

Topic: 1 Integers

Learning Outcomes and Scaffolding

	Sparxmaths Code	Edexcel Ref
7.1.1 Understand and use integers and place value π Should be known from KS2	M704	1.1, A(F)
7.1.2 Use directed numbers in practical situations π Contexts such as temperature, finance, altitude and time (BC to AD)		1.1, B(F)
7.1.3 Order integers π Should be known from KS2	M527	1.1, C(F)
7.1.4 Use the four rules of addition, subtraction, multiplication and division π $-1 + 5, 2 - 8, 1 + (-3), -3 - (-4)$ π $5 \times (-2), -9 \div (-3)$	M106 M288	1.1, D(F)
7.1.5 Use brackets and the hierarchy of operations (2 operations and three operations) π $-3 + (-4) \times (-2)$ π $-2 \times 3 - 4 \times (-2)$	M521	1.1, E(F)

Topic: 2 Introduction to Algebra

Learning Outcomes and Scaffolding

	Sparxmaths Code	Edexcel Ref
7.2.1 Understand that symbols may be used to represent numbers in equations or variables in expressions and formulae π Form simple formulae/expressions from contexts	M813	2.1, A(F)
7.2.2 Understand that algebraic expressions follow the generalised rules of arithmetic π Pupils should be able to reason why ' $x + x = 2x$ ', seeing multiplication as repeated addition	M813	2.1, B(F)
7.2.3 Evaluate expressions by substituting numerical values for letters π Solve linear problems with no changing of the subject ' $A = 3x - 2y, x = 3, y = 1$ '	M417 M327	2.2, A(F)
7.2.4 Collect like terms π $3x + 2y - x$ π $3ab - bc + 2ab$ π $3y^2 - 2y + 5y - 8y^2$	M795 M531 M949	2.2, B(F)

Topic: 3 Symmetry and Coordinates

Learning Outcomes and Scaffolding

	Sparxmaths Code	Edexcel Ref
7.3.1 Identify any lines of symmetry and the order of rotational symmetry of a given two-dimensional figure	M523	4.3, A(F)
π Complete drawings given half a polygon and a vertical, horizontal or 45° line of symmetry		
π Identify lines of symmetry in polygons, in nature and in architecture		
π State the order of rotational symmetry for any polygon		
7.3.2 Understand and use conventions for rectangular cartesian coordinates	M618	3.3, A(F)
π Read coordinates from graphs	M797	
π Be able to construct a graph with an appropriate scale		
7.3.3 Plot points (x, y) in any of the four quadrants or locate points with given coordinates	M230	3.3, B(F)
π Plot points on a graph in all four quadrants		
π Reinforce ideas behind integers when dealing with negative numbers		
7.3.4 Determine the coordinates of points identified by geometrical information	M230	3.3, C(F)
π Use symmetry in the axes to identify coordinates		
π Complete common polygons to reason about coordinates		

Topic: 4 Fractions

Learning Outcomes and Scaffolding

	Sparxmaths Code	Edexcel Ref
7.4.1 Understand and use equivalent fractions, simplifying a fraction by cancelling common factors		1.2, A(F)
π Understand the concept of equivalency and why it's important	M671	
π Simplify a fraction by identifying common factors	M410	
7.4.2 Understand and use mixed numbers and vulgar fractions	M601	1.2, B(F)
π Convert between mixed numbers and improper (vulgar) fractions		
π Know the difference between proper and improper fractions		
7.4.3 Find a fraction of an amount	M158	
π $\frac{3}{8}$ of 24		1.2, C(F)

7.4.4	Use common denominators to add and subtract simple fractions.	M835	1.2, D(F)
π	$\frac{3}{7} + \frac{5}{7}$		
π	$\frac{3}{4} + \frac{5}{8}$		
π	$\frac{3}{5} + \frac{5}{7}$		
7.4.5	Multiply and divide simple fractions	M157 M110	1.2, E(F)
π	$\frac{3}{7} \times \frac{5}{9}$		
π	$\frac{2}{7} \div \frac{5}{9}$		

