

Burford School Mathematics Department

BURFORD SCHOOL



Years 7 - 11

Long Term Plan

Term 1	Number calculations	* # @
	Expressions and formulae	* # @
	Measures, perimeter and area	* @
	October Test	
Term 2	Fractions, decimals and percentages	† \$
	Angles and properties of 2D shapes	† \$
	Graphs	† \$
Term 3	Statistics	† \$
	Transformations and symmetry	\$
	February Test	
Term 4	Equations and formulae	\$
	Constructions (& Pythagoras)	
Term 5	Number Properties	@
	Ratio and Proportion	@
	Probability	@
Term 6	3D shapes (& Trigonometry)	@
	Sequences	@
	End of year test	

* October ½ term test topics (8 & 9)

@ October ½ term test topics (10)

† February ½ term test topics (7, 8 & 9)

\$ Mid-year test topics (10)

End of year tests will cover all units

Unit: Number Calculations

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> • Use a calculator to input numbers in index form and interpret the display • Calculate with numbers in Standard index form
					<ul style="list-style-type: none"> • Round numbers to 2 or 3 significant figures • Know the difference between rounding and truncating • Use Written Methods to multiply decimal numbers • Use Written Methods to divide decimals • Convert numbers into and out of standard form
					<ul style="list-style-type: none"> • Round numbers to one significant figure (1sf) • Check calculations by rounding to 1sf • + - x ÷ with negative numbers • Understand the correct order of all operations (BIDMAS) • Perform calculations correctly using a scientific calculator
					<ul style="list-style-type: none"> • Add & subtract decimal numbers using a written method • Multiply and divide decimal numbers by 10,100 & 1000 • Multiply a 3 or 4 digit number by a 2 digit number • Divide a 4 digit number by a 2 digit number (leaving remainders as whole numbers or fractions) • Understand the correct order of the 4 operations • Round to 2 or more decimal places • Use a number line add and subtract numbers across zero
					<ul style="list-style-type: none"> • Add & subtract whole numbers (more than four digits long) using a written method • Multiply and divide whole numbers by 10,100 & 1000 • Multiply a 4 digit number by a single digit number • Divide a 4 digit number by a single digit number (leaving remainders as whole numbers) • Round to one decimal place (1dp)
					<ul style="list-style-type: none"> • Add & subtract whole numbers (up to four digits long) using a written method • Recall multiplication facts (up to 12 x 12) • Multiply a 2 or 3 digit number by a single digit number • Round to the nearest whole number, 10, 100 or 1000 • Be familiar with UK currency and decimal notation when using money

Unit: Expressions and Formulae

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> • Prove more complex identities • Complete the square of a quadratic expression • Combine two functions to create a composite function 	
					<ul style="list-style-type: none"> • Complete the square of a quadratic expression (with x^2 coefficient = 1) • Recognise and use the function notation $f(x)$ • Understand what is meant by the terms function, domain and range • Input numbers into a function • Find the inverse of a function $f^{-1}(x)$ 	
					<ul style="list-style-type: none"> • Prove simple identities • Factorise a quadratic expression • Factorise the difference of two squares 	
					<ul style="list-style-type: none"> • Factorise quadratic expressions (with x^2 coefficient = 1) • Factorise the difference of two squares (with x^2 coefficient = 1) 	
					<ul style="list-style-type: none"> • Multiply out double brackets • Factorise expressions over a single bracket • Substitute positive and negative numbers into more complex expressions and formulae (eg quadratics) • Understand the difference between an equation, expression, inequality and identity 	
						<ul style="list-style-type: none"> • Understanding the meaning of expression and term • Simplify expressions by multiplying terms (eg $a \times a \times b \times a \times 3 = 3a^3b$) • Multiply out a single bracket • Substitute positive and negative numbers into simple expressions and formulae • Form simple expressions from real life situations
						<ul style="list-style-type: none"> • Express missing number problems using algebra • Simplify expressions by collecting like terms • Substitute positive numbers into simple expressions and formulae
						<ul style="list-style-type: none"> • Substitute numbers into function machines with more than one operation
						<ul style="list-style-type: none"> • Substitute numbers into a function machine with only one operation

