

# 'Introduction to algebra'

## The Knowledge for Progression:

- To know that terms are a constant, variable or combination of both and can be positive or negative. The 4 operations can be applied in exactly the same way as numerical operations
- To know that like terms are the same variables raised to the same power
- To know that expanding means the removal of brackets by multiplication
- To know that an expression is made up of constants, variables and mathematical operations, but does not include an = sign
- To know that substitution means replacing the variables in an algebraic expression with their numerical values

## Speak Like a Mathematician

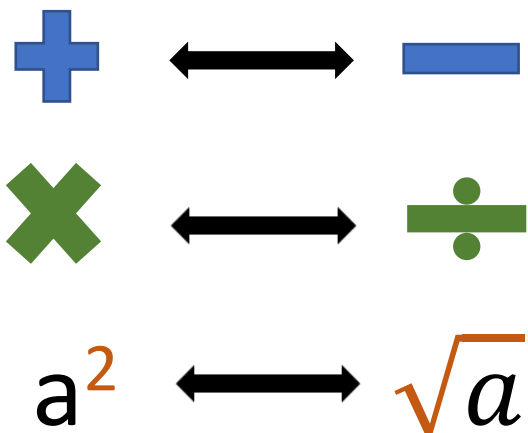
Key Word	Dual Coding	Definition
<b>Variable</b>		A letter or a symbol representing a numerical value
<b>Coefficient</b>		A numerical value that comes before a variable
<b>Term</b>		A constant, variable or combination of both
<b>Like terms</b>		The same variables raised to the same power
<b>Expression</b>	$4a + b - 12$	Made up of constants, variables, and mathematical operations
<b>Expand</b>		The removal of brackets by multiplying
<b>Substitution</b>	<p>When <math>a = 4</math> work out <math>3 + a</math></p> $3 + 4 = 7$	Replacing variables with numerical values

## 'Solving equations and inequalities'

### The Knowledge for Progression:

- To know that an equation contains an equals symbol, variable and constant
- To know that an inequality contains an inequality symbol, variable and constant
- To know that equation/inequality are formed from expressions
- To know that solve means to find the value of the variable
- To know that solving always requires performing the inverse operations

### Speak Like a Mathematician

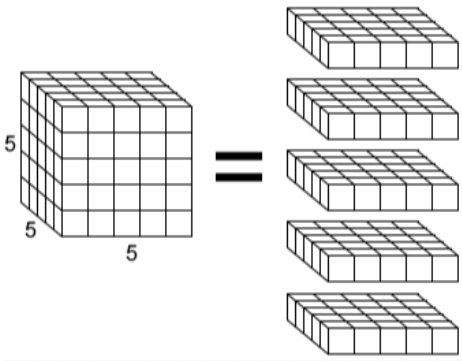
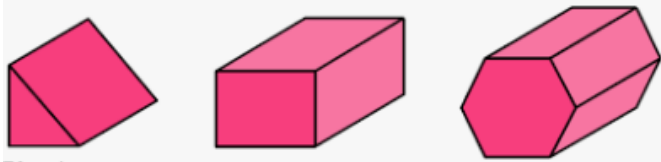
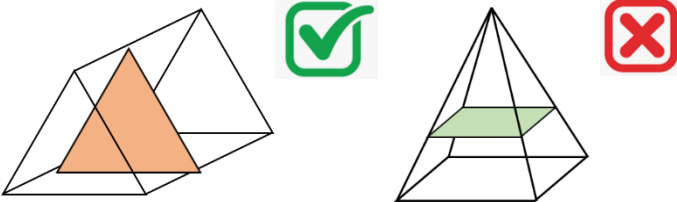
Key Word	Dual Coding	Definition
Equation	$4a + b - 12 = 32$	Two expressions connected by an equal symbol
Inequality	$4a + b - 12 > 32$	Two expressions connected by an inequality symbol
Solve	$x = 6$ $x = 30$	Find the value of the variable
Inverse		Opposite operations that reverse the effect of the other operation

# 'Volume prisms'

## The Knowledge for Progression:

- To know that volume = area of the cross-section x length
- To know that volume is the number of cube units inside the shape

