Subject	Y8 Threshold Knowledge – Autumn/Spring/Summer term	How to support students' learning
Maths	Autumn/Spring/Summer Estimation -  1. Estimating calculations.  Percentages -  2. Express one number as a fraction or a percentage of another using a calculator.  3. Express one number as a fraction or a percentage of another without a calculator.  4. Calculate percentage increase and decrease with a calculator.  5. Calculate percentage increase and decrease without a calculator.  6. Finding the percentage an amount has been changed by.  Expanding and Factorising -  7. Expand a single bracket.  8. Expand multiple single brackets and simplify.  9. Factorise into a single bracket.  Multiplying and Dividing Fractions -  10. Multiplying fraction by an integer.  11. Multiplying fractions.  12. Multiplying mixed numbers.  13. Understand and use the reciprocal.  14. Divide a fraction by an integer.  15. Dividing fractions.  16. Dividing mixed numbers.  Proportion -  17. Appreciate that any two numbers can be connected via a multiplicative relationship.  18. Be able to calculate the multiplier for any given two numbers.  19. Solve problems with direct proportion.  Similarity and Enlargement -  20. Understand scale factors as multiplicative representations.  21. Work out missing sides and angles in a pair of given similar shapes.  22. Explore relationships between similar shapes.  23. Draw and interpret scale diagrams.  24. Interpret maps using scale factors and ratio.  25. Enlarge a shape by a positive integer scale factor.  26. Enlarge a shape by a positive integer scale factor.	Student can complete independent practice on Dr Frost Maths https://www.drfrost.org/ind ex.php  Dr Frost Maths has topic-based learning with videos to support students and questions available that give automatic feedback to students.  Otherwise, students can also access past papers that can be completed online.  All homework and revision for students will be set on Dr Frost by their class teacher.  Other useful websites: Maths Genie (topic based and past papers) https://www.mathsgenie.co .uk/gcse.php  On Maths (online papers) https://www.onmaths.com/

- 27. Enlarge a shape by a positive fractional scale factor.
- 28. Describe enlargements.
- 29. Identify invariant points and lines.

### Probability -

- 30. Understand and use probability phrases.
- 31. Understand and use the probability scale.
- 32. Writing probabilities as fractions, decimals and percentages.
- 33. Listing outcomes.
- 34. Construct sample space diagrams.
- 35. Find probabilities from a sample space diagram.
- 36. Using experimental data to estimate probabilities.
- 37. Understand that increasing the number of trials leads to a more accurate estimate of the theoretical probability.
- 38. Expected outcomes.
- 39. Calculate probability of independent events.
- 40. Use the property that probabilities sum to 1.

## **Ratio and Proportion -**

- 41. Understand the meaning, representation and notation of ratio.
- 42. Comparing ratios as fractions and percentages.
- 43. Express ratios in their simplest integer form.
- 44. Writing ratios in the form 1:n.
- 45. Share a value into a given ratio.
- 46. Solve ratio problems given one amount.
- 47. Combining ratios.
- 48. Solve 'best buy' problems.
- 49. Solve problems with exchange rates.

# Probability -

- 50. Construct a two-way table.
- 51. Interpret a two-way table.
- 52. Find probabilities from two-way tables.
- 53. Construct frequency trees.
- 54. Find probabilities from frequency trees.
- 55. Solve problems with frequency trees.
- 56. Use tree diagrams for independent events.
- 57. 5Understand populations and samples.

# Angles -

- 58. Properties of 2D shapes.
- 59. Identify polygons up to a decagon.
- 60. Recognise types of triangles.
- 61. Identify perpendicular and parallel lines.
- 62. Use angle and line notation.
- 63. Use cardinal directions and related angles.
- 64. Draw angles.
- 65. Measure angles.

- 66. Classify angles.
- 67. Use the sum of angles on a straight line.
- 68. Use the sum of angles at a point.
- 69. Apply the sum of angles in a triangle.
- 70. Apply the sum of angles in a quadrilateral.
- 71. Using quadrilateral properties to find angles.
- 72. Find and use the angle sum of any polygon.
- 73. Find interior angles in a regular polygon.
- 74. Find exterior angles in a regular polygon.
- 75. Use the equality of vertically opposite angles.
- 76. Identify and calculate alternate angles.
- 77. Identify and calculate co-interior angles.
- 78. Identify and calculate corresponding angles.
- 79. Combining angle fact.
- 80. Make scale drawings using bearings.
- 81. Measure and read bearings.
- 82. Calculate bearings using angles rules.
- 83. Use the standard conventions for labelling the sides and angles of triangle ABC.

## **Solving and Rearranging -**

- 84. Solve equations with one-step.
- 85. Solve equations with two or more steps.
- 86. Solving equations with the variable in the denominator.
- 87. Form and solve equations.
- 88. Check whether a term can be in a sequence algebraically.
- 89. Angles problems with algebra.
- 90. Changing the subject of a formula.

# Estimation -

- 91. Estimating and measuring length, mass and capacity.
- 92. Estimating calculations.
- 93. Estimating roots and powers.
- 94. Determine whether calculations using rounding will give an underestimate or and overestimate.
- 95. Truncating decimals.
- 96. Error intervals for truncated numbers.
- 97. Finding error intervals.
- 98. Calculations with upper and lower bounds.

