

**Foundation student   
revision checklist**

Version 1

GCSE (9-1)

***MATHEMATICS***

**J560**

For first teach in 2015­

Revision checklist – Foundation

There are three Assessment Objectives in the OCR GCSE (9-1) in Mathematics. These are detailed in the table below:

|  |  |  |
| --- | --- | --- |
|  | **Assessment Objectives** | **Weighting**  **Foundation** |
| **AO1** | **Use and apply standard techniques**  Learners should be able to:   * accurately recall facts, terminology and definitions * use and interpret notation correctly * accurately carry out routine procedures or set tasks requiring multi-step solutions. | **50%** |
| **AO2** | **Reason, interpret and communicate mathematically**  Learners should be able to:   * make deductions, inferences and draw conclusions from mathematical information * construct chains of reasoning to achieve a given result * interpret and communicate information accurately * present arguments and proofs * assess the validity of an argument and critically evaluate a given way of presenting information.   Where problems require learners to ‘use and apply standard techniques’ or to independently ‘solve problems’ a proportion of those marks should be attributed to the corresponding Assessment Objective. | **25%** |
| **AO3** | **Solve problems within mathematics and in other contexts**  Learners should be able to:   * translate problems in mathematical or non-mathematical contexts into a process or a series of mathematical processes * make and use connnections between different parts of mathematics * interpret results in the context of the given problem * evaluate methods used and results obtained * evaluate solutions to identify how they may have been affected by assumptions made.   Where problems require users to ‘use and apply standard techniques’ or to ‘reason, interpret and communicate mathematically’ a proportion of those marks should be attributed to the corresponding Assessment Objective. | **25%** |

| GCSE (9-1) content Ref. | **Subject content** | **All GCSE maths learners should have confidence and competence to…** | **Foundation tier learners should also be able to…** | **Revision notes** | **Tick when achieved!** |
| --- | --- | --- | --- | --- | --- |
| OCR 1 | Number Operations and Integers | | | | |
| 1.01 | Calculations with integers | | | |  |
| 1.01a | Four rules | Use non-calculator methods to calculate the sum, difference, product and quotient of positive and negative whole numbers. |  |  |  |
| 1.02 | Whole number theory | | | |  |
| 1.02a | Definitions and terms | Understand and use the terms odd, even, prime, factor (divisor), multiple, common factor (divisor), common multiple, square, cube, root.  Understand and use place value. |  |  |  |
| 1.02b | Prime numbers | Identify prime numbers less than 20.  Express a whole number as a product of its prime factors.  e.g.  Understand that each number can be expressed as a product of prime factors in only one way. | Identify prime numbers.  Use power notation in expressing a whole number as a product of its prime factors.  e.g. |  |  |
| 1.02c | Highest Common Factor (HCF) and Lowest Common Multiple (LCM) | Find the HCF and LCM of two whole numbers by listing. | Find the HCF and LCM of two whole numbers from their prime factorisations. |  |  |

