

Curriculum Map: MATHS and NUMERACY

Curriculum Aims: Through the curriculum, we want students to -

- To be numerate resilient individuals with sufficient maths/numeracy skills for their day to day lives
- To appreciate the relevance of maths across the curriculum and increase their engagement and confidence with the subject
- Demonstrate what they already know and move on from there accordingly.
- All students to leave VLC with an appropriate maths qualification

Core content: What do we want students to know/be able to do?

- All students to have a numeracy age of at least 10 years 6 months
- To apply the maths skills they have in context, both in maths and across the VLC curriculum
- Be confident with their maths through becoming fluent in key skills, being able to *explain* key ideas/reasons in a mathematical question and be able to apply these in a range of problem solving scenarios.

Year 8

Securing key skills and knowledge ready for GCSE.

Number- The Four Operations

Angles

Basic Decimals

Types of Number

Perimeter and Area

Algebra

Basic Fractions

Measures

Rounding and Estimation

Data graphs and charts

Coordinate Graphs

2D and 3D shapes

Scale Drawing

Time and Money

Basic Percentages

Ratio

Symmetry

Probability

Year 9

Basic Number

Angles

Perimeter and Area

Calendar and Time

Measures (Motor Vehicle)

Basic Algebra

Coordinate Graphs

Collecting and Representing Data

Factors

Sequences

Percentages

Indices

Basic Decimals

Basic Fractions

Circles

Basic Probability

Year 10

Standard Form (Biology)

Ratio and Proportion

Polygons

Real Life Graphs

Transformations 1

Equations

Transformations 2

Calculating with Percentages

Statistical Measures

2D representations of 3D shapes

Volume

Scatter Graphs

Probability

Algebra – Quadratics

Scale Drawing and Bearings

Year 11

Congruence and Similarity

Pythagoras Theorem

Probability _ Tree diagrams

Simple Inequalities

Quadratics – brackets and factorising

Vectors

Growth and Decay

Solving Quadratic Equations

Plotting and Sketching Graphs

Trigonometry

Simultaneous Equations

Direct and Inverse Proportion