Unit: Measures, perimeter and area

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> Find the upper & lower bounds and error intervals of a measurement following a calculation
					<ul style="list-style-type: none"> Find the perimeter and area of sectors of circles. Convert between metric units of area and volume
					<ul style="list-style-type: none"> Use compound measures such as speed, density and pressure Calculate the circumference and area of a circle, leaving the answer in terms of π Calculate the area and perimeter of compound shapes involving parts of circles Find the upper and lower bounds of a measurement and give the error interval using inequalities.
					<ul style="list-style-type: none"> Calculate the area of a trapezium Calculate the area of compound shapes Calculate the circumference of circles Calculate the area of circles
					<ul style="list-style-type: none"> Convert between different metric units of length, mass and capacity Convert between common imperial and metric measures Calculate the area of triangles Calculate the area of parallelograms
					<ul style="list-style-type: none"> Convert between different metric units of length Understand and use common imperial measures Calculate the perimeter of a rectangle given in cm and mm Calculate the area of rectangles Estimate the area of irregular shapes
					<ul style="list-style-type: none"> Tell the time from an analogue clock Convert times between 12 and 24 hour clocks Know that there are 365 days in a year, 366 days in a leap year, 12 months in a year and 52 full weeks in a year Use a calendar and write the date correctly (day/month/year) convert from hours to minutes; minutes to seconds; years to months and weeks to days Measure and calculate the perimeter of a rectangle Find the area of a rectangle by counting squares Recognise the names of common 2D shapes Read and compare temperatures including temperatures with negative values

Unit: Fractions Decimal & Percentages

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> + - algebraic fractions with linear and quadratic denominators and numerators Convert recurring decimals to fractions and vice versa
					<ul style="list-style-type: none"> $x \div$ algebraic fractions with linear and quadratic denominators Model growth and decay problems mathematically
					<ul style="list-style-type: none"> Simplify algebraic fractions by factorising quadratics
					<ul style="list-style-type: none"> Calculate repeated percentage change (compound interest & depreciation) Calculate a percentage change (percentage profit/loss) Find the original amount after a percentage change Know the difference between compound and simple interest
					<ul style="list-style-type: none"> + - $x \div$ Mixed numbers + - $x \div$ algebraic fractions (where numerators & denominators are just a single term) Convert recurring decimals to fractions and vice versa (only when denominators are 3 or 9) Find a percentage increase or decrease using the multiplier method
					<ul style="list-style-type: none"> $x \div$ integers and fractions by fractions Simplify algebraic fractions (where numerators & denominators are just a single term) Convert between fractions decimals and percentages Calculate a percentage of an amount (with a calculator) Find a percentage Increase or decrease (without using the multiplier method) Express one quantity as a percentage of another Find the reciprocal of a decimal
					<ul style="list-style-type: none"> + - Fractions Order fractions by converting to the same denominator Find the reciprocal of a whole number or fraction Calculate fractions of amounts Convert between fractions and mixed numbers Calculate a percentage of an amount (without a calculator)
					<ul style="list-style-type: none"> + - Fractions (where one denominator is a multiple of the other) Identify equivalent fractions Calculate unit fractions of amounts Understand that a percentage is a fraction out of 100 Change decimals to percentages and vice versa Simplify Fractions Express one quantity as a fraction of another Shade a percentage of a shape
					<ul style="list-style-type: none"> Shade a fraction of a shape + - Fractions with the same denominator Calculate unit fractions of amounts (up to one-tenth)