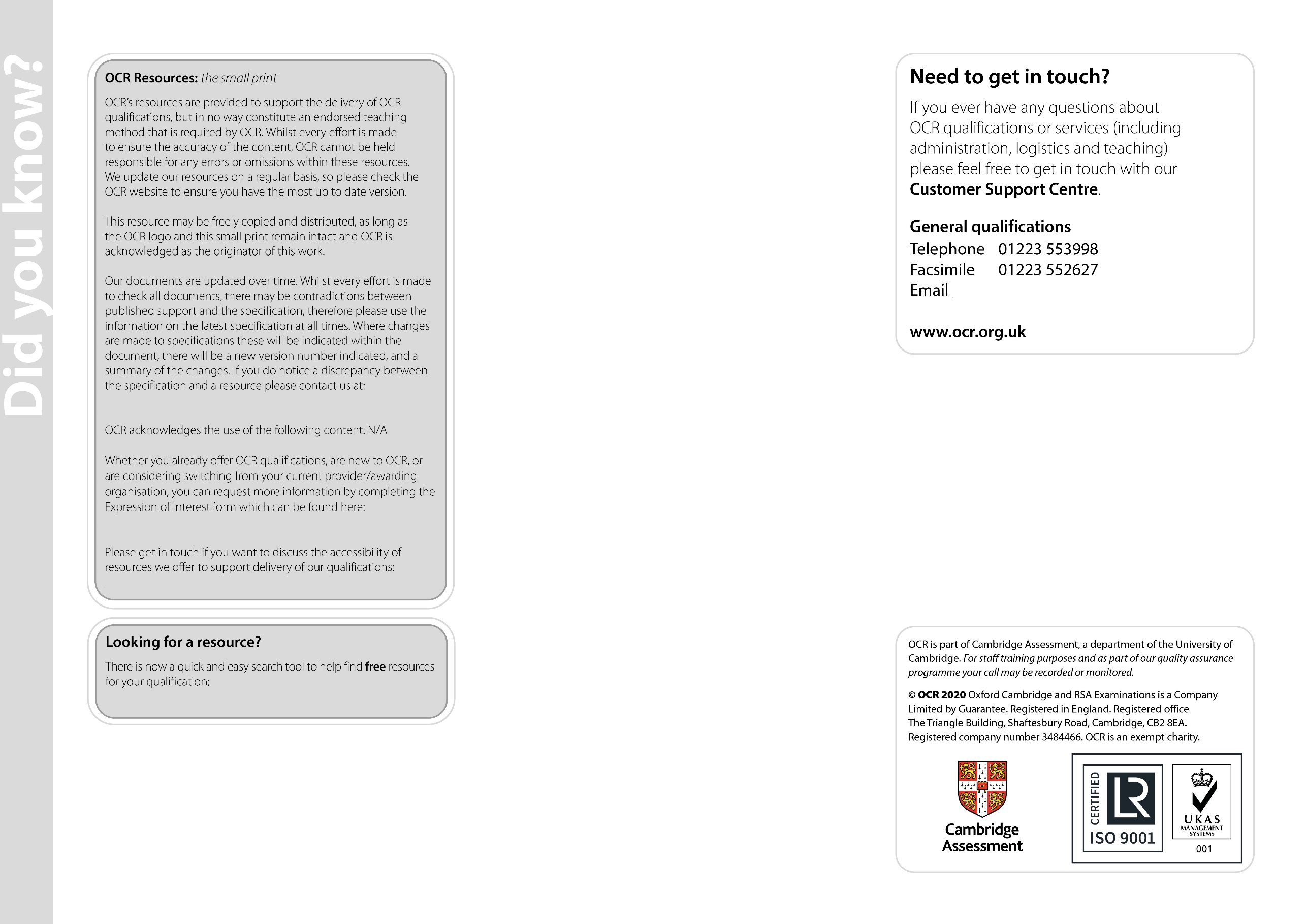
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| --- | --- | --- | --- | --- | --- |
| 1.03 | Combining arithmetic operations | | | |  |
| 1.03a | Priority of operations | Know the conventional order for performing calculations involving brackets, four rules and powers, roots and reciprocals. |  |  |  |
| 1.04 | Inverse operations | | | |  |
| 1.04a | Inverse operations | Know that addition and subtraction, multiplication and division, and powers and roots, are inverse operations and use this to simplify and check calculations, for example in reversing arithmetic in “I’m thinking of a number” or “missing digit” problems.  e.g.      *[see also Calculation and estimation of powers and roots, 3.01b]* |  |  |  |
| OCR 2 | Fractions, Decimals and Percentages | | | | |
| 2.01 | Fractions | | | |  |
| 2.01a | Equivalent fractions | Recognise and use equivalence between simple fractions and mixed numbers.  e.g. |  |  |  |
| 2.01b | Calculations with fractions | Add, subtract, multiply and divide simple fractions (proper and improper), including mixed numbers and negative fractions.  e.g. | Carry out more complex calculations, including the use of improper fractions.  e.g. |  |  |
| 2.01c | Fractions of a quantity | Calculate a fraction of a quantity.  e.g. of £3.50  Express one quantity as a fraction of another.  *[see also Ratios and fractions, 5.01c]* | Calculate with fractions greater than 1. |  |  |
| 2.02 | Decimal fractions | | | |  |
| 2.02a | Decimals and fractions | Express a simple fraction as a terminating decimal or vice versa, without a calculator.  e.g.  Understand and use place value in decimals. | Use division to convert a simple fraction to a decimal.  e.g. |  |  |
| 2.02b | Addition, subtraction and multiplication of decimals | Add, subtract and multiply decimals including negative decimals, without a calculator. |  |  |  |
| 2.02c | Division of decimals | Divide a decimal by a whole number, including negative decimals, without a calculator.  e.g. | Without a calculator, divide a decimal by a decimal.  e.g. |  |  |
| 2.03 | Percentages | | | |  |
| 2.03a | Percentage conversions | Convert between fractions, decimals and percentages.  e.g. |  |  |  |
| 2.03b | Percentage calculations | Understand percentage is ‘number of parts per hundred’.  Calculate a percentage of a quantity, and express one quantity as a percentage of another, with or without a calculator. |  |  |  |
| 2.03c | Percentage change | Increase or decrease a quantity by a simple percentage, including simple decimal or fractional multipliers.  Apply this to simple original value problems and simple interest.  e.g. Add 10% to £2.50 by either   finding 10% and adding, or   by multiplying by 1.1 or  Calculate original price of an  item costing £10 after a 50%  discount. | Express percentage change as a decimal or fractional multiplier. Apply this to percentage change problems (including original value problems).  *[see also Growth and decay, 5.03a]* |  |  |
| 2.04 | Ordering fractions, decimals and percentages | | | |  |
| 2.04a | Ordinality | Order integers, fractions, decimals and percentages.  e.g. , , 0.72, |  |  |  |
| 2.04b | Symbols | Use <, >, ≤, ≥, =, ≠ |  |  |  |
| OCR 3 | Indices and Surds | | | | |
| 3.01 | Powers and roots | | | |  |
| 3.01a | Index notation | Use positive integer indices to write, for example, | Use negative integer indices to represent reciprocals. |  |  |
| 3.01b | Calculation and estimation of powers and roots | Calculate positive integer powers and exact roots.  e.g.      Recognise simple powers of 2, 3, 4 and 5.  e.g.  *[see also Inverse operations,1.04a]* | Calculate with integer powers.  e.g.  Calculate with roots. |  |  |
| 3.01c | Laws of indices | *[see also Simplifying products and quotients,6.01c]* | Know and apply:    *[see also Calculations with numbers in standard form, 3.02b, Simplifying products and quotients,6.01c]* |  |  |
| 3.02 | Standard form | | | |  |
| 3.02a | Standard form | Interpret and order numbers expressed in standard form.  Convert numbers to and from standard form.  e.g. , |  |  |  |
