## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

This alignment document lists all Mathletics curriculum activities associated with the 'GCSE Higher 2015 \& 2016 Exam' course, and demonstrates how these fit with the AQA specification for the higher tier GCSE being taken in 2015 and 2016.

As new activities are developed, this document will be updated. You can download the latest version from the training and support portal:

## www.3plearning.com/uk/mathleticsalignment/england

## Contents

## Page

Number and Algebra ..... 2
N1 Working with numbers and the number system ..... 2
N2 Fractions, Decimals and Percentages ..... 3
N3 Ratio and Proportion ..... 4
N4 The Language of Algebra ..... 5
N5 Expressions and Equations ..... 5
N6 Sequences, Functions and Graphs ..... 6
Geometry and Measures ..... 8
G1 Properties of angles and shapes ..... 8
G2 Geometrical reasoning and calculation ..... 8
G3 Measures and Construction ..... 9
G4 Mensuration ..... 10
G5 Vectors ..... 10
Statistics and Probability ..... 11
S1 The Handling Data Cycle ..... 11
S2 Data Collection ..... 11
S3 Data presentation and analysis ..... 11
S4 Data Interpretation ..... 12
S5 Probability ..... 12

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

| Expectation | Topic | Activity |
| :--- | :--- | :--- |
| Number and Algebra |  |  |
| N1 Working with numbers and the number system |  |  |
| N1.1 Understand integers and place value <br> to deal with arbrarily large positive <br> numbers. | Number - Multiplication \& Division | Multiplying by 10, 100, 1000 |
|  |  | Dividing by 10, 100, 1000 |

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :---: | :---: | :---: |
| N1.5 Order rational numbers. | Number - Fractions | Ordering Fractions |
|  | Number - Decimals | Decimal Order |
| N1.6 The concepts and vocabulary of factor (divisor), multiple, common factor, highest common factor, least common multiple, prime number and prime factor decomposition. | Number - Properties | Multiples |
|  |  | Lowest Common Multiple |
|  |  | Factors |
|  |  | Highest Common Factor |
|  |  | Prime or Composite? |
|  |  | Product of Prime Factors |
| N1.7 The terms square, positive and negative square root, cube and cube root. | Number - Indices | Square and Cube Roots |
| N1.8 Index notation for squares, cubes and powers of 10 . | Number - Indices | Square and Cube Roots |
| N1.9 Index laws for multiplication and division of integer powers. | Number - Indices | Multiplication with Indices |
|  |  | Index Laws and Algebra |
| N1.9h Fractional and negative powers | Number - Indices | Negative Indices |
|  |  | Fractional Indices |
| N1.1Oh Interpret, order and calculate numbers written in standard index form. | Number - Estimation and Accuracy | Scientific Notation |
| N1.17h Surds and $\pi$ in exact calculations. |  |  |
| N 1.12 h Rules of arithmetic applied to calculations and manipulations with surds. | Number - Surds | Multiplying Surds |
|  |  | Dividing Surds |
|  |  | Adding and Subtracting Surds |
|  |  | Expanding Surd Expressions |
|  |  | Expanding Binomial Surds |
|  |  | Rationalising the Denominator |
| N1.13h Calculate and use upper and lower bounds. | Number - Estimation and Accuracy | Error in Measurement |
| N1.14 Use calculators effectively and efficiently, including statistical functions. |  |  |
| N1.14h Including trigonometrical functions. |  |  |
| N2 Fractions, Decimals and Percentages |  |  |
| N2.1 Understand equivalent fractions, simplifying a fraction by cancelling all common factors. | Number - Fractions | Simplifying Fractions |
|  |  | Equivalent Fractions |