Unit: Angles & Properties of 2D Shapes

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> • Prove standard circle theorems and use these facts to prove related results
					<ul style="list-style-type: none"> • Use and apply the remaining standard circle theorems <ul style="list-style-type: none"> ○ The angle at the centre is twice the angle at the circumference ○ Angles in the same segment are equal ○ Opposite angles in a cyclical quadrilateral sum to 180 ○ The perpendicular from the centre to a chord bisects the chord ○ The angle between the tangent and the chord is equal to the angle in the alternate segment
					<ul style="list-style-type: none"> • Use and apply the following circle theorems <ul style="list-style-type: none"> ○ Triangles in a semicircle are right-angled ○ Tangents and radii are perpendicular
					<ul style="list-style-type: none"> • Know the basic congruence criteria for triangles (SSS, SAS, ASA & RHS) • Construct a logical proof using known angle facts
					<ul style="list-style-type: none"> • Know that the exterior angles of a polygon sum to 360 and apply this to find unknown interior angles • Know the definitions for the following parts of a circle – tangent, chord, arc, sector & segment. • Calculate back bearings without measuring.
					<ul style="list-style-type: none"> • Know and use angle facts related to parallel lines • Use standard conventions for labelling sides and angles of polygons • Work out unknown angles in quadrilaterals and regular polygons • Recognise and use 3-figure bearings
					<ul style="list-style-type: none"> • Know the properties of special types of quadrilaterals • Work out unknown angles in triangles • Know that vertically opposite angles are equal • Know the definitions for the following parts of a circle – radius, diameter and circumference • Construct angles and triangles using a ruler and a protractor
					<ul style="list-style-type: none"> • Know that angles are measured in degrees • Estimate the size of angles • Know that angles in a full turn sum to 360 • Know that angles along a line sum to 180 • Know the difference between regular and irregular polygons • Know what is meant by the diagonal of a quadrilateral • Recognise parallel and perpendicular lines & know the notation. • Measure angles with a protractor
					<ul style="list-style-type: none"> • Identify acute, obtuse, reflex and right angles • Order angles by size • Know the names of different types of polygons • Know the names of special types of triangle and quadrilateral • Understand the direction of a turn (clockwise/anticlockwise) • Describe the amount of turn ($\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ & full turns) • Use North (N), East (E), South (S) and West (W) to give directions

Unit: Graphs

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> Find the turning points of quadratic graphs by completing the square Understand how the value of the discriminate indicates the number of roots of a quadratic graph. Recognise transformations of graphs from their functions Estimate gradients of curves and use this to find equations of tangents Find the equation of the tangent to a circle 	
					<ul style="list-style-type: none"> Plot and interpret graphs of exponential functions Recognise graphs of the trigonometric ratios Identify equations of circles (with the origin as the centre) Interpret the area under a velocity-time graph as distance travelled. 	
					<ul style="list-style-type: none"> Identify lines that are perpendicular from their equations plot regions of linear inequalities Interpret the gradient of a graph as the rate of change including acceleration for a velocity-time graph 	
					<ul style="list-style-type: none"> Recognise the shapes of quadratic, cubic ($y=x^3+k$ only) and reciprocal graphs Plot graphs of quadratic, cubic and reciprocal functions. Sketch graphs of quadratic functions – finding the roots by factorising and the turning point by symmetry 	
					<ul style="list-style-type: none"> Plot linear graphs from their equations (including negative values of x) Recognise and use the general equation of a straight line graphs Identify parallel lines from their equations Interpret more complex real life graphs (eg distance/time) Calculate gradients of lines when given a pair of coordinates 	
						<ul style="list-style-type: none"> Plot linear graphs from their equations (positive values of x only) Interpret basic real life graphs (eg conversion graphs) Recognise equations of horizontal and vertical lines Recognise graphs of the form $y=x$ and $y=-x$ Calculate gradients of lines Find the coordinates of mid-point of lines
					<ul style="list-style-type: none"> Plot graphs from completed tables Use coordinates in all four quadrants 	
					<ul style="list-style-type: none"> Plot coordinates in the first quadrant and join them up in order to create a polygon 	
					<ul style="list-style-type: none"> Read and plot coordinates in the first quadrant 	