Topic: 5
Fractions Decimals & Percentages

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.5.1	Convert between fractions and decimals	M958	1.3, A(F)
π	Know by heart the fraction, decimal conversions for: <ul style="list-style-type: none"> Half, Thirds, Quarters, Fifths, Eighths & Tenths 		
π	Know the place value of the digits after the point and understand how they relate to fractions		
π	Be able to write and decimal as a fraction and simplify accordingly		
7.5.2	Convert between fractions and percentages	M264	1.3, B(F)
π	Can write scores like $\frac{13}{20}$ as a percentage using fractional equivalency		
π	Knows the definition of a percentage and can express percentages as fractions out of 100		
π	Use simplification to write a percentage as a fraction in its simplest form.		
7.5.3	Convert between percentages and decimals	M264	1.3, C(F)
π	Knows to multiply/ divide by 100 to convert between percentages and decimals		
7.5.4	Order fractions, decimals and percentages	M553	1.3, D(F)
π	Order decimals to 4 decimal places		
π	Order fractions, decimals and percentages		

Topic: 6 Number Properties

Learning Outcomes and Scaffolding

		Sparxmaths Code	Edexcel Ref
7.7.1	Use the terms odd, even and prime numbers, factors and multiples	M823	1.1, F(F)
	π Know that a prime number has two factors	M332	
	π Know the prime numbers from 1 to 100		
	π Be able to define multiples and factors clearly in written and spoken English		
7.7.2	Identify prime factors, common factors and common multiples	M108	1.1, G(F)
	π Identify a prime factor		
	π Identify a common factor of two values		
	π Identify a common multiple of two values		
7.7.3	Identify square numbers and cube numbers		1.4, A(F)
	π Know the square numbers from 1 to 15		
	π Know the cube numbers from 1 to 5		
7.7.4	Calculate squares, square roots, cubes and cube roots	M135	1.4, B(F)
	π Use knowledge of square numbers to find the roots for the first fifteen square numbers		
	π Use knowledge of cube numbers to find the cube roots for the first 5 cube numbers		

Topic: 7 Angles

Learning Outcomes and Scaffolding

		Sparxmaths Code	Edexcel Ref
7.6.1	Measure and draw angles using a ruler and protractor		4.1, A(F)
	π Draw angles of 30,45,80 etc using a ruler and protractor	M331	
	π Measure acute and obtuse angles using a protractor	M780	
	π Estimate acute and obtuse angles	M541	
7.6.2	Distinguish between acute, obtuse, reflex and right angles		4.1, B(F)
	π Can identify different types of angles by inspection	M502	
	π Know the symbol for right angles and can identify on a diagram		
7.6.3	Use basic angle facts	M818	4.1, C(F)
	π Solve problems involving finding missing angles on a straight line, around a point		
	π Know that vertically opposite angles are equal		
7.6.4	Understand the terms 'isosceles', 'equilateral' and 'right-angled triangles' and the angle properties of these triangles	M351	4.1, D(F)
	π Can identify isosceles, equilateral and right-angle triangles by identifying the correct symbols on a diagram		
	π Know that all the angles in an equilateral triangle are 60°		
7.6.5	Understand the exterior angle of a triangle property and the angle sum of a triangle property	M351	4.2, A(F)
	π Know the angles in a triangle sum to 180°		

	π find missing interior and exterior angles in a triangle		
7.6.6	Understand and use the term 'quadrilateral' and the angle sum property of quadrilaterals	M679	4.2, B(F)
	π Know that all quadrilaterals angles total 360°		
	π find missing angles in quadrilaterals.		

Topic: 8 Degrees of Accuracy

Learning Outcomes and Scaffolding

7.8.1	Round integers to a given power of 10	Sparxmaths Code	Edexcel Ref
	π Round values to the nearest 10, 100, 1000 etc...	M111	1.8, A(F)
7.8.2	Round to a given number of significant figures or decimal places	M431	1.8, B(F)
	π Round values to up to 3 decimal places	M994	
	π Round values to a required number of significant figures particularly the following cases	M131	
	<ul style="list-style-type: none"> Round 9.0 to 2 significant figures Round 4999 to 3 significant figures Round 0.00987 to 2 significant figures 		

Topic: 9 Linear Equations

Learning Outcomes and Scaffolding

7.9.1	Solve linear equations of the form $3x + 4 = 12$. Include negative numbers	Sparxmaths Code	Edexcel Ref
	π Solve: $x + 3 = 9$	M707	2.4, A(F)
	π Solve: $3x = 12$	M634	
	π Solve: $\frac{x}{4} = 5$	M647	
	π Solve: $3x + 1 = 13$		
	π Solve: $\frac{x}{2} - 1 = 3$		

