



@whisto_maths

What do I need to be able to do?

By the end of this unit you should be able to:

- Describe and continue both linear and non-linear sequences
- Explain term rules for linear sequence
- Find missing terms in a linear sequence

Keywords

Sequence: items or numbers put in a pre-decided order

Term: a single number or variable

Position: the place something is located

Rule: instructions that relate two variables

Linear: the difference between terms increases or decreases by the same value each time

Non-linear: the difference between terms increases or decreases in different amounts

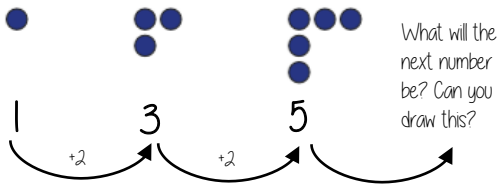
Difference: the gap between two terms

Arithmetic: a sequence where the difference between the terms is constant

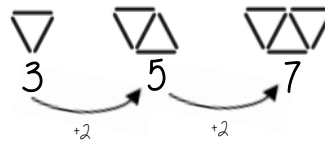
Geometric: a sequence where each term is found by multiplying the previous one by a fixed non zero number

Describe and continue a sequence diagrammatically

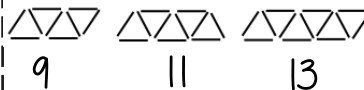
Count the number of circles or lines in each image



Predict and check terms



CHECK - draw the next terms



Predictions:

Look at your pattern and consider how it will increase.

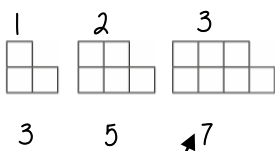
e.g How many lines in pattern 6?

Prediction - 13

If it is increasing by 2 each time - in 3 more patterns there will be 6 more lines

Sequence in a table and graphically

Position: the place in the sequence

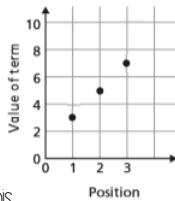


Term: the number or variable (the number of squares in each image)

Position	1	2	3
Term	3	5	7

Because the terms increase by the same addition each time this is **linear** - as seen in the graph

Graphically



"The term in position 3 has 7 squares"

Linear and Non Linear Sequences

Linear Sequences - increase by addition or subtraction and the same amount each time

Non-linear Sequences - do not increase by a constant amount - quadratic, geometric and Fibonacci

- Do not plot as straight lines when modelled graphically
- The differences between terms can be found by addition, subtraction, multiplication or division

Fibonacci Sequence - look out for this type of sequence

0 1 1 2 3 5 8 ...

Each term is the sum of the previous two terms

Continue Linear Sequences

7, 11, 15, 19...

How do I know this is a linear sequence?

It increases by adding 4 to each term

How many terms do I need to make this conclusion?

At least 4 terms - two terms only shows one difference not if this difference is constant (a common difference)

How do I continue the sequence?

You continue to repeat the same difference through the next positions in the sequence.

Continue non-linear Sequences

1, 2, 4, 8, 16 ...

How do I know this is a non-linear sequence?

It increases by multiplying the previous term by 2 - this is a geometric sequence because the constant is multiply by 2

How many terms do I need to make this conclusion?

At least 4 terms - two terms only shows one difference not if this difference is constant (a common difference)

How do I continue the sequence?

You continue to repeat the same difference through the next positions in the sequence.

Explain term-to-term rule

Try to explain this in full sentences not just with mathematical notation

Use key maths language - doubles, halves, multiply by two, add four to the previous term etc

To explain a whole sequence you need to include a term to begin at...

The next term is found by tripling the previous term. The sequence begins at 4.

4, 12, 36, 108...

First term

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What do I need to be able to do?

By the end of this unit you should be able to:

- Be able to use inverse operations and "operation families".
- Be able to substitute into single and two step function machines.
- Find functions from expressions.
- Form sequences from expressions.
- Represent functions graphically.