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

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| :---: | :---: | :---: |
| N2.2 Add and subtract fractions. | Number - Fractions | Common Denominator |
|  |  | No Common Denominator |
|  |  | Add Like Mixed Numbers |
|  |  | Subtract Like Mixed Numbers |
|  |  | Add Unlike Mixed Numbers |
|  |  | Subtract Unlike Mixed Numbers |
| N2.3 Use decimal notation and recognise that each terminating decimal is a fraction. | Number - Fractions | Fraction to Terminating Decimal |
|  | Number - Decimals | Decimals from Words to Digits 1 |
|  |  | Decimal Place Value |
| N2.4 Recognise that recurring decimals are exact fractions, and that some exact fractions are recurring decimals. | Number - Decimals | Recurring Decimals |
| N2.5 Understand that 'percentage' means 'number of parts per 100' and use this to compare proportions. | Number - Percentages | Modelling Percentages |
|  |  | Percentage Composition |
| N2.6 Interpret fractions, decimals, percentages as operators. | Number - Percentages | Percentage of a Quantity |
|  |  | Calculating Percentages |
|  | Number - Fractions | Fraction of an Amount |
| N2.7 Calculate with fractions, decimals and percentages. | Number - Fractions | Fraction Word Problems |
|  | Number - Percentages | Percentage Word Problems |
|  |  | Solve Percent Equations |
|  |  | Profit and Loss |
|  |  | Simple Interest |
|  |  | Percentage Increase and Decrease |
| N2.7h Including reverse percentage calculations. | Number - Percentages | Depreciation |
| N3 Ratio and Proportion |  |  |
| N3.1 Use ratio notation, including reduction to its simplest form and its various links to fraction notation. | Number - Ratio \& Proportion | Ratio |
|  |  | Equivalent Ratios |
|  |  | Ratio and Proportion |
| N3.2 Divide a quantity in a given ratio. | Number - Ratio \& Proportion | Dividing a Quantity in a Ratio |
|  |  | Ratio and Proportion |
|  |  | Ratio Word Problems |

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :--- | :--- | :--- |
| N3.3h Repeated proportional change. <br> Direct and indirect proportion and <br> exponential growth. | Rumber - Ratio \& Proportion |  |

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :--- | :--- | :--- |
| N5.4h Including simultaneous equations in <br> two unknowns. | Algebra - Simultaneous Equations | Simultaneous Equations 1 |
|  |  | Simultaneous Equations 2 |
| N5.5h Solve quadratic equations. | Algebra - Quadratic Equations | Quadratic Equations 1 |
|  |  | Quadratic Formula |
| N5.6 Derive a formula, substitute numbers <br> into a formula and change the subject of a <br> formula. | Algebra - Formulae \& Substitution |  |

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

| Expectation | Topic | Activity |
| :---: | :---: | :---: |
| N6.4 Recognise and plot equations that correspond to straight-line graphs in the coordinate plane, including finding their gradients. | Algebra - Linear Graphs | Determining a Rule for a Line |
|  |  | Which Straight Line? |
|  |  | Equation of a Line 1 |
|  |  | Gradient |
| N6.5h Understand that the form $\mathrm{y}=\mathrm{mx}+\mathrm{c}$ represents a straight line and that $m$ is the gradient of the line and $c$ is the value of the $y$ - intercept. | Algebra - Linear Graphs | Determining a Rule for a Line |
|  |  | Which Straight Line? |
|  |  | Equation of a Line 1 |
|  |  | General Form of a Line |
|  |  | Gradient |
|  |  | Intercepts |
|  |  | Modelling Linear Relationships |
| N6.6h Understand the gradients of parallel and perpendicular lines. | Algebra - Linear Graphs | Are they Parallel? |
|  |  | Are they Perpendicular? |
|  |  | Perpendicular and Parallel Lines |
| N6.7h Find the intersection points of the graphs of a linear and quadratic function, knowing that these are the approximate solutions of the corresponding simultaneous equations representing the linear and quadratic functions. | Algebra - Simultaneous Equations | Simultaneous Equations 3 |
|  | Algebra - Non-linear Graphs | Intersection: Line \& Parabola |
| N6.8h Draw, sketch, recognise graphs of simple cubic functions, the reciprocal function $y=1 / x$ with $x \neq 0$, the function $y=$ $k^{x}$ for integer values of $x$ and simple positive values of $k$, the circular functions $y$ $=\sin x$ and $y=\cos x$. | Algebra - Non-linear Graphs | Graphing Cubics |
|  |  | Graphing Hyperbolas |
|  |  | Graphing Exponentials |
|  |  | Sine and Cosine Curves |
|  |  | Identifying Graphs |
| N6.9h Transformation of functions. | Algebra - Non-linear Graphs | Symmetries of Graphs 1 |
| N6.10h Construct the graphs of simple loci. |  |  |
| N6.11h Construct quadratic and other functions from real life problems and plot their corresponding graphs. |  |  |
| N6.11 Construct linear functions from reallife problems and plot their corresponding graphs. | Algebra - Linear Graphs | Modelling Linear Relationships |
| N6.12 Discuss, plot and interpret graphs (which may be non-linear) modelling real situations, including statistics contexts. |  |  |
| N6.13 Generate points and plot graphs of simple quadratic functions, and use these to find approximate solutions. | Algebra - Non-linear Graphs | Graphing Parabolas |

