## Year 11F Scheme of Work

| Unit | Key Objectives |
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| Probability | Work out probabilities from two-way tables and frequency trees; <br> Work out probabilities from Venn diagrams to represent real-life situations and also 'abstract' sets of <br> numbers/values; <br> Use union and intersection notation; <br> Find a missing probability from a list or table including algebraic terms. <br> Find the probability of an event happening using relative frequency; <br> Estimate the number of times an event will occur, given the probability and the number of trials - for both <br> experimental and theoretical probabilities; <br> Compare experimental data and theoretical probabilities; <br> Compare relative frequencies from samples of different sizes; <br> Find the probability of successive events, such as several throws of a single dice; <br> Use tree diagrams to calculate the probability of two independent events; <br> Use tree diagrams to calculate the probability of two dependent events. |
| Ratio | Solve a ratio problem in context, such as problems involving mixing, e.g. paint colours, cement and drawn <br> conclusions; <br> Compare ratios; <br> Combine ratios; <br> Solve problems that involve ratio with percentages and fractions of amounts; <br> Write a ratio as a linear function; <br> Write lengths, areas and volumes of two shapes as ratios in simplest form; |
| Angles in Polygons | Calculate and use the sums of the interior angles of polygons; <br> Calculate and use the angles of regular and irregular polygons; <br> Use the sum of the interior angles of an n-sided polygon; <br> Use the sum of the exterior angles of any polygon is $360^{\circ} ;$ <br> Use the sum of the interior angle and the exterior angle is 180ㅇ; <br> Explain why some polygons fit together and others do not; |


| Forming Expressions and Equations | Write an equation to solve a word problem; <br> Solve angle or perimeter problems using algebra; |
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| Bearings and Scale | Use and interpret maps and scale drawings <br> Estimate lengths using a scale diagram <br> Make an accurate scale drawing from a diagram <br> Use a ratio to compare a scale model to a real-life object <br> Mark on a diagram the position of point B given its bearing from point A <br> Give a bearing between the points on a map or scaled plan <br> Given the bearing of a point A from point B, work out the bearing of B from A <br> Use accurate drawing to solve bearings problems |
| Linear Inequalities | Show inequalities on number lines; <br> Construct inequalities to represent a set shown on a number line; <br> Solve simple linear inequalities in one variable and represent the solution set on a number line; <br> Solve an inequality such as -3 < 2x $+1<7$ and show the solution set on a number line; <br> Solve two inequalities in $x$, find the solution sets and compare them to see which value of $x$ |
| Interpreting Data | Can interpret and find a range of averages as follows <br> median, mean and range from a (discrete) frequency table <br> range, modal class, interval containing the median, and estimate of the mean from a grouped data frequency <br> table <br> mode and range from a bar chart <br> median, mode and range from stem and leaf diagrams <br> mean from a bar chart <br> Understand that the expression 'estimate' will be used where appropriate, when finding the mean of grouped <br> data using mid-interval values <br> Compare the mean, median, mode and range (as appropriate) of two distributions using bar charts, dual bar <br> charts, pictograms and back-to-back stem and leaf <br> Recognise the advantages and disadvantages between measures of average |


| Arcs and Sectors | Find radius or diameter, given area or perimeter of a circles; <br> Find the perimeters and areas of semicircles and quarter-circles; <br> Calculate perimeters and areas of composite shapes made from circles and parts of circles; <br> Calculate arc lengths, angles and areas of sectors of circles; |
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| Surface Area and Volume | Find the volume of spheres, pyramids, cones and composite solids; <br> Estimate volumes etc by rounding measurements to 1 significant figure; <br> Convert between metric volume measures; <br> Convert between metric measures of volume and capacity e.g. $1 \mathrm{ml}=1 \mathrm{~cm}^{3} ;$ <br> Find the surface area of a prism; <br> Find the surface area of a cylinder; <br> Find the surface area of spheres, pyramids, cones and composite solids; <br> Estimate surface areas by rounding measurements to 1 significant figure; <br> Solve problems that involve volume and surface area; |
| Right Angled Triangles | Given 3 sides of a triangle, justify if it is right-angled or not <br> Apply Pythagoras' Theorem with a triangle drawn on a coordinate grid <br> Calculate the length of a line segment AB given pairs of points <br> Solve problems requiring the use of Pythagoras' Theorem, especially where the triangle is not immediately <br> obvious <br> Use the trigonometric ratios to solve 2 D problems <br> Find angles of elevation and depression <br> Decide whether a problem requires the use of Pythagoras' Theorem or trigonometry <br> Know the exact values of sin $\theta$ and cos $\theta$ for $\theta=0^{\circ}, 30^{\circ}, 45^{\circ}, 60^{\circ}$ and $90^{\circ}$ <br> Know the exact value of tan $\theta$ for $\theta=0^{\circ}, 30^{\circ}, 45^{\circ}$ and $60^{\circ}$ |
| Cubic and Reciprocal Graphs | Recognise, sketch and interpret graphs of simple cubic functions <br> Recognise, sketch and interpret graphs of the reciprocal function $y=\frac{1}{x}$ <br> Recognise different types of graphs and match them to appropriate equations $x$ |


| Proportion 3 | Use a variety of measures in ratio and proportion problems: <br> currency conversion; <br> rates of pay; <br> best value; <br> recipes; <br> Draw and use straight line graphs for real-life situations, including ready reckoner graphs, conversion graphs, <br> fuel bills graphs, fixed charge and cost per unit; |
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| Real Life Graphs | Draw distance-time graphs and velocity-time graphs; <br> Work out time intervals for graph scales; <br> Interpret distance-time graphs, and calculate: the speed of individual sections, total distance and total time; <br> Interpret information presented in a range of linear and non-linear graphs; <br> Find the gradient of a straight line from real-life graphs; <br> Interpret gradient as the rate of change in distance-time and speed-time graphs, graphs of containers filling <br> and emptying, and unit price graphs; <br> Interpret graphs with negative values on axes; |
| Constructios and Loci | Use straight edge and a pair of compasses to do standard constructions <br> understand, from the experience of constructing them, that triangles satisfying SSS, SAS, ASA and RHS are <br> unique, but SSA triangles are not <br> construct the perpendicular bisector of a given line <br> construct the perpendicular from a point to a line <br> construct the bisector of a given angle <br> construct angles of 90', 45' <br> Draw and construct diagrams from given instructions, including the following <br> a region bounded by a circle and an intersecting line <br> a given distance from a point and a given distance from a line <br> equal distances from two points or two line segments <br> regions may be defined by 'nearer to' or 'greater than' <br> Find and describe regions satisfying a combination of loci <br> Use constructions to solve loci problems (2D only) <br> Use and interpret maps and scale drawings |