| 3.02b | Calculations with numbers in standard form | Use a calculator to perform calculations with numbers in standard form. | Add, subtract, multiply and divide numbers in standard form, without a calculator.  *[see also Laws of Indices, 3.01c]* |  |  |
| 3.03 | Exact calculations | | | |  |
| 3.03a | Exact calculations | Use fractions in exact calculations without a calculator. | Use multiples of π in exact calculations without a calculator. |  |  |
| OCR 4 | Approximation and Estimation | | | | |
| 4.01 | Approximation and estimation | | | |  |
| 4.01a | Rounding | Round numbers to the nearest whole number, ten, hundred, etc or to a given number of significant figures (sf) or decimal places (dp). | Round answers to an appropriate level of accuracy. |  |  |
| 4.01b | Estimation | Estimate or check, without a calculator, the result of a calculation by using suitable approximations.  e.g. Estimate, to one significant figure, the cost of 2.8 kg of potatoes at 68p per kg. | Estimate or check, without a calculator, the result of more complex calculations including roots.  Use the symbol appropriately.  e.g. |  |  |
| 4.01c | Upper and lower bounds |  | Use inequality notation to write down an error interval for a number or measurement rounded or truncated to a given degree of accuracy.  e.g. If  rounded to 1 dp, then .  If  truncated to 1 dp,  then .  Apply and interpret limits of accuracy. |  |  |
| OCR 5 | Ratio, Proportion and Rates of Change | | | | |
| 5.01 | Calculations with ratio | | | |  |
| 5.01a | Equivalent ratios | Find the ratio of quantities in the form *a* : *b* and simplify.  Find the ratio of quantities in the form 1 : *n.*  e.g. 50 cm : 1.5 m = 50 : 150 =  1 : 3 |  |  |  |
| 5.01b | Division in a given ratio | Split a quantity into two parts given the ratio of the parts.  e.g. £2.50 in the ratio 2 : 3  Express the division of a quantity into two parts as a ratio.  Calculate one quantity from another, given the ratio of the two quantities. | Split a quantity into three or more parts given the ratio of the parts. |  |  |
| 5.01c | Ratios and fractions | Interpret a ratio of two parts as a fraction of a whole.  e.g. £9 split in the ratio 2 : 1 gives parts  and .  *[see also Fractions of a quantity, 2.01c]* |  |  |  |
| 5.01d | Solve ratio and proportion problems | Solve simple ratio and proportion problems.  e.g. Adapt a recipe for 6 for 4 people.  Understand the relationship between ratio and linear functions. |  |  |  |
| 5.02 | Direct and inverse proportion | | | |  |
| 5.02a | Direct proportion | Solve simple problems involving quantities in direct proportion including algebraic proportions.  e.g. Using equality of ratios,  if , then  or .    Currency conversion problems.  *[see also Similar shapes, 9.04c]* | Solve more formal problems involving quantities in direct proportion (i.e. where).  Recognise that if , where *k* is a constant, then *y* is proportional to *x*. |  |  |
| 5.02b | Inverse proportion | Solve simple word problems involving quantities in inverse proportion or simple algebraic proportions.  e.g. speed–time contexts (if speed is doubled, time is halved). | Solve more formal problems involving quantities in inverse proportion (i.e. where).  Recognise that if , where *k* is a constant, then *y* is inversely proportional to *x*. |  |  |
| 5.03 | Discrete growth and decay | | | |  |
| 5.03a | Growth and decay | Calculate simple interest including in financial contexts. | Solve problems step-by-step involving multipliers over a given interval, for example compound interest, depreciation, etc.  e.g. A car worth £15 000 new depreciating by 30%, 20% and 15% respectively in three years.  *[see also Percentage change, 2.03c]* |  |  |
| OCR 6 | **Algebra** | | | | |
| 6.01 | Algebraic expressions | | | |  |
| 6.01a | Algebraic terminology and proofs | Understand and use the concepts and vocabulary of expressions, equations, formulae, inequalities, terms and factors. | Recognise the difference between an equation and an identity, and show algebraic expressions are equivalent.  e.g. show that    Use algebra to construct arguments. |  |  |
| 6.01b | Collecting like terms in sums and differences of terms | Simplify algebraic expressions by collecting like terms.  e.g. |  |  |  |