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :---: | :---: | :---: |
| Geometry and Measures |  |  |
| G1 Properties of angles and shapes |  |  |
| G1.1 Recall and use properties of angles at a point, angles at a point on a straight line (including right angles), perpendicular lines, and opposite angles at a vertex. | Geometry - Shape \& Angle Properties | Angles in a Revolution |
|  |  | Parallel Lines |
|  |  | Angles and Parallel Lines |
| G1.2 Understand and use the angle properties of parallel and intersecting lines, triangles and quadrilaterals. | Geometry - Shape \& Angle Properties | Angle Sum of a Triangle |
|  |  | Exterior Angles of a Triangle |
|  |  | Angle Sum of a Quadrilateral |
| G1.3 Calculate and use the sums of the interior and exterior angles of polygons. | Geometry - Shape \& Angle Properties | Interior and Exterior Angles |
| G1.4 Recall the properties and definitions of special types of quadrilateral, including square, rectangle, parallelogram, trapezium, kite and rhombus. | Geometry - Shape \& Angle Properties | Plane Figure Terms |
|  |  | Plane Figure Theorems |
| G1.5 Distinguish between centre, radius, chord, diameter, circumference, tangent, arc, sector and segment. | Geometry - Shape \& Angle Properties | Circle Terms |
| G1.5h Know and use circle theorems. | Geometry - Shape \& Angle Properties | Circle Theorem |
| G1.6 Recognise reflection and rotation symmetry of 2D shapes. | Geometry - Transformations | Rotational Symmetry |
|  |  | Symmetry or Not? |
| G1.7 Describe and transform 2D shapes using single or combined rotations, reflections, translations, or enlargements by a positive scale factor and distinguish properties that are preserved under particular transformations. | Geometry - Transformations | Rotations: Coordinate Plane |
|  |  | Transformations: Coordinate Plane |
|  |  | Scale Factor |
| G1.8 Understand congruence and similarity. | Geometry - Transformations | Similar Figures |
|  |  | Using Similar Triangles |
|  |  | Scale Factor |
|  |  | Congruent Triangles |
|  |  | Congruent Figures (Grid) |
|  |  | Congruent Figures: Find Values |
| G1.8h Use similarity. Understand and use conditions for congruent triangles. | Geometry - Transformations | Congruent Triangles |
|  |  | Using Similar Triangles |
|  |  | Similarity Proofs |
| G2 Geometrical reasoning and calculation |  |  |
| G2.1 Use Pythagoras' theorem. | Geometry - Trigonometry | Pythagoras' Theorem |
|  |  | Pythagorean Triads |
| G2.1h Extend to use in 3D. | Geometry - Volume \& Surface Area | Volume: Triangular Prisms |

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

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| :--- | :--- | :--- |
|  |  | Hypotenuse, Adjacent, Opposite |
|  | Sin A |  |
| G2.2h Use the trigonometrical ratios and <br> the sine and cosine rules to solve 2D and <br> 3D problems. | Geometry - Trigonometry |  |

