

S1 Unit 2 Topics

- Fractions, Decimal Fractions and Percentages
- Estimating and Rounding (Decimals)
- Angles, Symmetry and Transformation (Coordinates and Symmetry)
- Properties of 2D Shapes and 3D Objects (2D Shapes and Pythagoras)
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Level 2	Level 3	Level 4
Fractions, Decimal Fractions and Percentages <ul style="list-style-type: none"> • MNU 2-07a • MNU 2-07b • MTH 2-07c 	Fractions, Decimal Fractions and Percentages <ul style="list-style-type: none"> • MNU 3-07a • MTH 3-07b • MTH 3-07c 	Fractions, Decimal Fractions and Percentages <ul style="list-style-type: none"> • MNU 4-07a • MTH 4-07b
Key Vocabulary Find a simple fraction of a quantity. Add and subtract simple fractions mentally. Colour a given percentage. Simple equivalences Equivalent fractions Simplifying fractions Compare and order fractions 15% discount Simple conversions F-D-P Multiply by 10, 100	Key Vocabulary Find a fraction of a quantity. Find a percentage of a quantity. Equivalences. Compare and order fractions, decimal fractions and percentages. Equivalent fractions. Simplify fractions. Add and subtract fractions with difference denominators Simplify fractions. Convert between mixed and improper fractions. Expressing A as a % of B	Equivalent fractions Convert between mixed and improper fractions. Equivalences. Order fractions, decimal fractions, percentages. Find a percentage of a quantity. Recurring decimals. Percentage increase and decrease. Expressing A as a % of B. Add, subtract and multiply mixed numbers and fractions.
Estimation and Rounding <ul style="list-style-type: none"> • MNU 2-01a 	Estimation and Rounding <ul style="list-style-type: none"> • MNU 3-01a 	Estimation and Rounding <ul style="list-style-type: none"> • MNU 4-01a
Round to nearest tenth and nearest whole number. Round to 2 decimal places	Round to 3 decimal places Round to 3 significant figures	Round to a given number of significant figures Round in tolerance
Angle, Symmetry and Transformation <ul style="list-style-type: none"> • MTH 2-18a • MTH 2-19a 	Angle, Symmetry and Transformation <ul style="list-style-type: none"> • MTH 3-18a • MTH 3-19a 	Angle, Symmetry and Transformation <ul style="list-style-type: none"> • MTH 4-18a • MTH 4-19a
Plot and read coordinates. Plot points to make simple 2D shapes. Mark lines of symmetry on simple shapes and pictures. Complete pictures with 1 line of symmetry.	Plot and read coordinates. Plot points to make 2D shapes. Mark lines of symmetry on shapes and pictures. Complete pictures with 2 lines of symmetry.	Plot and read coordinates in 4 quadrants. Identify and complete pictures with rotational symmetry. State the order for rotational symmetry.
Properties of 2D Shapes and 3D Objects <ul style="list-style-type: none"> • MTH 2-16a • MTH 2-16c 	Properties of 2D Shapes and 3D Objects <ul style="list-style-type: none"> • MTH 3-16a 	Properties of 2D Shapes and 3D Objects <ul style="list-style-type: none"> • MTH 4-16a
Name a variety of regular and irregular 2D shapes. Know and use properties of 2D shapes including sides, vertices, diagonals and angles. Label parts of a circle. Know that $d = 2r$ Draw simple 2D shapes accurately.	Drawing triangles given <ul style="list-style-type: none"> - all 3 sides - 2 sides and an angle - 1 side and 2 angles Draw quadrilaterals and regular polygons.	Know and use <ul style="list-style-type: none"> - Pythagoras' Theorem - Converse of Pythagoras Find the distance between two points. Trig – find angle and side Circumference, area and working backwards