Unit: Statistics

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> • Construct and interpret histograms of unequal width • Calculate an estimate of the mean and median from histograms 	
					<ul style="list-style-type: none"> • Construct and interpret (with reference to interquartile range and median) box plots • Construct cumulative frequency diagrams and use them to construct box plots to compare sets of data 	
					<ul style="list-style-type: none"> • Use previously learned techniques to compare two distributions. • Infer properties of populations or distributions from a sample, whilst knowing the limitations of sampling. 	
					<ul style="list-style-type: none"> • Calculate an estimate of the mean from grouped continuous data • Construct and interpret (with reference to correlation) scatter diagrams 	
						<ul style="list-style-type: none"> • Calculate the mean of discrete data from a frequency table • Construct and interpret time series graphs • Construct and interpret more complex pie charts • Understand the different types of data (primary, secondary, quantitative, qualitative, discrete and continuous)
					<ul style="list-style-type: none"> • Construct and interpret line graphs • Construct and interpret simple pie charts • Construct and interpret dual and composite bar charts • Calculate means and ranges 	
					<ul style="list-style-type: none"> • Complete and read information from tables (including two way tables) • Construct and interpret frequency diagrams • Calculate medians 	
					<ul style="list-style-type: none"> • Construct and interpret bar charts • Construct and interpret pictograms • construct and interpret tally charts 	

Unit: Transformations and Symmetry

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> Construct a geometrical proof using vectors
					<ul style="list-style-type: none"> Understand the difference between length, area and volume scale factors and use them to calculate volumes and areas following enlargements Solve geometrical problems using vectors
					<ul style="list-style-type: none"> Enlarge shapes by a negative scale factor from a given point Find the centre of enlargements and scale factors following an enlargement by a negative scale factor
					<ul style="list-style-type: none"> Understand vectors are a measure of size and direction Multiply vectors by a scalar Add and subtract vectors Represent vectors and their calculations on diagrams Describe a combination of transformations as a single transformation
					<ul style="list-style-type: none"> Enlarge shapes by a positive (including fractional) scale factor from a given point Find the centre of enlargement and scale factor following an enlargement by a positive scale factor Find the centre of a rotation (using tracing paper) Calculate lengths of similar shapes Translate shapes using vector notation Describe transformations
					<ul style="list-style-type: none"> Rotate shapes around a given point Enlarge shapes by a positive scale factor (without a centre of enlargement) Reflect shapes in a 45° mirror line Tessellate shapes
					<ul style="list-style-type: none"> Reflect shapes in the axes of a coordinate grid Identify the order of rotational symmetry of shapes
					<ul style="list-style-type: none"> Reflect shapes in horizontal and vertical mirror lines Translate shapes (without using vectors)
					<ul style="list-style-type: none"> Identify the lines of symmetry on shapes

Unit: Equations and Formulae

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> Solve quadratic equations by completing the square Solve equations involving algebraic fractions Solve more complex simultaneous equations using substitution (linear & quadratic) Solve equations that require the addition or subtraction of fractions with linear or quadratic denominators Find approximate solutions using iterative formulae Solve quadratic inequalities and represent solutions on number lines and using set notation
					<ul style="list-style-type: none"> Solve quadratic equations by completing the square (only with x^2 coefficient = 1) Rearrange formulae that require you to factorise Solve simple simultaneous equations using substitution (linear & quadratic) Find the points of intersection between a line and a circle.
					<ul style="list-style-type: none"> Solve quadratic equations by factorising Solve quadratic equations by using the formula Solve quadratic equations that have to rearranged into the form $ax^2 + bx + c = 0$ Form quadratic equations from real life contexts Solve more complex equations (eg cubic) using trial and improvement
					<ul style="list-style-type: none"> Solve quadratic equations by factorising (only with x^2 coefficient = 1) Rearrange formulae that contain powers and roots Solve linear simultaneous equations graphically Solve linear simultaneous equations using elimination Form linear inequalities from real life contexts.
					<ul style="list-style-type: none"> Solve equations with unknowns on both sides and brackets Solve inequalities with unknowns on both sides and represent solutions on number lines Form linear equations from real life contexts Rearrange formulae (two-step only) Understand the difference between an equation, expression, inequality and identity
					<ul style="list-style-type: none"> Solve equations with unknowns on one side and brackets Represent an inequality on a number line Rearrange formulae (one-step only)
					<ul style="list-style-type: none"> Solve two-step equations
					<ul style="list-style-type: none"> Solve one-step equations Find the input of a function machine when the output is known
					<ul style="list-style-type: none"> Find the inverse of an operation Solve one step equations without algebra (eg $3 \times \square = 27$)

Unit: Constructions (and Pythagoras)

