

Senior Preparatory Mathematics Scope and Skills Document

These are the minimum requirements laid down in the RNCS.
Each grade should revise and build on the work from the previous grades.

Grade 4	Grade 5	Grade 6	Grade 7
Learning Outcome 1	Learning Outcome 1	Learning Outcome 1	Learning Outcome 1
<p style="text-align: center;"><u>Tables</u></p> <p>0 x table to 12 x table</p>	<p style="text-align: center;"><u>Tables</u></p> <p>0 x table to 12 x table</p>	<p style="text-align: center;"><u>Tables</u></p> <p>0 x table to 12 x table</p>	<p style="text-align: center;"><u>Tables</u></p> <p>0 x table to 12 x table</p>
<p style="text-align: center;"><u>Counting</u></p> <p>Count forward and backwards in 2s, 3s 5s, 10s, 25s, 50s, 100s and others between 0 and at least 10 000 Odd and even numbers Doubling and Halving</p>	<p style="text-align: center;"><u>Counting</u></p> <p>Count forward and backwards in to 1 000 000 and in fractions up to $\frac{1}{12}$ s Doubling and halving</p>	<p style="text-align: center;"><u>Counting</u></p> <p>Count forward and backwards in decimal fractions up to three decimal places</p>	<p style="text-align: center;"><u>Counting</u></p> <p>Count forward and backwards in decimal fractions up to 3 decimal places and in integers, crossing zero.</p>
<p style="text-align: center;"><u>Place Value and Expanded Notation</u></p> <p>Up to 4 digit whole numbers</p>	<p style="text-align: center;"><u>Place Value and Expanded Notation</u></p> <p>Up to 6 digit whole numbers</p>	<p style="text-align: center;"><u>Place Value and Expanded Notation</u></p> <p>Up to 9 digit whole numbers and decimals to three decimal places.</p>	<p style="text-align: center;"><u>Place Value and Expanded Notation</u></p> <p>Revision of work covered in previous grades.</p>
<p style="text-align: center;"><u>Factors and Multiplies</u></p> <p>Multiples of 1 to 9 up to 100</p>	<p style="text-align: center;"><u>Factors and Multiplies</u></p> <p>Multiples of 1 to 9 up to 100 Factors of numbers up to 99</p>	<p style="text-align: center;"><u>Factors and Multiplies</u></p> <p>Factors and multiples up to 99. Prime numbers to 100 Divisibility rules for 2, 5, 10, 100 and 1 000</p>	<p style="text-align: center;"><u>Factors and Multiplies</u></p> <p>Factors and prime factors up to 999 Squares of whole numbers to 12^2 Cubes of whole numbers to 5^3 Square roots and cubed roots of the above</p>
<p style="text-align: center;"><u>Estimation</u></p> <p>Rounding off to the nearest 10, 100 or 1 000</p>	<p style="text-align: center;"><u>Estimation</u></p> <p>Rounding off to the nearest 5, 10, 100 or 1 000 Compensating</p>	<p style="text-align: center;"><u>Estimation</u></p> <p>Rounding off to the nearest 5, 10, 100 or 1 000</p>	<p style="text-align: center;"><u>Estimation</u></p> <p>Rounding off to at least one decimal place</p>
<p style="text-align: center;"><u>Basic Operations</u> <u>NO ALGORITHMS</u></p> <p>Addition and subtraction of at least 4 digit numbers. Multiplication of at least 2 digit by 2 digit numbers Division of at least 3 digit by 1 digit numbers with remainders Reasonableness of solutions Reciprocal relationship between addition and subtraction and multiplication and division</p>	<p style="text-align: center;"><u>Basic Operations</u> <u>NO ALGORITHMS</u></p> <p>Addition and subtraction of at least 5 digit numbers. Multiplication of at least 3 digit by 2 digit numbers Division of at least 3 digit by 2 digit numbers with remainders 0 as an additive inverse 1 as a multiplicative inverse Reasonableness of solutions Reciprocal relationship between addition and subtraction and multiplication and division</p>	<p style="text-align: center;"><u>Basic Operations</u> <u>INTRODUCE ALGORITHMS</u></p> <p>Addition and subtraction of at least 4 digit numbers. Multiplication of at least 4 digit by 3 digit numbers Division of at least 4 digit by 3 digit numbers with remainders 0 as an additive inverse 1 as a multiplicative inverse Reasonableness of solutions Reciprocal relationship between addition and subtraction and multiplication and division Multiple operations with and without brackets</p>	<p style="text-align: center;"><u>Basic Operations</u> <u>ALGORITHMS ONLY</u></p> <p>Revision of work covered in previous grades.</p>