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :---: | :---: | :---: |
| G3.7 Understand and use compound measures. | Number - Ratio \& Proportion | Average Speed |
|  |  | Time Taken |
|  |  | Distance Travelled |
| G3.8 Measure and draw lines and angles. | Geometry - Shape \& Angle Properties | Measuring Angles |
| G3.9 Draw triangles and other 2D shapes using a ruler and protractor. |  |  |
| G3.10 Use straight edge and a pair of compasses to do constructions. |  |  |
| G3.11 Construct loci. |  |  |
| G4 Mensuration |  |  |
| G4.1 Calculate perimeters and areas of shapes made from triangles and rectangles. | Geometry - Perimeter \& Area | Perimeter: Composite Shapes |
|  |  | Area: Composite Shapes |
| G4.1h Extend to other compound shapes. |  |  |
| G4.2h Calculate the area of a triangle using $1 / 2 a b \sin C$. | Geometry - Trigonometry | Area Rule 1 |
|  |  | Area Rule 2 |
|  |  | Area Problems |
| G4.3 Calculate circumferences and areas of circles. | Geometry - Perimeter \& Area | Circumference: Circles |
|  |  | Area: Circles |
| G4.3h Calculate lengths of arcs and areas of sectors. | Geometry - Perimeter \& Area | Perimeter and Circles |
|  |  | Area: Sectors |
| G4.4 Calculate volumes of right prisms and of shapes made from cubes and cuboids. | Geometry - Volume \& Surface Area | Volume: Prisms |
|  |  | Volume: Rectangular Prisms 1 |
|  |  | Volume: Triangular Prisms |
|  |  | Volume: Cylinders |
| G4.5h Solve mensuration problems involving more complex shapes and solids. |  |  |
| G5 Vectors |  |  |
| G5.1 Understand and use vector notation for translations. |  |  |
| G5.1h Understand and use vector notation; calculate, and represent graphically the sum of two vectors, the difference of two vectors and a scalar multiple of a vector; calculate the resultant of two vectors; understand and use the commutative and associative properties of vector addition; solve simple geometrical problems in 2 D using vector methods. | Geometry - Transformations | Vector Magnitude (Column) |
|  |  | Vector Operations 1 (Column) |
|  |  | Scalar Product (Vector Form) |

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## Higher

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| :--- | :--- | :--- |
| Statistics and Probability <br> S1 The Handling Data Cycle |  |  |
| S1 Understand and use the statistical <br> problem solving process which involves <br> - specifying the problem and planning <br> - collecting data processing and presenting <br> the data <br> - interpreting and discussing the results. |  |  |
| S2 Data Collection |  |  |
| S2.1 Types of data: qualitative, discrete, <br> continuous. Use of grouped and ungrouped <br> data. | Statistics - Interpretation |  |
| S2.2 Identify possible sources of bias. |  | Data Types |
| S2.3 Design an experiment or survey. |  |  |
| S2.4 Design data-collection sheets <br> distinguishing between different types of <br> data. |  |  |
|  | Statistics - Presentation |  |

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## AQA Specification Alignment GCSE 2015 / 2016 Exams

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| :--- | :--- | :--- |
|  |  | Mean |
|  | Median |  |
|  | Mode |  |
| S3.3 Calculate median, mean, range, mode <br> and modal class. | Statistics - Interpretation | Data Extremes and Range |
|  |  | Mean from Frequency Table |
|  | Median from Frequency |  |
|  | Mode from Frequency Table |  |

## Mathletics

## AQA Specification Alignment GCSE 2015 / 2016 Exams

## Higher

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| :---: | :---: | :---: |
| S5.5h Know when to add or multiply two probabilities: if $A$ and $B$ are mutually exclusive, then the probability of $A$ or $B$ occurring is $P(A)+P(B)$, whereas if $A$ and $B$ are independent events, the probability of $A$ and $B$ occurring is $P(A) \times P(B)$. |  |  |
| S5.6h Use tree diagrams to represent outcomes of compound events, recognising when events are independent. | Probability | Tree Diagrams |
| S5.7 Compare experimental data and theoretical probabilities. |  |  |
| S5.8 Understand that if an experiment is repeated, this may - and usually will result in different outcomes. |  |  |
| S5.9 Understand that increasing sample size generally leads to better estimates of probability and population characteristics. |  |  |