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> Apply and use Pythagoras' theorem in more complex 3D cases 	
					<ul style="list-style-type: none"> Use Pythagoras' theorem in simple 3D cases 	
					<ul style="list-style-type: none"> Apply and use Pythagoras' theorem in more complex 2D cases (eg isosceles triangles) Use standard constructions to solve loci problems. 	
					<ul style="list-style-type: none"> Use Pythagoras' theorem in simple 2D cases Use compasses to: <ul style="list-style-type: none"> Construct perpendicular bisectors bisect angles construct a perpendicular through a point on a line construct a perpendicular from a point to a line draw parallel lines 	
						<ul style="list-style-type: none"> Use compasses to construct triangles when given all three sides Use compasses and a protractor to construct triangles when given two sides and an angle Use compasses and a ruler to construct an angle of 60°
					<ul style="list-style-type: none"> draw circles and patterns made with circles and straight lines accurately using compasses and a ruler 	
					<ul style="list-style-type: none"> draw circles accurately using compasses 	
					<ul style="list-style-type: none"> draw straight lines to the nearest mm using a ruler 	

Unit: Number Properties

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> Understand and apply the laws of indices to numbers and letters (where the indices are fractions) Rationalise the denominator in more complex cases Expand brackets and simplify statements that involve surds 	
					<ul style="list-style-type: none"> Understand and apply the laws of indices to numbers and letters (where the indices are unit fractions) Simplify surds Rationalise the denominator of fractions in simple cases 	
					<ul style="list-style-type: none"> Understand and apply the laws of indices to numbers and letters (where the indices are negative integers) 	
					<ul style="list-style-type: none"> Understand and apply the laws of indices to numbers and letters (where the indices are positive integers) $a^m \times a^n = a^{m+n}$ $a^m \div a^n = a^{m-n}$ $(a^m)^n = a^{m \times n}$ Know that $a^0 = 1$ 	
					<ul style="list-style-type: none"> Write numbers as a product of their prime factors Find Highest Common Factors (HCF) Find Lowest Common Multiples (LCM) (this should be done using Venn diagrams) 	
						<ul style="list-style-type: none"> Find Highest Common Factors (HCF) Find Lowest Common Multiples (LCM) (this should be done by listing)
					<ul style="list-style-type: none"> Identify common factors of a pair of numbers Identify common multiples of a pair of numbers Use a calculator to find squares, cubes, square roots and cube roots 	
					<ul style="list-style-type: none"> Identify all the factors of a number Identify all the multiples of a number Identify prime and composite (non-prime) numbers (up to 100) Identify square numbers Identify cube numbers 	
					<ul style="list-style-type: none"> Recall multiplication facts (up to 12 x 12) Identify odd and even numbers 	

Unit: Ratio and Proportion

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> When quantities are directly or inversely proportional to x^2, x^3 or \sqrt{x}: <ul style="list-style-type: none"> Solve problems involving direct and inverse proportion Identify graphs of direct and inverse proportion Find the equation connecting quantities that are directly or inversely proportional to each other
					<ul style="list-style-type: none"> Find the equation connecting quantities that are directly or inversely proportional to each other
					<ul style="list-style-type: none"> Solve problems involving direct and inverse proportion Identify graphs of direct and inverse proportion Recognise equations of direct and inverse proportion Be familiar with the α symbol
					<ul style="list-style-type: none"> Share an amount into a given ratio in more complex cases Write ratios in the form 1:n Calculate value for money to work out best buys Convert measurements when scale factor is given as a ratio (eg scale drawings and maps)
					<ul style="list-style-type: none"> Simplify ratios involving different units of measurement Understand the difference between ratio and proportion Convert ratios to fractions and vice versa Share an amount into a given ratio in simple cases
					<ul style="list-style-type: none"> Write ratios in their simplest form
					<ul style="list-style-type: none"> Shade a shape in a given ratio
					<ul style="list-style-type: none"> Recall multiplication facts (up to 12 x 12)