<p style="text-align: center;"><u>Decimal Fractions</u></p> <p>Using measurement to recognise 0,5; 1,5; 2,5; etc</p>	<p style="text-align: center;"><u>Decimal Fractions</u></p> <p>Using measurement to recognise 0,5; 1,5; 2,5; etc Addition and subtraction to 1 decimal place Converting 0,5; 0,2; 0,25 etc to common fractions</p>	<p style="text-align: center;"><u>Decimal Fractions</u></p> <p>Decimal fractions to hundredths Addition and subtraction to 2 decimal places</p>	<p style="text-align: center;"><u>Decimal Fractions</u></p> <p>Decimal fractions up to at least three decimal places Addition and subtraction Multiplying and dividing by multiples of 10 Multiplying and dividing a decimal fraction by a decimal fraction Converting decimal fractions to common fractions and percentages Problem solving</p>

		<u>Percentage</u> Percentage of a whole number	<u>Percentage</u> Percentage of a whole number Finding 100% if a percentage of the whole is known Profit and loss Converting percentages to common and decimal fractions
<u>Ratio and Rate</u> Comparing 2 quantities of the same kind (ratio) Comparing 2 quantities of different kinds e.g. kg/R	<u>Ratio and Rate</u> Comparing 2 quantities of the same kind (ratio) Comparing 2 quantities of different kinds e.g. teachers/learners	<u>Ratio and Rate</u> Comparing 2 quantities of the same kind (ratio) Comparing 2 quantities of different kinds e.g. wages/days	<u>Ratio and Rate</u> Calculating the parts of a quantity Calculating the total quantity if only a part is known Problem solving
<u>Calculator Skills</u> Using a calculator	<u>Calculator Skills</u> Using a calculator	<u>Calculator Skills</u> Using a calculator	<u>Calculator Skills</u> Using a calculator Memory Function Constant function
Learning Outcome 2	Learning Outcome 2	Learning Outcome 2	Learning Outcome 2
<u>Number Patterns and Variables</u> Relationships and rules for numeric and geometric patterns in physical or diagrammatic form, with and without constant ratios or of their own creation. Describe relationships or rules in own words Input and output values in flow diagrams Writing, solving and completing open number sentences by trial and improvement or inspection to describe a problem Checking the answer by substitution	<u>Number Patterns and Variables</u> Relationships and rules for numeric and geometric patterns in physical or diagrammatic form, with and without constant ratios or of their own creation. Describe relationships or rules in own words Input and output values in flow diagrams Writing, solving and completing open number sentences by trial and improvement or inspection to describe a problem Compare equivalence of different descriptions of relationships and rules presented verbally, in flow diagrams and number sentences Checking the answer by substitution	<u>Number Patterns and Variables</u> Relationships and rules for numeric and geometric patterns in physical or diagrammatic form, with and without constant ratios or of their own creation. Number patterns in tables Describe relationships or rules in own words Input and output values in flow diagrams, number sentences and tables Writing, solving and completing open number sentences by trial and improvement or inspection to describe a problem Compare equivalence of different descriptions of relationships and rules presented verbally, in flow diagrams, number sentences and tables Checking the answer by substitution	<u>Number Patterns and Variables</u> Relationships and rules for numeric and geometric patterns in physical or diagrammatic form, with and without constant ratios or of their own creation or in tables Describe relationships or rules in own words Input and output values in verbal descriptions, flow diagrams and tables Construct mathematical models to represent, describe and provide solutions to problem situations Solve or complete number sentences by inspection or by trial and improvement Check answers by substitution Describe a graph by interpretation Draw a graph from a description of a situation
