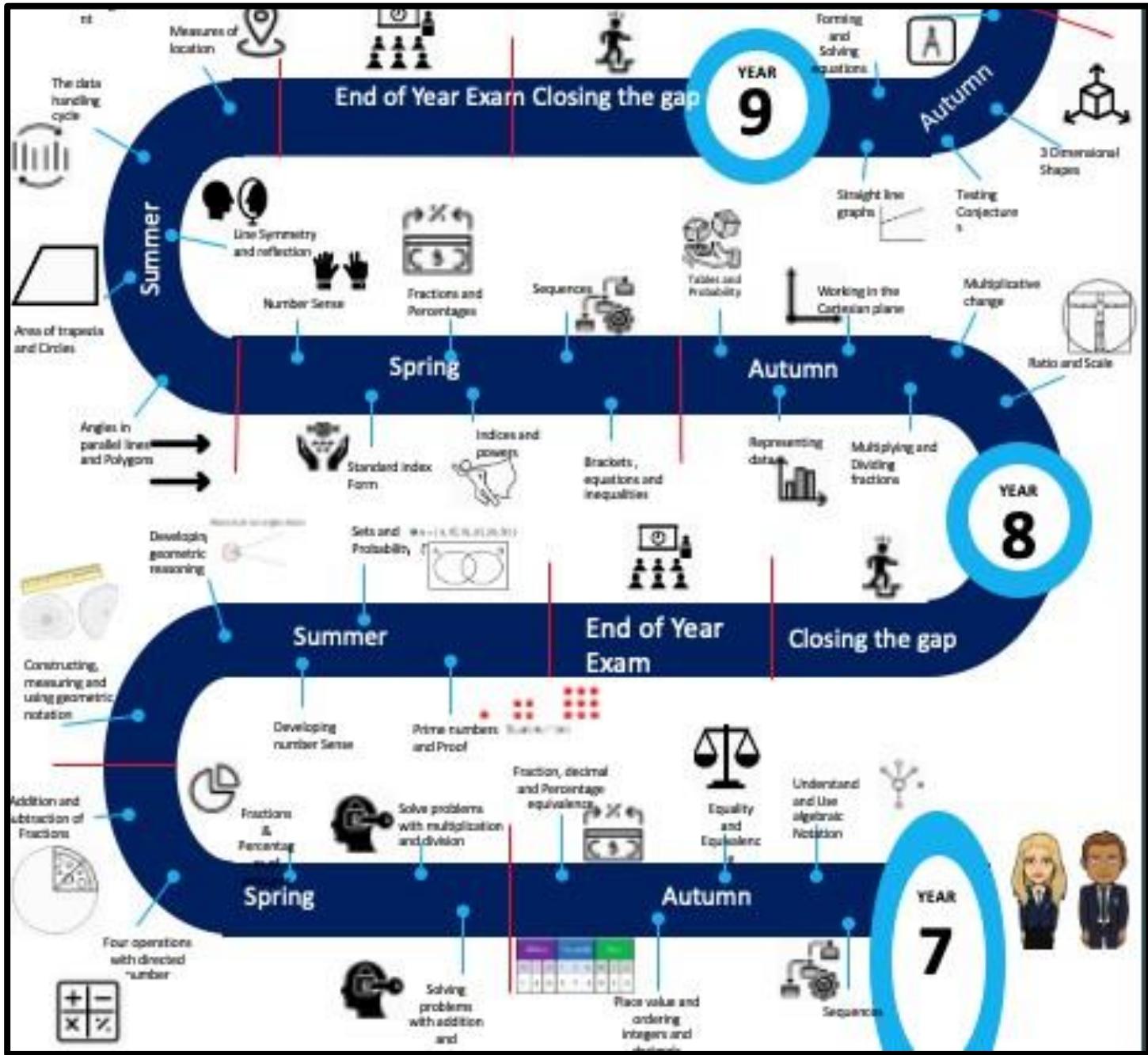
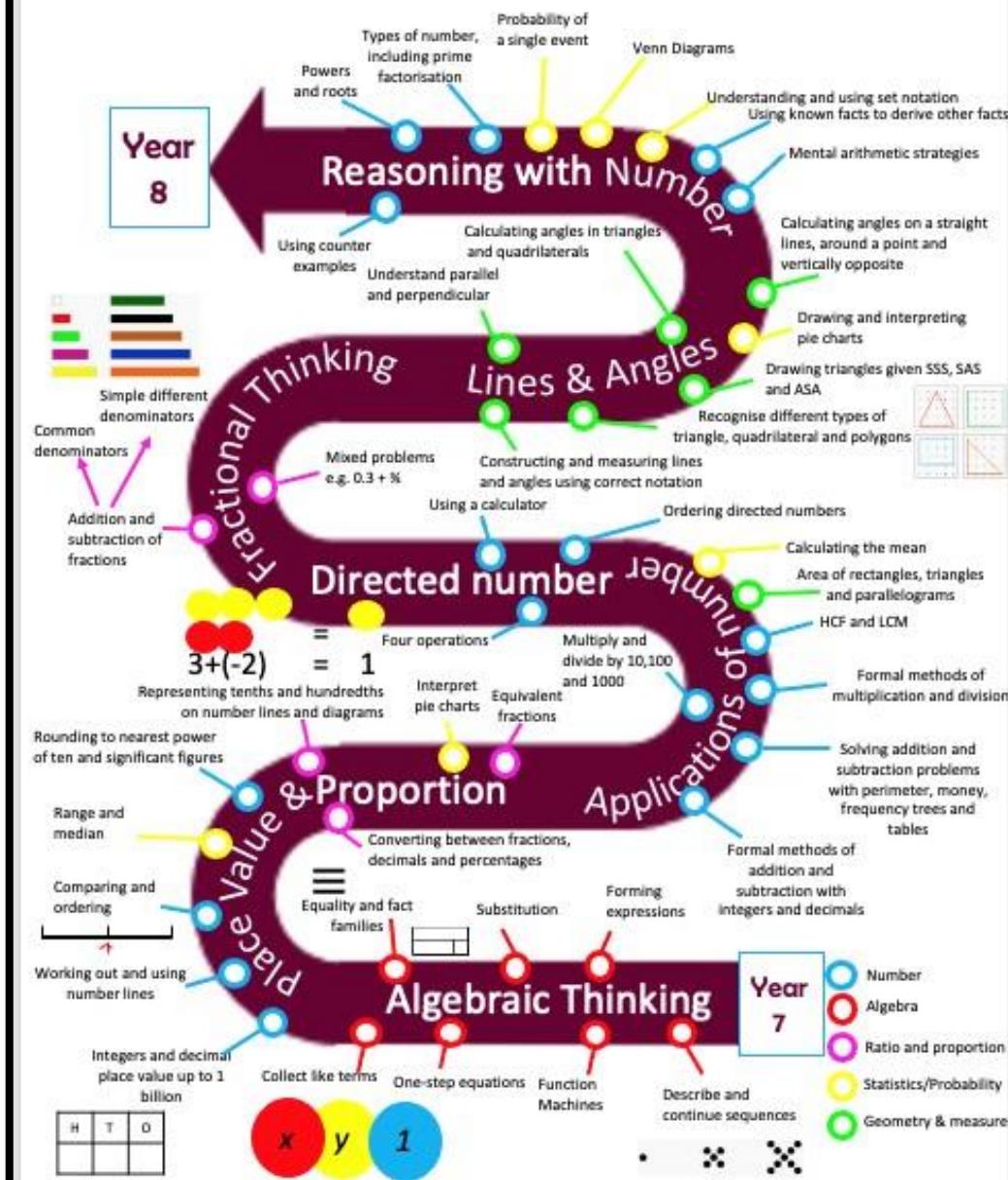