| 6.01c | Simplifying products and quotients | Simplify algebraic products and quotients.  e.g.        *[see also Laws of indices, 3.01c]* |  |  |  |
| 6.01d | Multiplying out brackets | Simplify algebraic expressions by multiplying a single term over a bracket.  e.g. | Expand products of two binomials.  e.g. |  |  |
| 6.01e | Factorising | Take out common factors.  e.g. | Factorise quadratic expressions of the form .  e.g. |  |  |
| 6.02 | Algebraic formulae | | | |  |
| 6.02a | Formulate algebraic expressions |  | Formulate simple formulae and expressions from real-world contexts.  e.g. Cost of car hire at £50 per day plus 10p per mile.  The perimeter of a rectangle when the length is 2 cm more than the width. |  |  |
| 6.02b | Substitute numerical values into formulae and expressions | Substitute positive numbers into simple expressions and formulae to find the value of the subject.  e.g. Given that ,find *v*  when *t* = 1, *a* = 2 and *u* = 7 | Substitute positive or negative numbers into more complex formulae, including powers, roots and algebraic fractions.  e.g.  with *u* = 2.1,  *s* = 0.18, . |  |  |
| 6.02c | Change the subject of a formula | Rearrange formulae to change the subject, where the subject appears once only.  e.g. Make *d* the subject of the formula .  Make *x* the subject of the formula . | Rearrange formulae to change the subject, including cases where the subject appears twice, or where a power or reciprocal of the subject appears.  e.g. Make *t* the subject of the formulae  (i)  (ii)  (iii) |  |  |
| 6.02d | Recall and use standard formulae | Recall and use:  Circumference of a circle  Area of a circle | Recall and use:  Pythagoras’ theorem  Trigonometry formulae |  |  |
| 6.02e | Use kinematics formulae | Use:        where *a* is constant acceleration, *u* is initial velocity, *v* is final velocity, *s* is displacement from position when *t* = 0 and *t* is time taken. |  |  |  |
| 6.03 | Algebraic equations | | | |  |
| 6.03a | Linear equations in one unknown | Solve linear equations in one unknown algebraically.  e.g. Solve | Set up and solve linear equations in mathematical and non-mathematical contexts, including those with the unknown on both sides of the equation.  e.g. Solve  Interpret solutions in context. |  |  |
| 6.03b | Quadratic equations |  | Solve quadratic equations with coefficient of *x2* equal to 1 by factorising.  e.g. Solve .  Find *x* for an *x* cm by (*x* + 3) cm rectangle of area 40 cm2. |  |  |
| 6.03c | Simultaneous equations |  | Set up and solve two linear simultaneous equations in two variables algebraically.  e.g. Solve simultaneously  and |  |  |
| 6.03d | Approximate solutions using a graph | Use a graph to find the approximate solution of a linear equation. | Use graphs to find approximate roots of quadratic equations and the approximate solution of two linear simultaneous equations. |  |  |
| 6.04 | Algebraic inequalities | | | |  |
| 6.04a | Inequalities in one variable | Understand and use the symbols <, ≤, > and ≥ | Solve linear inequalities in one variable, expressing solutions on a number line using the conventional notation.  e.g. |  |  |
| 6.05 | Language of functions | | | |  |
| 6.05a | Functions | Interpret, where appropriate, simple expressions as functions with inputs and outputs.  e.g.  as  *x* ×2 +3 *y* |  |  |  |
| 6.06 | Sequences | | | |  |
| 6.06a | Generate terms of a sequence | Generate a sequence by spotting a pattern or using a term-to-term rule given algebraically or in words.  e.g. Continue the sequences  1, 4, 7, 10, ...  1, 4, 9, 16, ...  Find a position-to-term rule for simple arithmetic sequences, algebraically or in words.  e.g. 2, 4, 6, … 2*n*  3, 4, 5, … *n* + 2 | Generate a sequence from a formula for the *n*th term.  e.g. *n*th term = *n*2 + 2*n* gives  3, 8, 15, …  Find a formula for the *n*th term of an arithmetic sequence.  e.g. 40, 37, 34, 31, … 43 – 3*n* |  |  |
| 6.06b | Special sequences | Recognise sequences of triangular, square and cube numbers, and simple arithmetic progressions. | Recognise Fibonacci and quadratic sequences, and simple geometric progressions (*rn* where *n* is an integer and *r* is a rational number > 0). |  |  |

