## YEAR 9 COURSE GUIDE

(Optional 'higher' objectives are in **bold**.)

	Selected Success Criteria, from this year's course	
UNIT 1: STRAIGHT LINE GRAPHS	<ul> <li>Identify/use the equations of lines parallel to the axes, y=x, and y=-x</li> </ul>	
	Use a table of values to plot a line graph	
	<ul> <li>Understand and use the line equation y = mx + c</li> </ul>	
	Identify the equation of a line from its graph	
G.1.7.1.1.15	<ul> <li>Interpret the gradient and y-intercept of real-life graphs</li> </ul>	
	Explore gradients of perpendicular lines	
	Solve 1-step and 2-step equations and inequalities, including brackets	
UNIT 2:	Solve inequalities where negative numbers are involved	
FORMING AND	Solve equations and inequalities with the unknown on both sides	
SOLVING EQUATIONS	Substitute into formulae and expressions	
EQUATIONS	Rearrange 1-step formulae	
	Identify factors, common factors, and the highest common factor	
UNIT 3: TESTING	Identify multiples, common multiples, and the lowest common multiple	
	Identify prime numbers	
	Identify statements as true or false	
CONJECTURES	Identify statements as always, sometimes or never true	
	<ul> <li>Use mathematical argument to show that a statement is true</li> </ul>	
	• Expand a product of three binomials	
	Use the language of vertices and edges	
	<ul> <li>Identify/sketch/construct nets of cuboids and other 3D shapes</li> </ul>	
	<ul> <li>Identify/draw plans and elevations of 3D shapes</li> </ul>	
UNIT 4:	<ul> <li>Calculate the area of rectangles, triangles, parallelograms, trapeziums</li> </ul>	
3D SHAPES	and circles	
32 3117 ti 23	<ul> <li>Calculate the surface area of cubes, cuboids, prisms and cylinders</li> </ul>	
	<ul> <li>Calculate the surface area of cubes, cuboids, prisms and cylinders</li> <li>Calculate the volume of cubes, cuboids, prisms and cylinders</li> </ul>	
	Calculate the volume of spheres, pyramids and cones     Draw and measure asute obtuse and reflex angles	
	Draw and measure acute, obtuse and reflex angles     Interpret scale drawings	
	Interpret scale drawings     Construct the locus of a distance from a point, and distance from a	
UNIT 5:	Construct the locus of a distance from a point, and distance from a line/shape, or equidistant from two points.	
CONSTRUCTION	line/shape, or equidistant from two points  • Construct a perpendicular bisector and perpendicular to /from a point	
AND	Construct a perpendicular bisector and perpendicular to/from a point	
CONGRUENCY	Construct the locus of points equidistant from two lines	
	Construct an angle bisector	
	Construct triangles using protractor and compasses	
	Identify congruent triangles using SSS, SAS, ASA, RHS	
	Understand the terms integer, real number, rational number	
	Understand and use surds	
UNIT 6:	Work with directed number in algebraic contexts	
NUMBERS	Use prime factorisation to identify HCF and LCM	
	Add, subtract, multiply and divide fractions	
I	Solve problems with integers, decimals, fractions and standard form	

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UNIT 7: USING PERCENTAGES	<ul> <li>Convert between fractions, decimals and percentages</li> <li>Increase/decrease by a percentage using a calculator</li> <li>Identify the percentage of a given increase, decrease, profit or loss</li> <li>Solve reverse percentage problems</li> <li>Solve problems involving repeated percentage change</li> </ul>	
UNIT 8: MATHS & MONEY	<ul> <li>Understand/interpret bills and bank statements</li> <li>Calculate simple interest, compound interest, wages, tax and VAT</li> <li>Understand/use exchange rates</li> <li>Solve problems using unit pricing</li> </ul>	
UNIT 9: DEDUCTION	<ul> <li>Identify/calculate angles near parallel lines</li> <li>Solve angle problems involving algebra</li> <li>Conjecture with angles and shapes</li> </ul>	
UNIT 10: ROTATION & TRANSLATION	<ul> <li>Identify line symmetry and rotational symmetry</li> <li>Rotate a shape on a grid or on co-ordinate axes</li> <li>Translate a shape using a vector</li> <li>Identify rotations, reflections and invariance</li> <li>Perform a series of reflections, rotations and translations</li> </ul>	
UNIT 11: PYTHAGORAS' THEOREM	<ul> <li>Calculate missing sides in right-angled triangles</li> <li>Use Pythagoras' theorem to decide whether a triangle is right-angled</li> <li>Use Pythagoras' theorem in 3D shapes</li> </ul>	
UNIT 12: ENLARGEMENT & SIMILARITY	<ul> <li>Enlarge a shape using a positive integer or fraction scale factor</li> <li>Use a centre of enlargement</li> <li>Enlarge a shape by a negative scale factor</li> <li>Work out missing sides and angles in similar shapes</li> <li>Solve problems with similar triangles</li> <li>Explore ratios of sides in right-angled triangles</li> </ul>	
UNIT 13: SOLVING RATIO & PROPORTION PROBLEMS	<ul> <li>Solve problems involving direct proportion</li> <li>Interpret conversion graphs and relate them to direct proportion</li> <li>Solve problems involving inverse proportion</li> <li>Recognise/interpret graphs showing inverse proportion</li> <li>Solve problems involving division in a ratio</li> <li>Solve 'best buy' problems</li> <li>Solve ratio problems involving algebra</li> </ul>	
UNIT 14: RATES	<ul> <li>Solve problems involving speed, distance and time</li> <li>Plot/interpret distance-time graphs</li> <li>Solve problems involving density, mass and volume</li> <li>Understand the units used for different rates of change</li> <li>Convert between compound units of speed and density</li> </ul>	
UNIT 15: PROBABILITY	<ul> <li>Identify simple theoretical probabilities as decimals and fractions</li> <li>Use experimental data to identify relative frequency and expected outcomes</li> <li>Construct/use a sample space diagram for independent events</li> <li>Construct/use a probability tree diagram</li> <li>Use Venn diagrams and two-way tables to identify probabilities</li> </ul>	