Keywords

Function: a relationship that instructs how to get from an input to an output.

Input: the number/ symbol put into a function.

Output: the number/ expression that comes out of a function.

Operation: a mathematical process.

Inverse: the operation that undoes what was done by the previous operation. (The opposite operation)

Commutative: the order of the operations do not matter.

Substitute: replace one variable with a number or new variable.

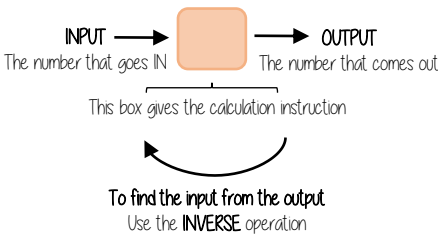
Expression: a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

Evaluate: work out.

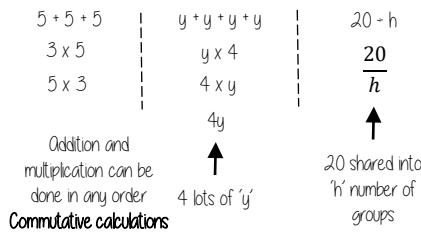
Linear: the difference between terms increases or decreases by the same value each time.

Sequence: items or numbers put in a pre-decided order.

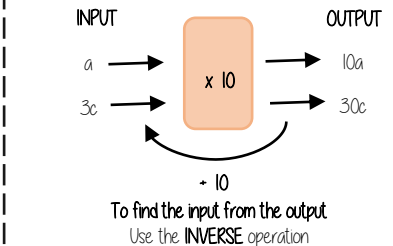
Single function machines



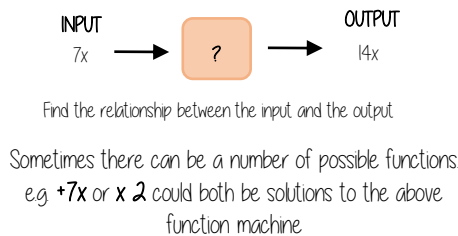
Using letters to represent numbers



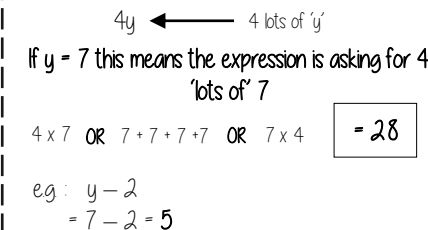
Single function machines (algebra)



