Year 11 Parents Information evening

Mathematics

Vision Statement

"To provide learning of Mathematics that is challenging, engaging and enthuses both students and staff so that all achieve to their full potential".

Lessons

- Students all have five 1 hour lessons of Maths per week.
- Each half of the year is set by ability.
- Please ensure students arrive at lessons fully equipment. They need a calculator, a ruler, a protractor, a pair of compasses for drawing circles, pens, pencils and a rubber.

Homework

- Students should have 1 hours Maths homework per week.
- This may be a written homework completed in their exercise book or an electronic piece of work completed on the computer.
- Computer based homework provides instant feedback, best completed with access to paper for working out on.
- Written homework should show all of the students method not just a list of answers.

GCSE Mathematics

AQA Mathematics GCSE specification 8300

Assessment structure

Paper 1 33.3%	Paper 2 33.3%	Paper 3 33.3%					
Non-calculator	Calculator	Calculator					
80 marks	80 marks	80 marks					
1 hr 30 mins	1 hr 30 mins	1 hr 30 mins					

All papers may assess any content domains and all assessment objectives in roughly same proportions across all three papers.

Foundation Tier

Grades 1-5. Half the marks on each paper targeting grades 1 to 3 and the other half at 3 to 5.

Higher Tier

Grades 4-9. Half the marks on each paper targeting grades 4-6 and other half at 7-9.

Tier of entry

- Classes following stage 9 and 10 this year are aiming for higher tier entry, 8 and 7 foundation.
- Final decisions on tier of entry are not made until after PPEs in March of Yr11.

Class	Stage	Teachers	Class	Stage	Teachers	
11SAngelou	11	TDH 4	11NAngelou	11	MAL	4
11SBoyle	HL	NXR 4	11NBoyle	HL	CVS	4
11SCurie	HL/FU	DJC 4	11NCurie	HL	GDR	4
11SDahl	FU	JNH 4	11NDahl	FU	RZB	4
11SEuclid	FL	NJW 1 AYB 3	11NEuclid	FL	LZT	3 CAM 1
11SFermat	FL	EGM 2 NFW 2	11NFermat	FL	TMA	4

Tests and exams

- Progress tests.
- November Mocks, March PPEs.
- Please ensure students have the correct equipment. They need a calculator, a ruler, a protractor, a pair of compasses for drawing circles, pens, pencils and a rubber.
- All students in the academy take GCSE Maths in Year 11; at least a grade 4 is required in order for students to not have to re-sit GCSE Maths in
 Yr12 if they come into the sixth form.

Checkpoint data

- Students progress tests and mock exams are marked by staff and a raw score is awarded. Raw scores are converted into 1 – 9 grades. These will also have sublevels attached to them – or + so you can see how far into a grade students are.
- In Maths we combine grades from different progress tests and mock exams throughout the year to provide a current grade provided at checkpoints.
- Checkpoint 1 80% from current grade at CP4 of Yr10 combined with 20% from first progress test.
- Checkpoint 2 30% from current grade at CP4 of Yr10 combined with 20% PT1 and 50% from Nov Mock.
- Checkpoint 3 grade from PPEs

Parental support

- Equipment.
- Revision guides and workbooks
- Access to websites.
- Access to the PiXL Maths APP.
- A place to work quietly.

Websites

The best way to prepare for Maths exams is by doing practise questions, the following resources provide support for doing this.