Unit: Probability

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> Understand and calculate conditional probabilities Understand how conditional probabilities are represented on tree and Venn diagrams.
					<ul style="list-style-type: none"> Construct tree diagrams (for dependant events) and use them to calculate probabilities of successive events
					<ul style="list-style-type: none"> Construct tree diagrams (for independent events) and use them to calculate probabilities of successive events Understand and use set notation understand the notation $P(A \cup B)$ and $P(A \cap B)$ and the regions they represent on Venn diagrams Use Venn diagrams to calculate probabilities involving two events
					<ul style="list-style-type: none"> Represent outcomes on a frequency tree Record all combinations and permutations in a systematic way Find the probability of two successive events by listing all possible outcomes Find the probability of two successive events by using sample (possibility) space diagrams Understand the terms mutually exclusive and independent in relation to probability.
					<ul style="list-style-type: none"> Know that if the probability of an event occurring is p, then the probability of it not occurring is $1-p$ understand the notation $P(A)$ and $P(A')$ Know the difference between theoretical and experimental probability Use relative frequency as an estimate for probability Know that increasing the number of trials of an experiment improves the accuracy of the estimate. Calculate the expected frequency of an event
					<ul style="list-style-type: none"> Calculate single event probabilities based on equally likely events Represent probabilities on a number line from 0 to 1 Use Venn diagrams to record information Understand the terms bias and fairness in relation to probability
					<ul style="list-style-type: none"> Describe the likelihood of an event occurring using words Eg likely, unlikely, impossible, certain etc...
					<ul style="list-style-type: none"> Complete a frequency table for outcomes of an event

Unit: 3D shapes (and trigonometry)

Y7	Y8	Y9	Y10	Y11		
					<ul style="list-style-type: none"> Use trigonometry in non-right-angled triangles including: <ul style="list-style-type: none"> The sine rule The cosine rule the formula for the area of a triangle 	
					<ul style="list-style-type: none"> Use trigonometry to find missing lengths and angles of right angled triangles in 3 dimensions Calculate the volume and surface area of a frustum (including using similarity) 	
					<ul style="list-style-type: none"> Use trigonometry to find missing lengths and angles of right angled triangles in context and isosceles triangles. 	
					<ul style="list-style-type: none"> Calculate the volume and surface area of cylinders Find the volume and surface area of cones Find the volume and surface areas of spheres Use trigonometry to find missing lengths and angles of right angled triangles 	
					<ul style="list-style-type: none"> Calculate the volume and surface areas of prisms Find the volume and surface area of pyramids Recognise nets of prisms and pyramids. 	
						<ul style="list-style-type: none"> Calculate the volume of compound shapes (made of cuboids) Calculate the surface area of cuboids Use isometric paper to make drawings of 3D shapes made from cubes. Recognise and sketch the plan view and elevations of basic 3D shapes
					<ul style="list-style-type: none"> Calculate the volume of cuboids Recognise the net of a cuboid 	
					<ul style="list-style-type: none"> Calculate the volume of a shape by counting cubes 	
					<ul style="list-style-type: none"> Recognise the names of common 3D shapes 	

Unit: Sequences

Y7	Y8	Y9	Y10	Y11	
					<ul style="list-style-type: none"> Find the position to term rule (nth term) for a geometric progression of the form $a \times r^n$
					<ul style="list-style-type: none"> Find the position to term rule (nth term) for a quadratic sequence
					<ul style="list-style-type: none"> Know the difference between arithmetic and geometric progression and find the next term in a sequence Recognise quadratic sequences and know how to calculate the next term Recognise Fibonacci style sequences and know how to calculate the next term
					<ul style="list-style-type: none"> Find the position to term rule (nth term) for a decreasing linear sequence or where the sequence is not increasing by an integer Generate a sequence when given a non-linear position to term rule Apply this to sequences of patterns or diagrams recognise the Fibonacci sequence
					<ul style="list-style-type: none"> Find the position to term rule (nth term) for an increasing linear sequence Generate a linear sequence when given a position to term rule Apply this to sequences of patterns or diagrams
					<ul style="list-style-type: none"> Describe a sequence using a term to term rule Generate a sequence using a term to term rule Apply this to sequences of patterns or diagrams Know the sequence of triangular numbers
					<ul style="list-style-type: none"> For a given sequence of numbers, find the next term Apply this to sequences of patterns or diagrams Know the sequence of square numbers Know the sequence of cube numbers
					<ul style="list-style-type: none"> Recall multiplication facts (up to 12×12)