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| --- | --- | --- | --- | --- | --- | --- |
| OCR 7 | Graphs of Equations and Functions | | | | |
| **7.01** | **Graphs of equations and functions** | | | | |
| 7.01a | *x-* and *y*-coordinates | Work with *x*- and *y*-coordinates in all four quadrants. |  |  |  |
| 7.01b | Graphs of equations and functions | Use a table of values to plot graphs of linear and quadratic functions.  e.g. | Use a table of values to plot other polynomial graphs and reciprocals.  e.g. |  |  |
| 7.01c | Polynomial functions | Recognise and sketch the graphs of simple linear and quadratic functions.  e.g. | Recognise and sketch graphs of: .  Identify intercepts and, using symmetry, the turning point of graphs of quadratic functions.  Find the roots of a quadratic equation algebraically. |  |  |
| 7.02 | Straight line graphs | | | |  |
| 7.02a | Straight line graphs | Find and interpret the gradient and intercept of straight lines, graphically and using . | Use the form  to find and sketch equations of straight lines.  Find the equation of a line through two given points, or through one point with a given gradient. |  |  |
| 7.02b | Parallel and perpendicular lines |  | Identify and find equations of parallel lines. |  |  |
| 7.04 | Interpreting graphs | | | |  |
| 7.04a | Graphs of real-world contexts | Construct and interpret graphs in real-world contexts.  e.g. distance-time  money conversion  temperature conversion  *[see also Direct proportion, 5.02a, Inverse proportion, 5.02b]* | Recognise and interpret graphs that illustrate direct and inverse proportion. |  |  |
| 7.04b | Gradients | Understand the relationship between gradient and ratio. | Interpret straight line gradients as rates of change.  e.g. Gradient of a distance-time graph as a velocity. |  |  |
| OCR 8 | Basic Geometry | | | | |
| 8.01 | Conventions, notation and terms  Learners will be expected to be familiar with the following geometrical skills, conventions, notation and terms, which will be assessed in questions at both tiers. | | | |  |
| 8.01a | 2D and 3D shapes | Use the terms points, lines, line segments, vertices, edges, planes, parallel lines, perpendicular lines. | |  |  |
| 8.01b | Angles | Know the terms acute, obtuse, right and reflex angles.  Use the standard conventions for labelling and referring to the sides and angles of triangles.  e.g. AB, , angle ABC, *a* is the side opposite angle A | |  |  |
| 8.01c | Polygons | Know the terms:   * regular polygon * scalene, isosceles and equilateral triangle * quadrilateral, square, rectangle, kite, rhombus, parallelogram, trapezium * pentagon, hexagon, octagon. | |  |  |
| 8.01d | Polyhedra and other solids | Recognise the terms face, surface, edge, and vertex, cube, cuboid, prism, cylinder, pyramid, cone and sphere. | |  |  |
| 8.01e | Diagrams | Draw diagrams from written descriptions as required by questions. | |  |  |
| 8.01f | Geometrical instruments | Use a ruler to construct and measure straight lines.  Use a protractor to construct and measure angles.  Use compasses to construct circles. | |  |  |
| 8.01g | *x*- and *y*-coordinates | Use *x*- and *y*-coordinates in plane geometry problems, including transformations of simple shapes. | |  |  |
| 8.02 | Ruler and compass constructions | | | |  |
| 8.02a | Perpendicular bisector |  | Construct the perpendicular bisector and midpoint of a line segment. |  |  |
| 8.02b | Angle bisector |  | Construct the bisector of an angle formed from two lines. |  |  |
| 8.02c | Perpendicular from a point to a line |  | Construct the perpendicular from a point to a line.  Construct the perpendicular to a line at a point.  Know that the perpendicular distance from a point to a line is the shortest distance to the line. |  |  |
| 8.02d | Loci |  | Apply ruler and compass constructions to construct figures and identify the loci of points, to include real-world problems.  Understand the term ‘equidistant’. |  |  |
| 8.03 | Angles | | | |  |
| 8.03a | Angles at a point | Know and use the sum of the angles at a point is 360°. | Apply these angle facts to find angles in rectilinear figures, and to justify results in simple proofs. e.g. The sum of the interior angles of a triangle is 180°. |  |  |
| 8.03b | Angles on a line | Know that the sum of the angles at a point on a line is 180°. |  |  |
| 8.03c | Angles between intersecting and parallel lines | Know and use:  vertically opposite angles are equal  alternate angles on parallel lines are equal  corresponding angles on parallel lines are equal. |  |  |
| 8.03d | Angles in polygons | Derive and use the sum of the interior angles of a triangle is 180°.  Derive and use the sum of the exterior angles of a polygon is 360°.  Find the sum of the interior angles of a polygon.  Find the interior angle of a regular polygon. | Apply these angle facts to find angles in rectilinear figures, and to justify results in simple proofs. e.g. The sum of the interior angles of a triangle is 180°. |  |  |
| 8.04 | Properties of polygons | | | |  |
| 8.04a | Properties of a triangle | Know the basic properties of isosceles, equilateral and right-angled triangles.  Give geometrical reasons to justify these properties. | Use these facts to find lengths and angles in rectilinear figures and in simple proofs. |  |  |
| 8.04b | Properties of quadrilaterals | Know the basic properties of the square, rectangle, parallelogram, trapezium, kite and rhombus.  Give geometrical reasons to justify these properties. | Use these facts to find lengths and angles in rectilinear figures and in simple proofs. |  |  |
| 8.04c | Symmetry | Identify reflection and rotation symmetries of triangles, quadrilaterals and other polygons. |  |  |  |
| 8.05 | Circles | | | |  |
| 8.05a | Circle nomenclature | Understand and use the terms centre, radius, chord, diameter and circumference. | Understand and use the terms tangent, arc, sector and segment. |  |  |
| 8.06 | Three-dimensional shapes | | | |  |
| 8.06a | 3-dimensional solids | Recognise and know the properties of the cube, cuboid, prism, cylinder, pyramid, cone and sphere. |  |  |  |
| 8.06b | Plans and elevations | Interpret plans and elevations of simple 3D solids. | Construct plans and elevations of simple 3D solids, and representations (e.g. using isometric paper) of solids from plans and elevations. |  |  |
| OCR 9 | Congruence and Similarity | | | | |
| 9.01 | Plane isometric transformations | | | |  |
| 9.01a | Reflection | Reflect a simple shape in a given mirror line and identify the mirror line from a shape and its image. | Identify a mirror line ,  or  from a simple shape and its image under reflection. |  |  |
| 9.01b | Rotation | Rotate a simple shape clockwise or anti-clockwise through a multiple of 90° about a given centre of rotation. | Identify the centre, angle and sense of a rotation from a simple shape and its image under rotation. |  |  |
| 9.01c | Translation | Use a column vector to describe a translation of a simple shape and perform a specified translation. |  |  |  |
| 9.02 | Congruence | | | |  |
| 9.02a | Congruent triangles | Identify congruent triangles. | Prove that two triangles are congruent using the cases:  3 sides (SSS)  2 angles, 1 side (ASA)  2 sides, included angle (SAS)  Right angle, hypotenuse, side (RHS). |  |  |
| 9.02b | Applying congruent triangles |  | Apply congruent triangles in calculations and simple proofs. e.g. The base angles of an isosceles triangle are equal. |  |  |
| 9.03 | Plane vector geometry | | | |  |
| 9.03a | Vector arithmetic |  | Understand addition, subtraction and scalar multiplication of vectors. |  |  |
| 9.03b | Column vectors |  | Represent a 2-dimensional vector as a column vector, and draw column vectors on a square or coordinate grid. |  |  |
| 9.04 | Similarity | | | |  |
| 9.04a | Similar triangles | Identify similar triangles. | Prove that two triangles are similar. |  |  |
| 9.04b | Enlargement | Enlarge a simple shape from a given centre using a whole number scale factor and identify the scale factor of an enlargement. | Identify the centre and scale factor (including fractional scale factors) of an enlargement of a simple shape and perform such an enlargement on a simple shape. |  |  |
| 9.04c | Similar shapes | Compare lengths, areas and volumes using ratio notation and scale factors. | Apply similarity to calculate unknown lengths in similar figures.  *[see also Direct proportion, 5.02a]* |  |  |