- <u>www.mymaths.co.uk</u>
- <u>www.online.justmaths.co.uk/</u>
 Deacon

Login: deacon circle

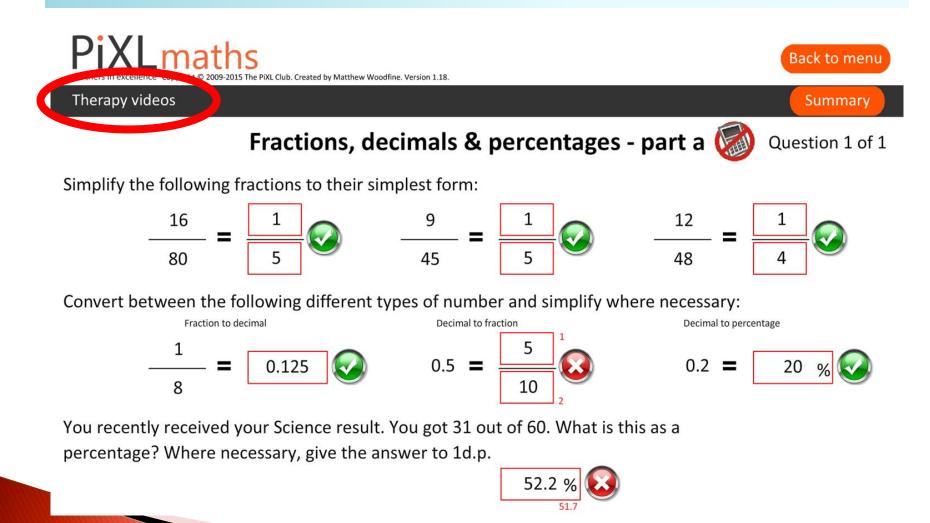
Login: DeaconStudent

 <u>www.mathedup.co.uk/classes/10n2/gcse-maths-</u> <u>takeaway/</u> no passwords are required.