## Speak Like a Mathematician


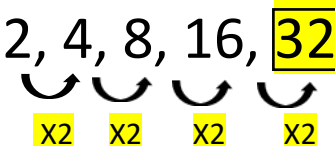


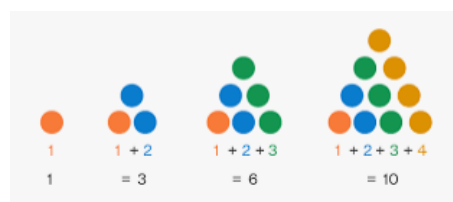
Key Word	Dual Coding	Definition
<b>Volume</b>		The number of cube units inside a 3D shape
<b>Prism</b>		A 3D shape with a uniform cross section. The cross section is a polygon
<b>Uniform cross-section</b>		The <b>same</b> face that runs through the length of a 3D shape.

# 'Sequences'

## The Knowledge for Progression:

- To know that a sequence is a set of numbers or diagrams that follow a pattern
- To know that the term-to-term rule is the way that you obtain the next term using the previous term
- To know that an arithmetic sequence is a linear sequence where each term is generated by adding or subtracting a constant amount
- To know that a geometric sequence is where each term is generated by multiplying by a constant amount
- To know that terms in a triangular sequence are generated by adding consecutive numbers, starting from 1
- To know that the terms in a Fibonacci sequence are generated by adding the two previous terms

## Speak Like a Mathematician


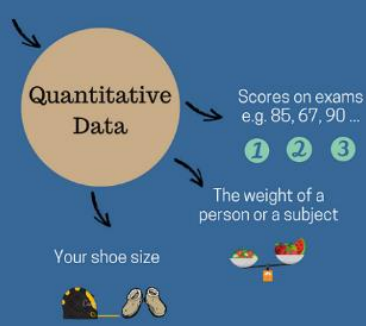
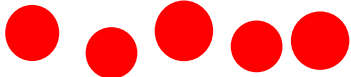




Key Word	Dual Coding	Definition
<b>Sequence</b>	$2, 4, 8, 16 \dots$ Term: 1 2 3 4  Term: 1 2 3 4 5	A set of values or diagrams that follow a pattern The position of a value or diagram in a sequence
<b>Term-to-term rule</b>	$2, 4, 8, 16, 32$ 	The way that you obtain the next term of a sequence using the previous term
<b>Arithmetic sequence</b>	$3, 7, 11, 15$ 	Terms are generated by adding or subtracting a constant amount. This can also be called an arithmetic progression.
<b>Geometric sequence</b>	$3, 12, 48, 194$ 	Terms are generated by multiplying by a constant amount. This can also be called a geometric progression.
<b>Triangular sequence</b>		Terms are generated by adding consecutive numbers, starting from 1
<b>Fibonacci sequence</b>	$1, 1, 2, 3, 5, 8, 13$ + + + + + +	Terms are generated by adding the two previous terms

# 'Measuring discrete data'

## The Knowledge for Progression:

- To know that the range is a measure of spread and consistency
- To know the range is the difference between the largest value and the smallest value
- To know that the mode is the item of data with the highest frequency
- To know that the median is the middle value when in size order
- To know that qualitative data relates to qualities and attributes
- To know that quantitative data relates to quantities and amounts. It can be discrete or continuous
- To know that discrete data is data which is counted
- To know that continuous data is data which is measured