KS3 MATHEMATICS



YEAR 7 MATHS LEARNING JOURNEY



Knowledge from KS2 feeds into year 7

- Write and order numbers up to 10 million
- Use negative numbers in context
- Round any whole number to a required degree of accuracy
- Identify the value of each digit to three decimal places and multiply and divide numbers by 10, 100 and 1000
- Perform mental calculations, including with mixed operations and large numbers
- use their knowledge of the order of operations to carry out calculations involving the four operations
- Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
- Divide up to 4 digit numbers by up to 2 digit numbers and interpret remainders as whole number remainders or fractions

- Use equivalence to order, add and subtract fractions
- Multiply proper fractions and mixed numbers by whole numbers
- Divide a proper fraction by a whole number
- Identify the value of the digits up to 3 decimal places
- Multiply 1 digit numbers with up to 2 decimal places by whole numbers
- Solve problems involving decimals up to 3 decimal places
- Use written division in cases where the answer has up to 2 decimal places
- solve problems involving the calculation of percentages
- solve problems involving the relative sizes of two quantities where missing values can be found by using integer multiplication and division facts

- compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes
- Convert between metric units
- Appreciate that shapes can have the same area but different perimeters
- Calculate volume of cubes and cuboids
- Calculate area and perimeter of shapes including parallelograms, triangles and rectangles.
- Compare and classify geometric shapes based on their properties and sizes and find unknown angles in any triangles, quadrilaterals, and regular polygons
- recognise angles where they meet at a point, are on a straight line, or are vertically opposite, and find missing angles