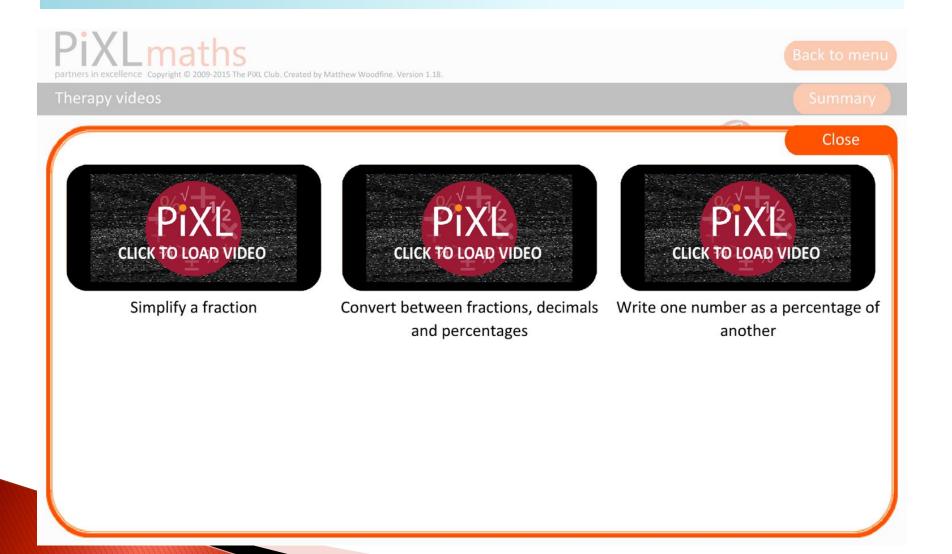
PiXL Maths App



PiXL Maths App



PiXL Maths App - Therapy videos



PiXL Maths App - Tracking progress

Name	Last accessed	S1	52	53	54	55	56	\$7	58	59	.510.	.S11.	.512.	.513.	.514.	.515.	.516.	.517.	.518.	.519.	.520.	.521.	.522.	.523.	.524.	.525.	.526.	.527.	.528.	
AHMADMOHAMMED	02.10.15	3/4	3/4	4/4	1/2	2/2	0/1	1/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	0/3	
BALLANTINESHANNON	22.09.15	4/4	3/4	2/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	2/3	3/3	4/4	1/3	Skill 1: Operate with integers (+, -, x, +)
BHARMALREZ	02.10.15	4/4	4/4	4/4	2/2	0/2	0/1	0/2	2/2	1/1	2/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	1/3	1/2	0/2	0/1	4/4	3/3	3/3	0/4	0/3	 Skill 2: Operate with decimals (+, -, x, ÷) Skill 3: Operate with directed numbers (+, -, x, ÷)
	<u> </u>						_											<u> </u>	<u> </u>											Skill 4: Calculate a number complement to 100
BOWDENHARRY	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	1/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	0/4	0/3	0/3	4/4	1/3	Skill 5: Calculate an answer to a related calculation
BRASSMIA	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	2/3	2/3	1/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	0/3	0/4	0/3	Skill 6: Operate with integers and apply BIDMAS Skill 7: Round numbers to a decimal place or significant figure
CASTELLOLUCA	02.10.15	4/4	3/4	4/4	2/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	3/3	2/3	2/4	1/3	Skill 8: Identify a factor or a multiple
CATOGULERKAYA	02.10.15	4/4	2/4	2/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	2/3	3/3	4/4	0/3	Skill 9: Reduce a number to it's prime factors using the factor tree Skill 10: Find the HCF and LCM of 2 numbers
DAVENPORTS	0	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	0/4	0/3	0/3	0/4	0/3	Skill 11: Simplify a fraction
ENRIGHTEUAN	02.10.15		-		0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1		0/2	0/2	0.11			2/3	2/4		 Skill 12: Convert between fractions, decimals and percentages
L	<u> </u>	4/4	5/4	4/4	0/2				0/2	0/1	0/2								<u> </u>		0/3	0/2	0/2	0/1	4/4	5/ 5	2/5	2/4	0/3	Skill 13: Write one number as a percentage of another Skill 14: Order fractions
FARMERJORDAN	18.10.15	2/4	2/4	4/4	0/2	0/2	0/1	0/2	1/2	1/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	3/3	3/3	3/4	2/3	Skill 15: Convert between improper fractions and mixed numbers
FEASEYKYRAN	02.10.15	4/4	4/4	4/4	2/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	0/3	Skill 16: Add fractions with common denominators
GERAGHTYKEELEY	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	3/3	3/3	3/4	3/3	 Skill 17: Subtract fractions with different denominators Skill 18: Multiply and divide vulgar fractions
HOWEYJAMIE	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2				0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1					2/3	Skill 19: Add mixed numbers
	<u> </u>			<u> </u>		0/2	0/1		2/2	-/-	2/2		0/5	0/1	0/1	0/2	0/1	0/1	0/2	0/1					4/4	5/5	5/5	-4/-4	2/5	Skill 20: Convert recurring decimals into fractions
JARVISLILY	02.10.15	0/4	0/4	0/4	0/2	1/2	1/1	1/2	0/2	0/1	0/2	2/3	1/3	0/1	1/1	2/2	1/1	0/1	2/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	1/3	Skill 21: Find a fraction or percentage of a quantity Skill 22: Increase or decrease a quantity by a given percentage
LAKHANIPRANAV	09.10.15	4/4	4/4	4/4	2/2	2/2	1/1	2/2	2/2	1/1	2/2	3/3	3/3	1/1	1/1	2/2	1/1	1/1	2/2	1/1	3/3	2/2	2/2	1/1	4/4	3/3	3/3	4/4	3/3	Skill 23: Find a reverse percentage of a quantity
LAWRIECALLUM	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	2/3	3/4	2/3	Skill 24: Recall simple powers, including square and cube numbers
MANNERINGJOSHUA	02.10.15	3/4	3/4	3/4	2/2	2/2	1/1	1/2	2/2	1/1	0/2	3/3	2/3	1/1	1/1	2/2	0/1	1/1	2/2	1/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	3/4	0/3	Skill 25: Understand and apply the first 3 index laws Skill 26: Evaluate positive, negative or fractional indices
																														Skill 27: Convert between standard index form and ordinary numbers
MONFAREDGHAZAL	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	0/4	0/3	Skill 28: Operate with numbers written in standard index form
MORSEJACK	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	0/3	Skill 29: Simplify a surd Skill 30: Rationalise a denominator
OLYETTDAISY	04.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	2/2	1/1	2/2	3/3	3/3	1/1	0/1	2/2	1/1	1/1	0/2	1/1	0/3	2/2	2/2	1/1	4/4	2/3	3/3	4/4	3/3	Skill 31: Operate with surds
OMAHONYAIDAN	02.10.15	4/4	4/4	3/4	1/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	1/4	1/3	Skill 32: Calculate the upper and lower bounds of integer values
						<u> </u>	<u> </u>						<u> </u>			<u> </u>		<u> </u>	<u> </u>											Skill 33: Calculate using upper and lower bounds Skill 34: Simplify an expression by collecting like terms
PARMARDEVAN	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	2/2	1/1	2/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	3/3	4/4	1/3	Skill 35: Simplify an expression by expanding and then collecting like terms
PARMARMAYA	02.10.15	4/4	3/4	4/4	2/2	0/2	0/1	0/2	2/2	1/1	2/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	3/3	Skill 36: Factorise an expression
PARRKRISTIAN	22.09.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	2/3	2/4	1/3	Skill 37: Substitute positive and negative numbers into a formula and rearrange it Skill 38: Identify expressions, equations, formulae and identities
RINKSHAREEF	02.10.15	4/4	3/4	2/4	2/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	2/2	2/2	0/1	4/4	1/3	3/3	4/4	2/3	Skill 39: Write expressions and substitute values into them
SALEYZAHRA	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	2/2	1/1	2/2	3/3	3/3	1/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	2/3	4/4	2/3	 Skill 40: Write a quadratic in surd form and evaluate the answers Skill 41: Interpret formulae for length, area and volume
SMITHJESS	<u> </u>			<u> </u>	<u> </u>		<u> </u>		1/2	~~-		0/3	0/3		0/1	<u> </u>	<u> </u>	<u> </u>				<u> </u>	0/2	0/1		-/-	2/2		2/3	Skill 42: Identify expressions, equations, formulae and identities
SMITHJESS	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	1/2	1/1	1/2	0/3	0/3	0/1	<u> </u>	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4		Skill 43: Continue a sequence given by an illustration
SMITHJOEL	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	1/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	2/3	Skill 44: Calculate the next term of common number patterns Skill 45: Generate the nth term to calculate the 100th term
STEFANOVMILITSA	02.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	2/2	1/1	1/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	3/4	3/3	3/3	3/4	3/3	Skill 46: Solve a linear equation (including 2-step and involving brackets)
STYLESJONPAUL	02.10.15	4/4	4/4	4/4	2/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	3/3	3/3	4/4	2/3	Skill 47: Solve a linear equation with unknowns on both sides
							<u> </u>	<u> </u>					\vdash		<u> </u>		<u> </u>													Skill 48: Solve a simple quadratic equation
VARSANISURESH	28.09.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	0/3	0/3	0/1	0/1	0/2	0/1	0/1	0/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	0/3	0/4	0/3	Skill 49: Solve a linear equation graphically Skill 50: Solve 2 linear simultaneous equations
WATTCALLUM	06.10.15	0/4	0/4	0/4	0/2	0/2	0/1	0/2	0/2	0/1	0/2	2/3	3/3	1/1	1/1	2/2	1/1	1/1	2/2	0/1	0/3	0/2	0/2	0/1	4/4	2/3	3/3	3/4	0/3	Skill 51: Solve one linear, one non-linear simultaneous equations
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PiXL Maths App

