Yr7: ASK Yourself!

Subject: Maths
Unit: Spring Term

	Launching 1-2	Developing 3-4	Progressing 5-6	Mastering 7-9
S kills				
	I need to be able to use the skills of TENSILE in maths.	I use TENSILE skills sometimes in maths.	I can use each of the TENSILE skills confidently.	I can expertly use TENSILE and see how each skill helps me learn.
K nowledge				
Properties of shapes	I can explain the properties of triangles including equal lengths and angles.	I can explain properties of quadrilaterals, circles and other 2D shapes.	I can identify and describe why shapes are congruent.	Use the properties of faces, surfaces, edges and vertices of cubes, cuboids, prisms to solve problems in 3D.
Introducing Probability	I can confidently use the language of probability such as likely or even chance.	I can confidently use a number line from 0 to 1 to place events in order of likeliness.	I can confidently use fractions to describe the likeliness of events happening such as a 6 on a dice.	I can confidently find the probability of two events using a two way table.
Ratio and proportion	I confidently divide amounts into equal groups.	I confidently simplify a ratio.	I confidently write a ratio in the form 1:n.	I confidently divide a quantity in a ratio and solve problems involving ratio.
Introducing Algebra	I understand that 4+4+4+4+4 is the same as 4 x 5.	I can simplify expressions by collecting like terms.	I can expand single brackets and collect like terms.	I can factorise into one bracket and also substitute values into a formula.
Data sets	I can Systematically group data into sets e.g. square, primes, evens, odd.	I can organise data into tables and grids including two way tables.	I can organise data into Venn diagrams.	I can calculate simple probabilities from the resulting diagrams.
Factors and Multiples	I confidently recognise numbers that are in the 2, 5 and 10 timetables.	I confidently find the factors or multiples of a number less than 30.	I confidently find the highest Common Factor of a set of numbers.	I confidently find the Lowest Common Multiple of any two numbers.