## Perimeter and Area -

- 99. Calculate the perimeter of simple shapes.
- 100. Calculate the perimeter of compound shapes.
- 101. Recognise and label parts of a circle.
- 102. Calculate the circumference of a circle.
- 103. Calculate the perimeter of fractional parts of a circle.

- 104. Calculate the area of a rectangle.
- 105. Calculate the area of a parallelogram.
- 106. Calculate the area of a triangle.
- 107. Calculate the area of compound shapes.
- 108. Calculate the area of a trapezium.
- 109. Calculate the area of a circle.
- 110. Calculate the area of fractional parts of a circle.
- 111. Convert units of area.
- 112. Identify 3D shapes.
- 113. Properties of 3D shapes.
- 114. Accurate nets of cuboids and other 3-D shapes.
- 115. Finding the surface area of cubes and cuboids.
- 116. Finding the surface area of prisms.
- 117. Finding the surface area of composite shapes.
- 118. Finding the surface area of cylinders.
- 119. Solve problems with pressure, force and area.

## Interpreting Data -

- 120. Construct stem-and-leaf diagrams.
- 121. Interpret stem-and-leaf diagrams.
- 122. Compare distributions using charts and measures.

#### **Linear Graphs -**

- 123. Work with coordinates in all four quadrants.
- 124. Solve shape problems involving coordinates.
- 125. Find the midpoint of a line segment.
- 126. Recognise, use and draw the lines Y=X, Y=-X.
- 127. Identify and draw lines that are parallel to the axes.
- 128. Complete a table of values for a linear graph.
- 129. Use a graph to represent a multiplicative relationship and connect to other known representations.
- 130. Plot straight line graphs.
- 131. Calculate gradients.
- 132. Understand gradient as the rate of change.
- 133. State intercepts.
- 134. Find the equation of a line from a graph.
- 135. Understand and use y = mx + c.
- 136. Determine whether a point is on a line.
- 137. Rearrange an equation in the form y = mx + c.
- 138. Construct real-life straight-line graphs.
- 139. Finding the equations of real-life straight-line graphs.
- 140. Understand and interpret linear real-life graphs.
- 141. Interpret gradient and intercepts of real-life graphs.

## Volume -

- 142. Construct and interpret plans and elevations.
- 143. Volume of cubes and cuboids.
- 144. Find the volume of composite shapes.
- 145. Volume of other prisms.

- 146. Volume of a cylinder.
- 147. Convert units of volume.
- 148. Solve problems with density, mass and volume.

## **Scatter Graphs and Time Series -**

- 149. Draw and plot points on a scatter graph.
- 150. Draw a line of best fit.
- 151. Understand and describe linear correlation.
- 152. Understand that correlation does not always imply causation.
- 153. Use line of best fit.
- 154. Understand interpolation and extrapolation.
- 155. Interpret information from a scatter graph.
- 156. Draw time-series graphs.
- 157. Interpreting time-series graphs.

# **Transformations and Congruency -**

- 158. Recognise line symmetry.
- 159. Identify the order of rotational symmetry of a shape.
- 160. Rotate a shape.
- 161. Rotate a shape about a point.
- 162. Describe rotation.
- 163. Translate shapes by a given vector.
- 164. Describe translations of shapes.
- 165. Describe translations of shapes using vectors.
- 166. Draw column vectors on a grid.
- 167. Describe paths using column vectors.
- 168. Complete four operations with column vectors.
- 169. Reflect shapes in given lines.
- 170. Reflect shapes in lines given as y=?, x=?
- 171. Reflect shapes in lines given in the form y=mx+c.
- 172. Describe reflection.
- 173. Identify invariant points and lines.
- 174. Combining transformations.
- 175. Understanding congruence.
- 176. Identify congruent triangles.
- 177. Know the criteria for congruence of triangles.

### **Loci and Constructions -**

- 178. Using a pair of compasses.
- 179. Locus equidistant from two points.
- 180. Locus of distance from a point.
- 181. Locus of distance from a straight line/shape.
- 182. Locus of distance from two lines.
- 183. Construct a perpendicular bisector.
- 184. Construct a perpendicular from a point.
- 185. Construct a perpendicular to a point.
- 186. Construct an angle bisector.
- 187. Construct triangles when given SAS and ASA.
- 188. Construct triangles when given SSS.

# **Proportion -**

- 189. Explore direct proportion graphs.
- 190. Link Y=KX to direct proportion problems.
- 191. Explore conversion graphs.
- 192. Converting time.
- 193. Solve speed, distance and time problems.
- 194. Mixed problems: Calculating density and pressure.
- 195. Convert compound units.
- 196. Plotting distance-time graphs.
- 197. Plotting distance-time graphs using speeds.
- 198. Interpret distance-time graphs.
- 199. Calculating speed from distance-time graphs.
- 200. Calculating with rates.
- 201. Explore inverse proportion graphs.
- 202. Model real-life graphs involving inverse proportion.
- 203. Solve problems with inverse proportion.

# Pythagoras -

- 204. Use Pythagoras' theorem to calculate the hypotenuse.
- 205. Use Pythagoras' theorem to calculate a smaller side.
- 206. Determine whether a triangle is right-angled.
- 207. Use Pythagoras theorem to calculate the length of a line between two coordinates.
- 208. Pythagoras' theorem in 3D.