PixLmaths partners in excellence Copyright © 2009-2015 The PixL Club. Create	d by Matthew Woodfine. Version 1.18.	Class ed	lit Cla	ss analysis	Logout
Design a test Skills overview	Gap analysis	Take a challe	nge Sc	ore board	Suggestion box
Success Line Number	Algebra Ratio &	Proportion (Geometry	Probability	Statistics
 3/4 Operate with integers (+, -, x, ÷ 1/4 Operate with decimals (+, -, x, ÷ 2/4 Operate with directed number 0/2 Calculate a number compleme 0/2 Calculate an answer to a relate 0/1 Operate with integers and app 0/2 Round numbers to a decimal p 0/2 Identify a factor or a multiple 0/1 Reduce a number to it's prime 0/2 Find the HCF and LCM of 2 nur 3/3 Simplify a fraction 2/3 Convert between fractions, decimal 0/1 Order fractions 0/2 Convert between improper and 0/1 Add fractions with common decimal 0/1 Subtract fractions with differer 0/2 Multiply and divide vulgar fract 0/1 Add mixed numbers 	÷) s (+, -, x, ÷) nt to 100 d calculation ly BIDMAS lace or significant figure factors nbers cimals and percentages tage of another d mixed numbers nominators at denominators	 0/2 Increase 0/1 Find a re 4/4 Recall sin 0/3 Understate 0/3 Evaluate 0/4 Convert 0/3 Operate 0/2 Simplify 0/2 Rational 0/3 Operate 0/4 Calculate 	action or perce decrease a que everse percenta mple powers, i and and apply positive, nega between stand with numbers a surd ise a denomina with surds e the upper an	entage of a qua uantity by a give age of a quantit including squar the first 3 index ative or fraction dard index form ator ator	ntity en percentage ty es and cubes a laws al indices and ordinary dex form

PiXL Maths App - Key messages

- 1) Full coverage of the skills required at GCSE level
- 2) Students have access to everything and can complete anything whenever is good for them (even to and from school!)
- 3) Independent learning and improvement through the use of the Therapy Videos
- 4) They can analyse progress so far this year using the electronic assessments.