is commutative but subtraction is not <br> Calculate to solve simple problems involving perimeter, money and time. <br> Single step function machines with numbers | Use written methods for addition and subtraction with decimals (same number of decimal places) whilst solving problems including two way tables and frequency trees money and time. <br> Function machines with numbers, two functions. | Use written methods for addition and subtraction with negative integers. <br> Use decimals and negative integers to continue arithmetic sequences and Fibonacci sequences. | Apply addition and subtraction to standard form. <br> Solve more complex problems involving the application of addition and subtraction techniques. |
| 7.Multiplication, division and multiplicative reasoning | Multiplication and division with positive integers (1 and 2 digit numbers). <br> Calculate area and mean with integers. | Multiplication and division of positive and some negative integers. <br> Written methods for multiplication and division with integer answers, including simple worded problems, area and mean. <br> Can explain commutativity | Understand the mathematical structures that underpin multiplication and division. <br> Work with related calculations. <br> Mean and area with decimals. <br> Understand and use the distributive law | Four operations with integer and noninteger answers. <br> Can breakdown more complex problems and devise their own problems. <br> Begin generalising with algebra. <br> Explain the distributive law |
| 8.Generalising number (algebra intro) | Know that an unknown number can be represented using a letter. Begin to understand the key vocabulary used in algebra: variable, constant, coefficient, term, expression. <br> Collect like terms (no powers). | Collect like terms including negative terms. <br> Function machines ( working with priority of operations) | Substitution including negative numbers. <br> Write simple expressions for a variety of unknown areas. <br> Link the distributive law to expanding brackets and factorising expressions | Simplify expressions with brackets. <br> Solve simple problems with algebraic perimeters and areas. |


| YEAR 7 <br> TERM 3 | Emerging | Developing | Secure | Mastery |
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| 8.Generalising number (algebra intro) continued... | Refer to term 2 | Refer to term 2 | Refer to term 2 | Refer to term 2 |
| 9.Linear Sequences | Find the next term in a sequence <br> Use a term to term rule to generate a sequence | Identify different types of sequence <br> Generate a sequence from an nth term rule or growing pattern <br> Plot sequences onto a graph | Find the nth term rule for a linear sequence <br> Use the nth term to calculate any term of an arithmetic sequence. <br> Connect linear sequences to straight line graphs. <br> Link growing patterns to their nth term | Find the nth term rule for a picture sequence <br> Generate a picture sequence that matches a given nth term rule <br> Connect sequences to ratio tables |
| 10.Basic Solving Equations | Understand the meaning of the equals sign <br> Solve simple equations, using pictoral representations where appropriate | Solve two step equations <br> Draw diagrams to represent equations <br> Write an equation from a simple worded context | Solve double sided equations with integer coefficients <br> Form equations in the context of area and perimeter | Solve equations including fractional, negative and decimal coefficients of $x$ <br> Form and solve equations |
| 11.Ordering and Equivalence | Understand the relationship between division and fractions <br> Represent fractions using diagrams or factor tiles | Convert improper fractions and mixed numbers. <br> Recognise percentages as fractions. Compare and order simple fractions, decimals and percentages. <br> Round numbers to a given number of decimal places. | Convert fractions to decimals and percentages to include writing terminating decimals as fractions. <br> Compare and order fractions, decimals and percentages including negatives. <br> Round numbers to a given number of decimal places and to 1 significant figure. | Compare and order standard form. <br> Round numbers to a given number of significant figures and understand the impact of rounding prematurely. |