Learning Outcome 3	Learning Outcome 3	Learning Outcome 3	Learning Outcome
<u>2-D Shapes and 3-D Objects</u> Recognise, visualise and name rectangular prisms, spheres, cylinders, prisms, pyramids, circles and rectangles. Faces, sides, flat and curved surfaces, straight and curved sides. Construct models and draw shapes on grid paper.	<u>2-D Shapes and 3-D Objects</u> Similarities between cubes and rectangular prisms and squares and rectangles Describe, sort and compare 2-D shapes and 3-D objects according to shape and number of sides (geometric properties) Construct models and draw above shapes on grid paper Nets of above shapes	<u>2-D Shapes and 3-D Objects</u> Similarities and differences between tetrahedrons and pyramids and rectangles and parallelograms Describe, sort and compare 2-D shapes and 3-D objects according to faces, vertices, edges, length of sides and size of angles (geometric properties) Models using straws and nets Draw above shapes on grid paper Draw circles and circle patterns Enlarge and reduce quadrilaterals and triangles on grid paper to compare size and shape	<u>2-D Shapes and 3-D Objects</u> Similarities and differences between different polyhedra Similarities and differences between quadrilaterals including kites and trapeziums Describe, sort and compare 2-D shapes and 3-D objects according to faces, vertices, edges, sides and angles, parallel and perpendicular lines Construction and investigation of the properties of nets Rotation, reflection and translation Similar and congruent figures Draw solids from different perspectives
<u>Symmetry</u> Draw lines of symmetry	<u>Symmetry</u> Line symmetry Rotational symmetry	<u>Symmetry</u>	<u>Symmetry</u> Line symmetry and rotational symmetry
<u>Tessellation</u> Pattern making from geometric shapes	<u>Tessellation</u> Pattern making from geometric shapes	<u>Tessellation</u>	<u>Tessellation</u>

<p><u>Position</u></p> <p>Describe a 2-D object viewed from different positions</p> <p>Position on a grid from given instructions</p> <p>Columns and rows</p>	<p><u>Position</u></p> <p>Rotation, reflection and translation</p> <p>Describe a 2-D object viewed from different positions</p> <p>Find a position on a grid from given instructions</p> <p>Trace the path between two positions</p>	<p><u>Position</u></p> <p>Describe a 3-D shape viewed from different positions</p> <p>Move between position on a grid from given instructions</p> <p>Maps as grids</p>	<p><u>Position</u></p> <p>Locate a position on a grid by plotting co-ordinates or compass direction</p>
Learning Outcome 4	Learning Outcome 4	Learning Outcome 4	Learning Outcome 4
<p><u>Time</u></p> <p>Read, write and tell analogue and digital time to the nearest minute and second</p> <p>Calculate and convert between seconds, minutes, hours, days, weeks, months and years</p>	<p><u>Time</u></p> <p>Read, write and tell analogue and digital time to the nearest minute and second</p> <p>Calculate and convert between seconds, minutes, hours, days, weeks, months, years, decades, centuries and millennia</p>	<p><u>Time</u></p> <p>Read, write and tell analogue and digital time to the nearest minute and second</p> <p>Calculate and convert between time zones and differences</p>	<p><u>Time</u></p> <p>Relationship between distance, speed and time</p>