## Speak Like a Mathematician

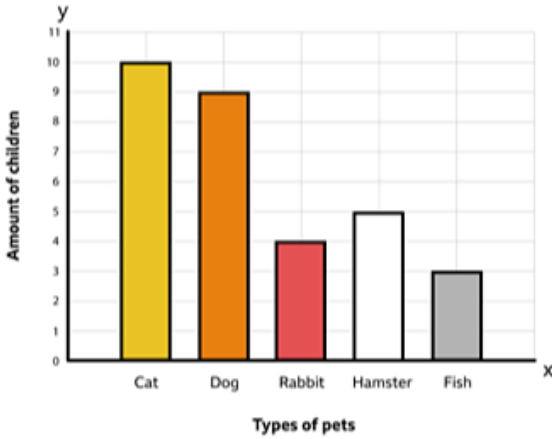
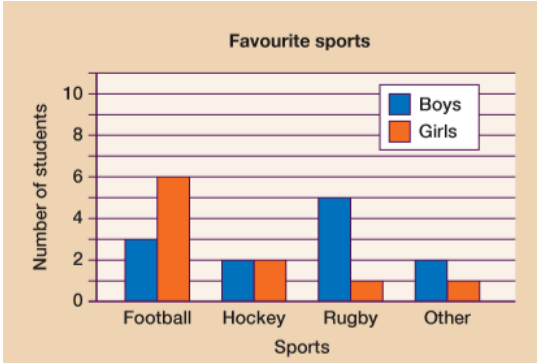
Key Word	Dual Coding	Definition																		
<b>Frequency</b>	<table border="1"> <thead> <tr> <th>Colour</th> <th>Tally marks</th> <th>Frequency</th> </tr> </thead> <tbody> <tr> <td>Black</td> <td> </td> <td>1</td> </tr> <tr> <td>Blue</td> <td>    </td> <td>5</td> </tr> <tr> <td>Pink</td> <td>  </td> <td>2</td> </tr> <tr> <td>White</td> <td>    </td> <td>4</td> </tr> <tr> <td colspan="2"></td> <td>Total = 12</td> </tr> </tbody> </table>	Colour	Tally marks	Frequency	Black		1	Blue		5	Pink		2	White		4			Total = 12	The number of times an event occurs
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<b>Qualitative data</b>	<p>Red</p>  <p>Blonde</p> <p>Sour</p> <p>Rough</p>	Relates to qualities and attributes																		
<b>Quantitative data</b>		Relates to quantities and amounts																		
<b>Discrete data</b>	 <p>5 circles</p>	Data which is counted																		
<b>Continuous data</b>	<p>Height</p>  <p>Weight</p>  <p>Distance</p>  <p>Time</p> 	Data which is measured																		

## 'Presenting discrete data'

### The Knowledge for Progression:

- To know that a frequency table shows the frequencies of data
- To know that a bar chart and vertical line chart are used to display discrete data
- To know that a comparative bar chart is used to compare two sets of data on the same chart

### Speak Like a Mathematician

Key Word	Dual Coding	Definition															
<b>Bar chart</b>	 <p>A bar chart with the y-axis labeled 'Amount of children' ranging from 0 to 11. The x-axis is labeled 'Types of pets' and includes five categories: Cat, Dog, Rabbit, Hamster, and Fish. The bars are colored yellow, orange, red, white, and grey respectively. The heights of the bars are approximately 10, 9, 4, 5, and 3.</p> <table border="1"><thead><tr><th>Types of pets</th><th>Amount of children</th></tr></thead><tbody><tr><td>Cat</td><td>10</td></tr><tr><td>Dog</td><td>9</td></tr><tr><td>Rabbit</td><td>4</td></tr><tr><td>Hamster</td><td>5</td></tr><tr><td>Fish</td><td>3</td></tr></tbody></table>	Types of pets	Amount of children	Cat	10	Dog	9	Rabbit	4	Hamster	5	Fish	3	A way of presenting discrete data			
Types of pets	Amount of children																
Cat	10																
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<b>Comparative bar chart</b>	 <p>A comparative bar chart titled 'Favourite sports'. The y-axis is labeled 'Number of students' and ranges from 0 to 10. The x-axis is labeled 'Sports' and includes Football, Hockey, Rugby, and Other. The legend indicates Boys are blue and Girls are orange. The heights of the bars are: Football (Boys: 3, Girls: 6), Hockey (Boys: 2, Girls: 2), Rugby (Boys: 5, Girls: 1), and Other (Boys: 2, Girls: 1).</p> <table border="1"><thead><tr><th>Sports</th><th>Boys</th><th>Girls</th></tr></thead><tbody><tr><td>Football</td><td>3</td><td>6</td></tr><tr><td>Hockey</td><td>2</td><td>2</td></tr><tr><td>Rugby</td><td>5</td><td>1</td></tr><tr><td>Other</td><td>2</td><td>1</td></tr></tbody></table>	Sports	Boys	Girls	Football	3	6	Hockey	2	2	Rugby	5	1	Other	2	1	Used to compare two sets of data
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