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| OCR 10 | Mensuration | | | | |
| 10.01 | **Units and measurement** | | | | |
| 10.01a | Units of measurement | Use and convert standard units of measurement for length, area, volume/capacity, mass, time and money. | Use and convert standard units in algebraic contexts. |  |  |
| 10.01b | Compound units | Use and convert simple compound units (e.g. for speed, rates of pay, unit pricing).  Know and apply in simple cases: speed = distance ÷ time | Use and convert other compound units (e.g. density, pressure).  Know and apply:  density = mass ÷ volume  Use and convert compound units in algebraic contexts. |  |  |
| 10.01c | Maps and scale drawings | Use the scale of a map, and work with bearings.  Construct and interpret scale drawings. |  |  |  |
| 10.02 | Perimeter calculations | | | |  |
| 10.02a | Perimeter of rectilinear shapes | Calculate the perimeter of rectilinear shapes. |  |  |  |
| 10.02b | Circumference of a circle | Know and apply the formulato calculate the circumference of a circle. | Calculate the arc length of a sector of a circle given its angle and radius. |  |  |
| 10.02c | Perimeter of composite shapes | Apply perimeter formulae in calculations involving the perimeter of composite 2D shapes. |  |  |  |
| 10.03 | Area calculations | | | |  |
| 10.03a | Area of a triangle | Know and apply the formula:. |  |  |  |
| 10.03b | Area of a parallelogram | Know and apply the formula:  .  [Includes area of a rectangle] |  |  |  |
| 10.03c | Area of a trapezium | Calculate the area of a trapezium. |  |  |  |
| 10.03d | Area of a circle | Know and apply the formula  to calculate the area of a circle. | Calculate the area of a sector of a circle given its angle and radius. |  |  |
| 10.03e | Area of composite shapes | Apply area formulae in calculations involving the area of composite 2D shapes. |  |  |  |
| 10.04 | Volume and surface area calculations | | | |  |
| 10.04a | Polyhedra | Calculate the surface area and volume of cuboids and other right prisms (including cylinders). |  |  |  |
| 10.04b | Cones and spheres |  | Calculate the surface area and volume of spheres, cones and simple composite solids (formulae will be given). |  |  |
| 10.04c | Pyramids |  | Calculate the surface area and volume of a pyramid (the formula area of base × height will be given). |  |  |
| 10.05 | **Triangle mensuration** | | | |  |
| 10.05a | Pythagoras’ theorem |  | Know, derive and apply Pythagoras’ theorem  to find lengths in right-angled triangles in 2D figures. |  |  |
| 10.05b | Trigonometry in right-angled triangles |  | Know and apply the trigonometric ratios, sin*θ*, cos*θ* and tan*θ* and apply them to find angles and lengths in right-angled triangles in 2D figures.  *[see also Similar shapes, 9.04c]* |  |  |
| 10.05c | Exact trigonometric ratios |  | Know the exact values of sin*θ* and cos*θ* for *θ =* 0°, 30°, 45°, 60°and 90°.  Know the exact value of tan*θ* for *θ =* 0°, 30°, 45°and 60°. |  |  |