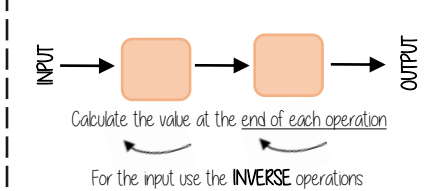
Find functions from expressions



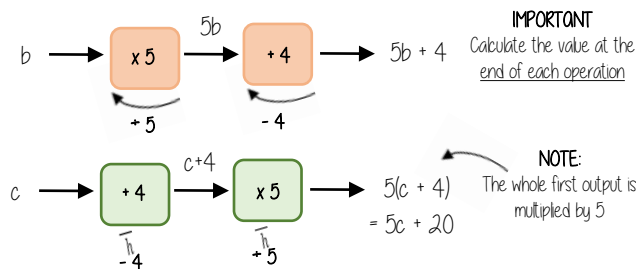
Substitution into expressions



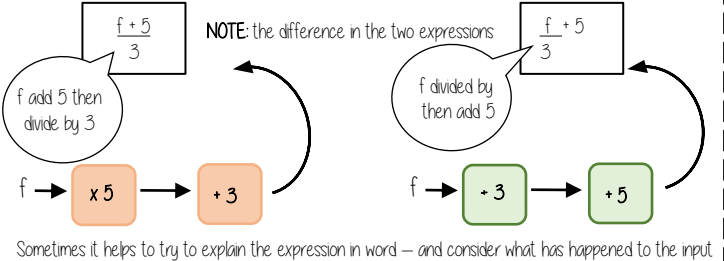
Two step function machines



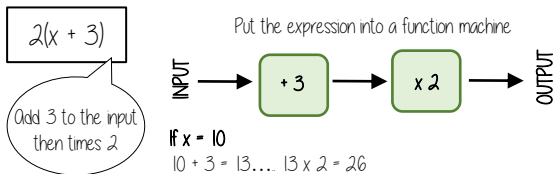
Two step function machines (algebra)



Find functions from expressions



Substitution into an expression



Representing functions graphically

Take the function and generate a sequence $2(x + 3)$



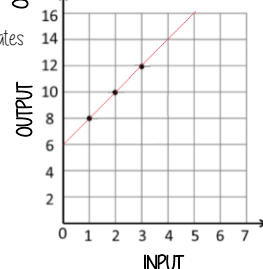
To represent graphically the input becomes x co-ordinates and the output becomes y co-ordinates

$$y = 2(x + 3)$$

INPUT (x)	1	2	3
OUTPUT (y)	8	10	12

This becomes a co-ordinate pair (2, 10) to plot on a graph

Not all graphs will be linear only those with an integer value for x. Powers and fractions generate differently shaped graphs.



NOTE: Because this is a linear graph you can predict other values

Forming a sequence

INPUT	1	2	3
OUTPUT	8	10	12

The substitution is the 'input' value. The OUTPUT becomes the sequence.

Equality and Equivalence

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What do I need to be able to do?

By the end of this unit you should be able to:

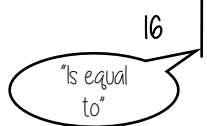
- Form and solve linear equations
- Understand like and unlike terms
- Simplify algebraic expressions

Keywords

- Equality:** two expressions that have the same value
- Equation:** a mathematical statement that two things are equal
- Equals:** represented by '=' symbol – means the same
- Solution:** the set or value that satisfies the equation
- Solve:** to find the solution
- Inverse:** the operation that undoes what was done by the previous operation (The opposite operation)
- Term:** a single number or variable
- Like:** variables that are the same are 'like'
- Coefficient:** a multiplicative factor in front of a variable e.g. $5x$ (5 is the coefficient, x is the variable)
- Index:** the power
- Expression:** a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

Equality

$$2 + 14 = 5 + 5 + 6$$

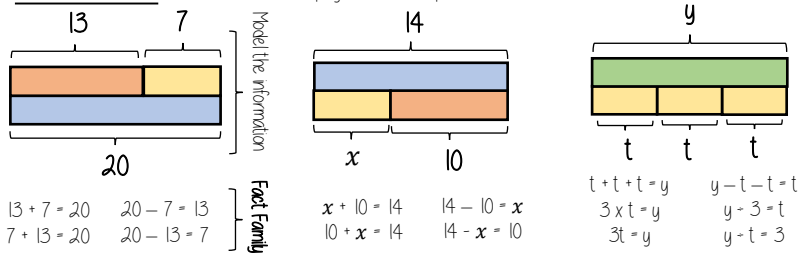


Saying it out loud sometimes helps you to understand equality

The sum on the left has the same result as the sum on the right

Fact Families

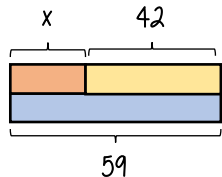
Use a bar model to display the relationships between terms and numbers



Solve one step equations (+/-)

