Y9 Maths Mastery Curriculum

Core knowledge to be mastered Y9 maths	Core skills to be mastered Y9 maths
 To know that Cartesian coordinates are written as a bracket with 2 or 3 values. To know a Linear Graph is a straight line. 	 Plot a Cartesian coordinate on a 2D or 3D plane. Plotting a Linear graph using coordinates, linking the graph to its equation. Completing a table of values.
 Understand direct proportion as increases or decreases simultaneously. Understand indirect proportion as increase and decrease Calculate using scales 	 Use equivalent ratios to find increase or decrease Use direct and inverse proportion when calculating recipes for new
 Know the notation of standard form used for large and small numbers. Know and understand the pattern of a geometric and arithmetic sequence. 	 Apply standard form in real life contexts such as size of bacteria, planets etc. Finding first and second common differences and common ratio. Find
 Change the subject of a formula by rearranging. Simplify an expression by expanding a single by a last. 	the nth term of a geometric sequence a and r. Use the four rules to manipulate a formula to change the subject.
 single bracket Simplify an expression by factorisation a single bracket 	Use multiplication and manipulation of algebraic terms.
 Use the four operations with fractions involving algebraic expressions. 	 Use division and manipulation of algebraic terms, including common factors. Manipulate fractions using the appropriate operation, and including equivalents.
Construct bisectors and loci from a real life context.	 Use the correct mathematical equipment (compass, protractor, ruler) to construct accurate drawings for the purpose of the problem. Apply knowledge to angles on
 know and understand angles in parallel lines, perpendicular and parallel lines. Know key formulae and calculate angles in polygons, both interior and exterior. 	diagonals within different quadrilaterals. Use key facts such as (angles in a triangle, straight line, a point) to calculate interior and exterior angles. Reverse problems to find the size of a polygon.
 Know when shapes are congruent (same) or similar (transformed). 	 Use proportionality/ratio to calculate missing sides of similar shapes. Identify congruency by position and size of angles and lengths.

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 Know the definitions of the inequality symbols Know that the intersection of two linear graphs is the solution to both the equations. Recognise and draw quadratic graphs and other functions. 	 Prove congruency using SAS, ASA, SSS notation. Construct and solve equations and inequalities, and where appropriate, list all integer solutions. Draw two linear equations on a graph and find the coordinates of the intersection. Use a calculator table function and written methods to plot and draw the graphs of functions.
 Explore Pythagoras' theorem in right angled triangles. Know how to rotate and reflect a shape given a mirror line or point of rotation on a set of axes. Recall appropriate formulae for 3D shapes. 	 Apply to worded and contextual problems. Use tracing paper to accurately transform the shape. Substitute numbers into the formulae for volume and surface area of pyramids, cones and spheres. Rearrange these formulae.
 Making decisions informed by mathematical comparison of data. Represent data sets in a stem and leaf diagram Understand a scatter graph involves two variables. Read and interpret a scatter graph 	 Find and compare mean, median, mode and range for two data sets. Draw an ordered stem and leaf diagram and find the averages from it. Plot information on two variables onto a graph, clearly labelled with appropriate scales Describe the trend of a scatter graph Draw a line of best fit Take interpolated or extrapolated data from a line of best fit.