Topic: 10 Geometric Properties

Learning Outcomes and Scaffolding

7.10.1	Recognise and give the names of polygons	Sparxmaths Code	Edexcel Ref
	π Know that polygon means any 2D shapes and the names of polygons up to 10 sides	M814	
	Understand the difference between a regular and irregular polygon		
7.10.2	Recognise the terms 'centre', 'radius', 'chord', 'diameter', 'circumference', 'tangent', 'arc', 'sector' and 'segment' of a circle	M595	

7.10.3	Use angle properties of intersecting lines, parallel lines and angles on a straight line	M163	
π	Use the terms corresponding, alternate, supplementary to describe angles	M606	
π	Find missing angles involving parallel lines		

Topic: 11 Mensuration of 2D Shapes

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.11.1	Convert measurements within the metric system to include linear and area units		4.9, A(F)
π	Convert between metric units for length	M772	
π	Convert from cm^2 to m^2 and vice versa	M728	
7.11.2	Find the perimeter of shapes made from triangles and rectangles		4.9, B(F)
π	Calculate the perimeter of a 2D shape given all the relevant lengths	M920	
π	Calculate the perimeter of a shape where some lengths need to be identified using others	M635	
π	Calculate a length given the perimeter and some of the sides		
7.11.3	Find the area of simple shapes using the formulae for the areas of triangles and rectangles		4.9, C(F)
π	Identify areas of shapes using square paper	M900	
π	Find the area of a rectangle using the formula $A = lw$	M390	
π	Find the area of a triangle using the formula $A = \frac{1}{2}bh$	M610	
π	Find the area of composite shapes made of triangles and rectangles	M269	
7.11.4	Area and expressions		2.2, C(F)
π	Find an expression for perimeter of 2D shape		
π	Find an expression for the area of rectangles and triangles where one side is an integer		
π	Solve basic equations to find length of a square or rectangle given the perimeter		

Topic: 12 Graphical Representation of Data

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.12.1	Use different methods of presenting data: Pictograms and Bar Charts	M644	6.1, A(F)
π	Construct pictograms, bar charts and line graphs	M738	
π	Identify which table is best to use in specific contexts		
7.12.2	Use appropriate methods of tabulation to enable the construction of statistical diagrams	M597	6.1, B(F)
π	Record data in frequency table	M829	
π	Sort data using Venn diagrams		
7.12.3	Interpret statistical diagrams	M644	6.1, C(F)
π	Interpret bar charts, pictograms and line graphs in a range of different contexts	M738	

7.12.4	π Compare two different graphs or charts Plot Straight Line Graphs	M932	2.2, D(F)
7.12.5	π Use a table to plot straight line graphs in the first quadrant Extension Only π Look at misleading graphs		6.1, D(F)

Topic: 13 Percentages

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.13.1	Express a given number as a percentage of another number π Can write scores like $\frac{13}{20}$ as a percentage using fractional equivalency π Can write any amount as a percentage using a calculator	M235	1.6, A(F),
7.13.2	Solve simple percentage problems, including percentage increase and decrease π Knows how to work out 50%, 10%,1% by dividing by 2,10,100 etc π Can find a percentage of an amount using non calculator written methods π Can find a percentage increase/decrease using non calculator written methods	M437 M476	1.6, B(F)

Topic: 14 Statistical Measures

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.14.1	Interpret information presented in a range of linear and non-linear graphs π Interpret graphs in simple contexts such as weather, finance etc...	M183	3.3, A(F)
7.14.2	Understand the concept of average and spread π Understand what an average is and how it is linked to a measure of spread	M940 M934	6.2, A(F)
7.14.3	Calculate the mean, median, mode and range from a list of values π Calculate the mean, median and mode and identify their advantages/disadvantages in the context π Find the range of a data set π Compare two data sets given the mean and range	M841 M328 M440	6.2, B(F)

Topic: 15 3D Shape and Volume

Learning Outcomes and Scaffolding		Sparxmaths Code	Edexcel Ref
7.15.1	Recognise and give the names of solids	M767	4.10, A(F)

	π	Identify shapes as cube, cuboid, cone and sphere	
	π	Know the difference between a prism and a pyramid	
7.15.2		Understand the terms face, edge and vertex in the context of 3-D solids	4.10, B(F)
	π	Be able to identify the number of vertices, edges and faces of a given solid	
	π	Construct nets of common solids	