There is more to this than just spotting the answer

$$x + 42 = 59$$



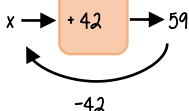
$$x + 42 = 59$$

$$42 + x = 59$$

$$59 - x = 42$$

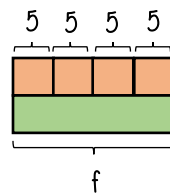
$$59 - 42 = x$$

Don't forget you know how to use function machines



Solve one step equations (x/÷)

$$\frac{f}{4} = 5$$



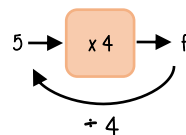
$$f - 4 = 5$$

$$f - 5 = 4$$

$$5 \times 4 = f$$

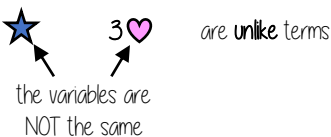
$$4 \times 5 = f$$

Don't forget you know how to use function machines



Like and unlike terms

Like terms are those whose variables are the same



Examples and non-examples

Like terms

$y, 7y$
 $2x^2, x^2$
 $ab, 10ba$
 $5, -2$

Un-like terms

$y, 7x$
 $2x^2, 2c^2$
 $ab, 10a$
 $5, -2t$

Note here ab and ba are commutative operations, so are still like terms

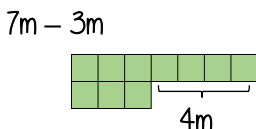
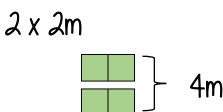
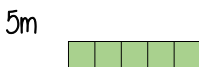
Equivalence

Check equivalence by substitution
e.g. $m = 10$

$5m$ 5×10 $= 50$	$2 \times 2m$ $2 \times (2 \times 10)$ $= 2 \times 20$ $= 40$	$7m - 3m$ $(7 \times 10) - (3 \times 10)$ $= 70 - 30$ $= 40$
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Equivalent expressions

Repeat this with various values for m to check

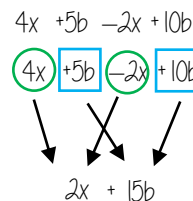


Collecting like terms \equiv symbol

The \equiv symbol means equivalent to
It is used to identify equivalent expressions

Collecting like terms

Only like terms can be combined



Common misconceptions

$$2x + 3x^2 + 4x \equiv 6x + 3x^2$$

Although they both have the x variable x^2 and x terms are unlike terms so cannot be collected

YEAR 7 — PLACE VALUE

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What do I need to be able to do?

By the end of this unit you should be able to:

- Understand place value and the number system including decimals
- Understand and use place value for decimals, integers and measures of any size
- Order number and use a number line for positive and negative integers, fractions and decimals
- use the symbols $=$, \neq , \leq , \geq
- Work with terminating decimals and their corresponding fractions
- Round numbers to an appropriate accuracy
- Describe, interpret and compare data distributions using the median and range

Keywords

- Approximate:** To estimate a number, amount or total often using rounding of numbers to make them easier to calculate with
- Integer:** a whole number that is positive or negative
- Interval:** between two points or values
- Median:** A measure of central tendency (middle, average) found by putting all the data values in order and finding the middle value of the list
- Negative:** Any number less than zero, written with a minus sign
- Place holder:** We use 0 as a place holder to show that there are none of a particular place in a number
- Place value:** The value of a digit depending on its place in a number. In our decimal number system, each place is 10 times bigger than the place to its right
- Range:** The difference between the largest and smallest numbers in a set
- Significant figure:** A digit that gives meaning to a number. The most significant digit (figure) in an integer is the number on the left. The most significant digit in a decimal fraction is the first non-zero number after the decimal point

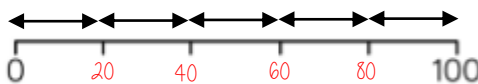
Integer Place Value

Billions			Millions			Thousands			Ones		
H	T	O	H	T	O	H	T	O	H	T	O
		3	1	4	8	0	3	3	0	2	9

Placeholder

Three billion, one hundred and forty eight million, thirty three thousand and twenty nine
 1 billion 1,000,000,000
 1 million 1,000,000

