

# Mathematics Department Curriculum Overview

Year 7

Year 8

Year 9

Year 10

Year 11

Year 12

Year 13

KEY STAGE 3

UK National Curriculum

Using numbers

Working with numbers

Percentages

Sequences

Geometry

Equations and formulae

Perimeter, area and volume

Probability

Polygons

Decimal numbers

Percentages

Using data

Working with numbers

Sequences

Applications of graphs

Statistics

Area and volume

Pythagoras' Theorem

Algebra

Graphs

Fractions

Fractions

Number

Algebra

Angles

Interpreting data

Decimal numbers

Coordinates and graphs

Algebra

Surface area and volume

Percentages

Shape and ratio

Solving equations graphically

Probability

Fractions and decimals

Compound units

Symmetry

Proportion

Similar triangles

Equations

Circles

IGCSE Number

Interpreting data

Equations and formulae

IGCSE Algebra

3D shapes

Comparing data

IGCSE Graphs

Ratio

KEY STAGE 4

Edexcel IGCSE Mathematics A

Shape and space

Number

Sets

Algebra

Number

Graphs

Algebra

Shape and space

Graphs

Sets

Shape and space

Number

Handling data

Algebra

Number

Graphs

Algebra

Shape and space

Graphs

Handling data

Shape and space

Number

Handling data

Algebra

Number

Graphs

Algebra

Shape and space

Graphs

Handling data

Shape and space

Number

Handling data

Algebra

Number

Graphs

Algebra

Shape and space

Sequences

Handling data

Shape and space

Revision/study leave

Handling data

KEY STAGE 5

Edexcel IAL Mathematics

C1/2 – Algebra & functions; coordinate geometry; sequences & series

M1 – Mathematical models; kinetics of a particle; dynamics of a particle

S1 – measures of location; measures of dispersion; representation of data; probability

D1 – algorithms; graphs and networks, algorithms on networks, route inspection

C1/2 – exponentials and logarithms; trigonometry; differentiation; integration

M1 – statics of a particle; moments; vectors

S1 – correlation; regression; discrete random variables; normal distribution

D1 – critical path analysis; linear programming; matchings

C3/4 – algebra & functions; binomial theorem; trigonometry; exponentials & logarithms

M2 – kinematics of a particle; centres of mass; work, energy and power

S2 – binomial distribution; poisson distribution; continuous random variables

D2 – transportation problems; allocation problems; travelling salesman problem

C3/4 – parametric equations; differentiation; integration; numerical methods

M2 – collisions; statics of rigid bodies

S2 – continuous uniform distribution; normal approximations; population and samples; hypothesis testing

D2 – further linear programming; game theory; network flows; dynamic programming