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| --- | --- | --- | --- | --- | --- |
| OCR 11 | Probability | | | | |
| 11.01 | **Basic probability and experiments** | | | |  |
| 11.01a | The probability scale | Use the 0-1 probability scale as a measure of likelihood of random events, for example, ‘impossible’ with 0, ‘evens’ with 0.5, ‘certain’ with 1. |  |  |  |
| 11.01b | Relative frequency | Record, describe and analyse the relative frequency of outcomes of repeated experiments using tables and frequency trees. |  |  |  |
| 11.01c | Relative frequency and probability | Use relative frequency as an estimate of probability. | Understand that relative frequencies approach the theoretical probability as the number of trials increases. |  |  |
| 11.01d | Equally likely outcomes and probability | Calculate probabilities, expressed as fractions or decimals, in simple experiments with equally likely outcomes, for example flipping coins, rolling dice, etc.  Apply ideas of randomness and fairness in simple experiments.  Calculate probabilities of simple combined events, for example rolling two dice and looking at the totals.  Use probabilities to calculate the number of expected outcomes in repeated experiments. |  |  |  |
| 11.02 | Combined events and probability diagrams | | | |  |
| 11.02a | Sample spaces | Use tables and grids to list the outcomes of single events and simple combinations of events, and to calculate theoretical probabilities.  e.g. Flipping two coins.  Finding the number of   orders in which the letters   E, F and G can be written. | Use sample spaces for more complex combinations of events e.g. Recording the outcomes for sum of two dice.  Problems with two spinners. |  |  |
| 11.02b | Enumeration | Use systematic listing strategies. |  |  |  |
| 11.02c | Venn diagrams and sets | Use a two-circle Venn diagram to enumerate sets, and use this to calculate related probabilities.  Use simple set notation to describe simple sets of numbers or objects.  e.g. A = {even numbers}  B = {mathematics learners}  C = {isosceles triangles} | Construct a Venn diagram to classify outcomes and calculate probabilities.  Use set notation to describe a set of numbers or objects.  e.g. D = {*x* : 1 < *x* < 3}  E = {*x* : *x* is a factor of 280} |  |  |
| 11.02d | Tree diagrams |  | Use tree diagrams to enumerate sets and to record the probabilities of successive events (tree frames may be given and in some cases will be partly completed). |  |  |
| 11.02e | The addition law of probability | Use the addition law for mutually exclusive events.  Use p(A) + p(*not* A) = 1 | Derive or informally understand and apply the formula |  |  |
| 11.02f | The multiplication law of probability and conditional probability |  | Use tree diagrams and other representations to calculate the probability of independent and dependent combined events. |  |  |