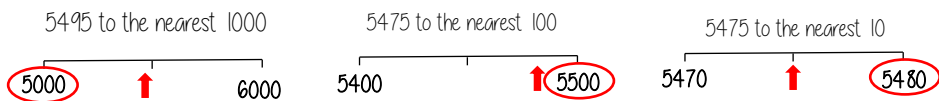
Intervals on a number line



Divide the difference by the number of intervals (gaps).
 Eg $100 \div 5 = 20$

Rounding to the nearest power of ten

If the number is halfway between we "round up"



Compare integers using $<$, $>$, $=$, \neq

- $<$ less than Two and a half million ① 2 500 000
 $>$ greater than 300 000 000 ② Three billion
 $=$ equal to Six thousand and eighty ③ 68 000
 \neq not equal to

Range Spread of the values

Difference between the biggest and smallest
 3 9 8 12
 Range: Biggest value - Smallest value
 $12 - 3 = 9$
 Range = 9

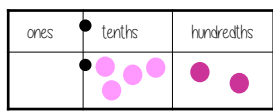
Median The middle value

Example 1 Median: put the in order 3 4 8 9 12
 4 3 9 8 12 find the middle number 3 4 **8** 9 12

Example 2 Median: put the in order 150 154 148 137 148 **150 154** 158 160
 137 160 158 There are 2 middle numbers
 Find the midpoint 152

Decimals

We say "nought point five two"



Five tenths and two hundredths

$$0 + 0.1 + 0.1 + 0.1 + 0.1 + 0.1 + 0.01 + 0.01 = 0 + 0.5 + 0.02 = 0.52$$

Comparing decimals

Which the largest of 0.3 and 0.23?

Ones	Tenths	Hundredths
	0.1 0.1	
	0.1	
Ones	Tenths	Hundredths
	0.1	0.01 0.01
	0.1	0.01

$$0.3 > 0.23$$

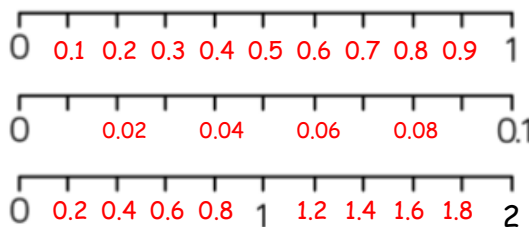
"There are more counters in the furthest column to the left"

0.30
0.23

Comparing the values both with the same number of decimal places is another way to compare the number of tenths and hundredths

Decimal intervals on a number line

One whole split into 10 parts makes tenths = 0.1
 One tenth split into 10 parts makes hundredths = 0.01



Round to 1 significant figure

370 to 1 significant figure is 400
 37 to 1 significant figure is 40
 37 to 1 significant figure is 4
 0.37 to 1 significant figure is 0.4
 0.00000037 to 1 significant figure is 0.0000004

Round to the first non zero number

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What do I need to be able to do?

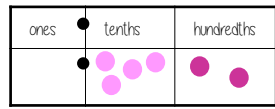
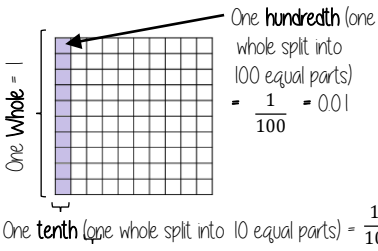
By the end of this unit you should be able to:

- Convert fluently between fractions, decimals & percentages

Keywords

- Fraction:** how many parts of a whole we have
- Decimal:** a number with a decimal point used to separate ones, tenths, hundredths etc.
- Percentage:** a proportion of a whole represented as a number between 0 and 100
- Place value:** the numerical value that a digit has decided by its position in the number
- Placeholder:** a number that occupies a position to give value
- Interval:** a range between two numbers
- Tenth:** one whole split into 10 equal parts
- Hundredth:** one whole split into 100 equal parts
- Sector:** a part of a circle between two radius (often referred to as looking like a piece of pie)
- Recurring:** a decimal that repeats in a given pattern

