Maths- Y10H
MAGHULL HIGH SCHOOL - CURRICULUM MAP

| HALF TERM 6 June-July | Week 1 | Week 2 | Week 3 | Week 4 | Week 5 | Week 6 |  |
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| TOPIC (S) | Real Life Graphs | Sketching graphs | Revision and Assessment | Revision and Assessment | Mocks | Exam Review and DIRT |  |
| Knowledge \& Skills development | Real Life Graphs <br> plot and interpret graphs in real contexts, including: <br> - reciprocal graphs <br> - exponential graphs <br> - graphs of non-standard functions <br> find approximate solutions to problems such as simple kinematic problems involving distance, speed and acceleration: <br> interpret the gradient of a straight-line graph as a rate of change <br> Sketching Graphs <br> recognise, sketch and interpret graphs of: <br> - linear functions and quadratic functions <br> - simple cubic functions and the reciprocal function $\mathrm{y}=1 / \mathrm{x}$ with $\mathrm{x} \neq 0$ <br> Including using the symmetry of functions |  |  |  |  |  |  |
| Assessment / Feedback Opportunities | Topic assessments | Self-assessment sheets | Homework (written and online) | Formative teacher assessment verbal |  | practice |  |
| Cultural Capital | Graphs of real life situations Graphs to model situations Linear programming to maximise profit and minimise loss |  |  |  |  |  |  |
| SMSC / Promoting British Values (Democracy, Liberty, Rule of Law, Tolerance \& Respect) | Willingness to participate in, and respond to mathematical opportunities. Use of social skills in different contexts, including working and socialising with pupils from different religious, ethnic and socio-economic backgrounds. |  |  |  |  |  |  |
| Reading opportunities | What's the point of maths? Murderous Maths, Marvellous Maths, Launch a rocket into space, Humble Pi. |  |  |  |  |  |  |
| Key Vocabulary | Graph, linear, quadratic, cubic, reciprocal, intercept, gradient, rate of change, slope, stationary, acceleration, roots, turning points, asymptotes. |  |  |  |  |  |  |
| Digital Literacy | Desmos, DFM, MSTeams, Geogbra. |  |  |  |  |  |  |
| Careers | Engineering, Business, Architecture, Building, Gaming, Banking, Economist, Statistician, Budgeting, Market Research. |  |  |  |  |  |  |