<p><u>Length, Mass and Capacity</u></p> <p>Measure accurately with scales, balances, measuring jugs, rulers, metre sticks, tape measures and trundle wheels</p> <p>Estimate, measure, record and compare 2-D objects and 3-D shapes using kg and g; l and ml and km, m, cm and m</p>	<p><u>Length, Mass and Capacity</u></p> <p>Measure accurately with scales, balances, measuring jugs, rulers, metre sticks, tape measures, trundle wheels and thermometers</p> <p>Estimate, measure, record and compare 2-D objects and 3-D shapes using kg and g; l and ml and km, m, cm and m; degrees Celsius</p>	<p><u>Length, Mass and Capacity</u></p> <p>Measure accurately with scales, balances, measuring jugs, rulers, metre sticks, tape measures, trundle wheels and thermometers</p> <p>Estimate, measure, record and compare 2-D objects and 3-D shapes using kg and g; l and ml and km, m, cm and m; degrees Celsius</p>	<p><u>Length, Mass and Capacity</u></p> <p>Problem solving</p> <p>Estimating, calculating to at least 2 decimal places and converting between appropriate SI units</p>
<p><u>Perimeter, Area and Volume</u></p> <p>Perimeter, using rulers and tape measures</p> <p>Area using square grids and tiling</p> <p>Volume/Capacity using blocks</p>	<p><u>Perimeter, Area and Volume</u></p> <p>Perimeter, using rulers and tape measures</p> <p>Area using square grids and tiling</p> <p>Volume/Capacity using blocks</p>	<p><u>Perimeter, Area and Volume</u></p> <p>Perimeter, using rulers and tape measures</p> <p>Area of squares and rectangles using square grids</p> <p>Volume/Capacity of regular prisms using blocks</p> <p>Developing rules to calculate perimeter, area and volume</p> <p>Relationship between surface area, volume and dimensions of rectangular prisms</p>	<p><u>Perimeter, Area and Volume</u></p> <p>Perimeter and area of regular and irregular polygons</p> <p>Area of triangles, rectangles and squares</p> <p>Volume and surface area of triangular and rectangular based prisms</p> <p>Interrelationship between perimeter and area; surface area and volume</p>
		<p><u>Lines and Angles</u></p> <p>Acute, right and obtuse angles</p>	<p><u>Lines and Angles</u></p> <p>Acute, right, straight, obtuse and reflex angles</p> <p>Revolution</p> <p>Draw and measure angles correct to one degree.</p>
Learning Outcome 5	Learning Outcome 5	Learning Outcome 5	Learning Outcome 5
<p><u>Collecting, organising and interpreting data</u></p> <p>Questionnaires to collect data</p> <p>Tallies and data to record data</p> <p>Interpret data and draw conclusions</p>	<p><u>Collecting, organising and interpreting data</u></p> <p>Questionnaires to collect data</p> <p>Tallies and data to record data</p> <p>Interpret data and draw conclusions</p> <p>Mode</p>	<p><u>Collecting, organising and interpreting data</u></p> <p>Questionnaires to collect data</p> <p>Tallies and data to record data</p> <p>Interpret data and draw conclusions</p> <p>Mode and median</p> <p>Samples and population</p>	<p><u>Collecting, organising and interpreting data</u></p> <p>Questionnaires to collect data</p> <p>Appropriate sources for collecting data</p> <p>Samples and population</p> <p>Tallies tables and stem and leaf displays to record data</p> <p>Mean, mode and median</p> <p>Range</p> <p>Interpret data and draw conclusions</p>
<p><u>Drawing Graphs</u></p> <p>Pictographs</p> <p>Bar graphs</p>	<p><u>Drawing Graphs</u></p> <p>Pictographs with key</p> <p>Bar graphs</p>	<p><u>Drawing Graphs</u></p> <p>Pictographs with key</p> <p>Bar and double bar graphs</p>	<p><u>Drawing Graphs</u></p> <p>Bar graphs, double bar graphs, histograms, pie charts and line and broken line graphs</p>
<p><u>Possibility and Chance</u></p> <p>Certainty or uncertainty of events</p> <p>Outcomes of simple trials</p>	<p><u>Possibility and Chance</u></p> <p>Certainty or uncertainty of events</p> <p>Outcomes of simple trials</p>	<p><u>Possibility and Chance</u></p> <p>Certainty or uncertainty of events</p> <p>Outcomes of simple trials</p> <p>Count the frequency of actual outcomes</p>	<p><u>Possibility and Chance</u></p> <p>Possible outcomes based on condition of activity</p> <p>Frequency of outcomes</p> <p>Relative frequency</p>