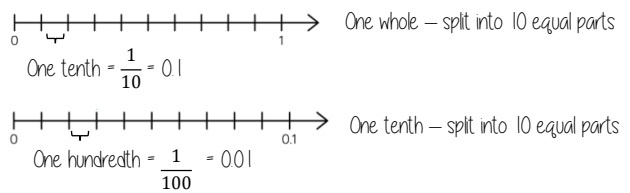
Tenths and hundredths



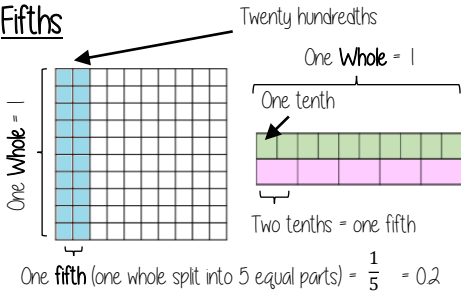
0 ones, 5 tenths and 2 hundredths

$$0 + 0.1 + 0.1 + 0.1 + 0.1 + 0.1 + 0.01 + 0.01 = 0 + 0.5 + 0.02 = 0.52$$

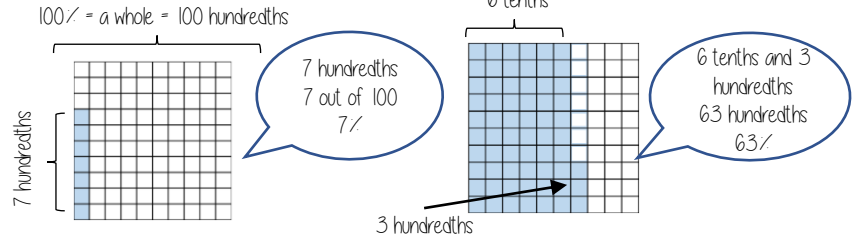
On a number line



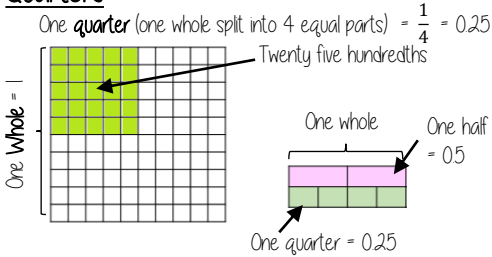
Fifths



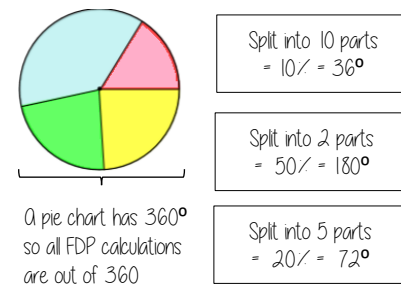
Percentages on a hundred grid



Quarters

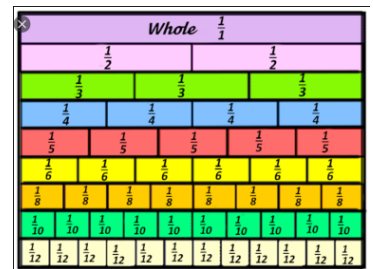


Simple pie charts

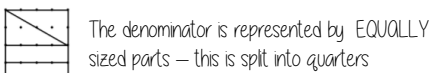


Equivalent fractions

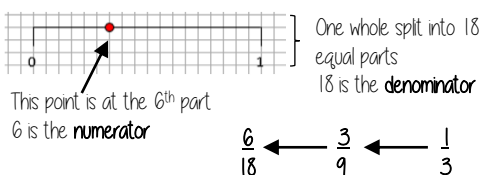
Represent equivalence with fraction walls



Fractions - on a diagram



Fractions - on a number line



Convert FDP

