

<b>Assessment 1 Learning objectives</b>	
<b>NUMBER</b>	To carry out calculations: long multiplication and division; addition and subtraction
	To apply the four operations to solve real-life problems
	To use and apply rounding reminders up or down in a real-life situation
	To complete and interpret two-way table
	To add and subtract negative numbers
	To multiply and divide negative numbers
<b>GEOMETRY</b>	To label the angles
	To measure the angles
	To draw the angles
	To construct the triangle
	To draw the triangle from the written description
<b>ALGEBRA</b>	To use letters for numbers
	To simplify algebraic expressions involving four operations of arithmetic
	To simplify expressions by collecting up like terms
	To multiply out brackets in
	To identify and manipulate algebraic expressions
<b>NUMBER</b>	To order decimals
	To add and subtract decimals
	To multiply decimals by whole number
	To multiply two decimals
	To divide decimals by whole numbers
	To solve worded questions involving four operations on decimals
	To solve simple proportion questions
	To reason mathematically best buy
<b>Assessment 2 Learning objectives</b>	
<b>GEOMETRY</b>	To use coordinates in all four quadrants
	To recognise different polygons
	To know the properties of quadrilaterals
	To solve shape problems with coordinates
	To be able to rotational symmetry
	To be able to lines of symmetry
	To recognise the equation for horizontal and vertical lines
	To be able to reflect the shape
	To be able to rotate the shape
<b>NUMBER</b>	To recognise prime numbers
	To find and use factors and multiples
	To know and use Highest Common Factor (HCF)
	To know and use Lowest Common Multiple (LCM)
	To recognise and use square and corresponding square roots
	To recognise and use cube numbers and corresponding cube roots
	To use the order of operations
	To be able to use a calculator for fractions and brackets
	To be able to round to a given number of decimal places
	To be able to round to a given number of significant figures
	To calculate using estimates
<b>ALGEBRA</b>	To substitute numbers into a formulae
	To solve equations with unknown on one side
	To solve equations with brackets
	To form and solve equations

<b>Assessment 3 Learning objectives</b>	
<b>NUMBER</b>	To use equivalent fractions
	To compare fractions
	To add and subtract fractions
	To multiply and divide fractions
	To convert a mixed number into an improper fraction
	To convert an improper fraction into a mixed number
	To convert between fractions, decimals, and percentages
	To calculate fractions of amounts
	To convert metric units
	To express x as a percentage of y
	To calculate percentage increase and decrease
<b>GEOMETRY</b>	To calculate the perimeter of any 2D shape
	To calculate the area of rectangles
	To calculate the area of triangles
	To calculate the area of parallelograms
	To calculate the area of trapezia
	To calculate the area and perimeter of compound shapes
	To calculate angles in a triangle
	To calculate angles between parallel lines
	To calculate angles in a quadrilateral
<b>STATISTICS</b>	To calculate and use the mean of a set of data
	To calculate and use the mode of a set of data
	To calculate and use the median of a set of data
	To calculate and interpret the range of a set of data
<b>Assessment 4 Learning objectives</b>	
<b>NUMBER</b>	To be able to simplify the ratio
	To use ratios to compare quantities
	To write ratio in its simplest terms
	To write ratios in the form 1:n and n:1
<b>GEOMETRY</b>	To be able to identify faces, edges, and vertices
	To be able to draw accurately nets form any cuboid
	To calculate the surface area of any cuboid
	to calculate the volume of any cuboid
<b>STATISTICS</b>	To use a probability scale from 0 to 1
	To express probability as a number
	To calculate experimental probability
	To calculate the expected probability
	To list outcomes of the two events ( sample space diagrams)
	To calculate the probability of two events using sample space diagrams
<b>Term 6 Learning objectives</b>	
<b>ALGEBRA</b>	To recognise the Fibonacci sequence and Fibonacci-like sequence
	To find and use a term-to-term rule of an arithmetic sequence
	To find and use the position-to-term rule of an arithmetic sequence
	To find and use the nth term of an arithmetic sequence
	To read and construct travel graphs
<b>STATISTICS</b>	To construct graphs and diagrams to represent data
	To interpret charts
	To draw a pie chart
	To interpret pie charts

<b>NUMBERS</b>	To convert between metric units
	To convert between imperial units
	To convert between metric and imperial units
	To change units to solve problems
	To read and interpret bills and simple payslips
	To read and write Roman numbers