

Checkpoint Maths Scheme of Work

Year 1

Unit 2: Algebra

Key Learning Outcomes

Pupils should be able to:

- use letters and symbols to represent unknown quantities
- simplify and solve simple linear equations; evaluate simple formulae
- use Cartesian (x, y) co-ordinates in two dimensions
- plot the graphs of simple linear functions
- describe sequences of numbers using term-to-term rules.

Links

The Checkpoint curriculum references are given in the Learning outcomes column.

IGCSE Syllabus Topics 1, 17, 18, 20, 24.

Chapter references in *Checkpoint Maths 11-14 (Book 1)* by Ric Pimental and Terry Wall are given in the Resources column.

Vocabulary

Algebra, axis, brackets, co-ordinate pair, co-ordinates, equals ($=$), equation, evaluate, expression, graph, linear, not equal to (\neq), n th term, origin, parallel, quadrant, sequence, solution, substitute, symbol, term, term-to-term rule, unknown, value, variable, x – axis, x co-ordinate, y – axis, y co-ordinate.

Learning Outcomes		Suggested Teaching Activities	Resources
An1 Np5	<p>Use letters to represent unknown numbers or variables.</p> <p>Know the meaning of the words term, expression and equation.</p> <p>Know and use the symbols =, \neq.</p>	<p>For a whole class activity practise using mathematical vocabulary by picking out terms, expressions, variables and equations from various examples.</p> <p>Show that expressions can only be simplified (or evaluated) but that equations in one variable can be solved. Discuss equations in two variables. Show that terms can contain brackets.</p>	<p>http://illuminations.nctm.org/lessonplans/6-8/bridges/index.html</p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 2</i></p>
An1 An2	<p>Simplify linear algebraic expressions by collecting like terms.</p> <p>Construct and solve simple linear equations with integer coefficients; evaluate simple formulae.</p>	<p>Start by using words as the variables when simplifying algebraic expressions. For example, a shopping basket contains 6 apples and 2 bananas and 2 apples. This leads to $6a+2b+2a$.</p> <p>Use 'think of a number' games to construct simple equations. Find out what formulae are being used in students' other subjects and make use of them. Use currency conversion formulae.</p>	<p>http://atschool.eduweb.co.uk/u/a10/currency.htm</p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 2</i></p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 17</i></p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 22</i></p>
Ag1 Ag3	<p>Understand and use 2-D Cartesian co-ordinates in all four quadrants.</p> <p>Generate co-ordinate pairs that satisfy a simple linear equation.</p> <p>Plot graphs of simple linear functions.</p> <p>Recognise the equation of lines parallel to the x-axis or parallel to the y-axis.</p>	<p>Use spreadsheets here to plot graphs as well as pencil & paper.</p> <p>Practise plotting and reading the co-ordinates of points in all four quadrants. On a spreadsheet play games such as 'battleships' using all four quadrants.</p> <p>Find points that satisfy simple word equations such as 'the y-co-ordinate is twice the x-co-ordinate' using both integers and simple decimals. Discover that all points on the line satisfy the equation. Find rules for existing lines. Use a spreadsheet to show that equations in two variables can have many solutions and that these can be displayed on a graph.</p>	<p>www.mathsnet.net/nns/index.html</p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 8</i></p> <p><i>Checkpoint Maths 11-14 (Book 1) Chapter 12</i></p>

Learning Outcomes		Suggested Teaching Activities	Resources
Ag2	Draw and interpret the graphs of simple linear functions arising from practical situations.	Use the currency conversion formulae to draw conversion graphs.	http://standards.nctm.org/document/eexamples/c/hap6/6.2/index.htm
Ag5	Generate and describe simple integer sequences. Find simple term-to-term rules.	Use a calculator to generate sequences with simple rules such as 'add three each time'. Predict, for example, the 10th term and check using a calculator. Generate sequences from simple geometric patterns using, for example, lines or dots or squares. Working in pairs, one student generates a sequence, the other works out the rule.	http://math.rice.edu/~lanius/Lessons/Patterns/rect.html See Matchstick sequencing at: http://www.bgfl.org/bgfl/index.cfm?s=1&m=220&p=136,view_resource&id=102 <i>Checkpoint Maths 11-14 (Book 1) Chapter 7</i>