

# Y9 MATHS: KEY PERFORMANCE INDICATORS

Age Related Expectations (ARE)	Working at Greater Depth (GD)
<p>A student is achieving the standards expected for their age. This includes:</p> <ul style="list-style-type: none"> <li>• <b>Understanding the key concepts</b> for their year group.</li> <li>• <b>Using standard methods</b> to solve problems.</li> <li>• <b>Applying knowledge to familiar contexts</b>.</li> <li>• <b>Explaining their thinking</b> in straightforward situations.</li> <li>• <b>Following taught procedures</b> with some confidence.</li> </ul>	<p>A student shows deeper understanding and more advanced reasoning. This includes:</p> <ul style="list-style-type: none"> <li>• <b>Demonstrating deep conceptual understanding of the key concepts</b>.</li> <li>• <b>Choosing efficient strategies</b> and explains <i>why</i> they work.</li> <li>• <b>Applying knowledge flexibly</b> to unfamiliar or complex problems.</li> <li>• <b>Making connections</b> between different areas of maths.</li> <li>• <b>Justifying reasoning</b> and explores alternative methods.</li> </ul>

	Unit of Work	KPIs
AUT1	ALGEBRA	<ul style="list-style-type: none"> <li>• expand double brackets</li> <li>• factorise quadratic expressions <math>x^2+bx+c</math>, including the difference of two squares</li> </ul>
	FRACTIONS	<ul style="list-style-type: none"> <li>• change recurring decimals into their corresponding fractions and vice versa</li> <li>• simplify algebraic fractions</li> <li>• add, subtract, multiply and divide algebraic fractions</li> </ul>
AUT2	PERCENTAGES	<ul style="list-style-type: none"> <li>• interpret percentages and percentage changes as a fraction or decimal multiplicatively</li> <li>• solve reverse percentage problems</li> <li>• solve financial mathematics problems, inc. simple interest</li> <li>• set up, solve and interpret compound interest, growth and decay problems</li> </ul>
	RATIO & PROPORTION	<ul style="list-style-type: none"> <li>• relate ratios to linear functions</li> <li>• understand and use proportion as equality of ratios</li> <li>• solve problems involving inverse proportion</li> </ul>
	GEOMETRY	<ul style="list-style-type: none"> <li>• derive and use the sum of angles in a triangle</li> <li>• deduce and use the angle sum in any polygon</li> <li>• understand and use alternate and corresponding angles on parallel lines</li> <li>• understand and use of bearings</li> <li>• construct and interpret plans and elevations of 3D shapes</li> <li>• use the standard ruler and compass constructions (perpendicular bisector of a line segment, constructing a perpendicular to a given line from/at a given point, bisecting a given angle)</li> </ul>
SPR1	EQUATIONS	<ul style="list-style-type: none"> <li>• solve linear equations and inequalities with the unknown on both sides of the equation</li> <li>• derive a linear equation, solve and interpret the solution</li> </ul>
SPR2	SEQUENCES	<ul style="list-style-type: none"> <li>• recognise and use Fibonacci type sequences</li> <li>• recognise and use quadratic sequences</li> </ul>
	GRAPHS	<ul style="list-style-type: none"> <li>• identify and interpret gradients and intercepts of linear functions graphically and algebraically</li> <li>• recognise, sketch and interpret graphs of simple quadratic functions</li> <li>• find approximate solutions to quadratic equations using a graph</li> <li>• plot and interpret distance-time graphs and speed-time graphs</li> </ul>
SUM1	TRANSFORMATIONS	<ul style="list-style-type: none"> <li>• rotate, reflect and translate shapes</li> <li>• describe translations as 2D vectors</li> <li>• apply the concepts of congruence</li> <li>• apply the concepts of similarity, inc. the relationships between lengths in similar figures</li> <li>• make links between similarity and scale factors</li> <li>• enlarge objects (positive integer scale factors)</li> </ul>
SUM2	TRIGONOMETRY	<ul style="list-style-type: none"> <li>• know and apply Pythagoras' theorem</li> <li>• know the trigonometric ratios and apply them to find angles and lengths in 2D</li> </ul>