| GCSE (9-1) content Ref. | **Subject content** | **All GCSE maths learners should have confidence and competence to…** | **Foundation tier learners should also be able to…** | **Revision notes** | **Tick when achieved!** |
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| OCR 12 | Statistics | | | | |
| 12.01 | Sampling | | | |  |
| 12.01a | Populations and samples |  | Define the population in a study, and understand the difference between population and sample.  Infer properties of populations or distributions from a sample.  Understand what is meant by simple random sampling, and bias in sampling. |  |  |
| 12.02 | Interpreting and representing data | | | | |
| 12.02a | Categorical and numerical data | Interpret and construct charts appropriate to the data type; including frequency tables, bar charts, pie charts and pictograms for categorical data, vertical line charts for ungrouped discrete numerical data.  Interpret multiple and composite bar charts. | Design tables to classify data.  Interpret and construct line graphs for time series data, and identify trends (e.g. seasonal variations). |  |  |
| 12.03 | Analysing data | | | |  |
| 12.03a | Summary statistics | Calculate the mean, mode, median and range for ungrouped data.  Find the modal class, and calculate estimates of the range, mean and median for grouped data, and understand why they are estimates.  Describe a population using statistics.  Make simple comparisons.  Compare data sets using ‘like for like’ summary values.    Understand the advantages and disadvantages of summary values. |  |  |  |
| 12.03b | Misrepresenting data | Recognise graphical misrepresentation through incorrect scales, labels, etc. |  |  |  |
| 12.03c | Bivariate data | Plot and interpret scatter diagrams for bivariate data.  Recognise correlation. | Interpret correlation within the context of the variables, and appreciate the distinction between correlation and causation.  Draw a line of best fit by eye, and use it to make predictions.  Interpolate and extrapolate from data, and be aware of the limitations of these techniques. |  |  |
| 12.03d | Outliers | Identify an outlier in simple cases. | Appreciate there may be errors in data from values (outliers) that do not ‘fit’.  Recognise outliers on a scatter graph. |  |  |



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