## I Can - Unit 3 (AQA Modular)

Tick each topic when you have completed a revision question

| Topic |  | Grade | 1 | 2 | 3 | 4 | 5 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Number : <br> Using a Calculator |  |  |  |  |  |  |  |
|  | Use BIDMAS to carry out operations in the correct order | D |  |  |  |  |  |
|  | Use a calculator to add, subtract, multiply and divide fractions | D |  |  |  |  |  |
|  | Use a calculator to add, subtract, multiply and divide mixed numbers | C |  |  |  |  |  |
| Algebra: <br> Equations and Formulae |  |  |  |  |  |  |  |
|  | Manipulate algebraic expressions | D |  |  |  |  |  |
|  | Set up and solve linear equations from real life situations | C |  |  |  |  |  |
|  | Solve non-linear equations using trial and improvement | C |  |  |  |  |  |
|  | Solve a pair of linear simultaneous equations | B |  |  |  |  |  |
|  | Solve quadratics by factorising | A |  |  |  |  |  |
|  | Solve quadratics using the formula | A |  |  |  |  |  |
|  | Set up and solve a real life problems using simultaneous equations | A |  |  |  |  |  |
|  | Set up and solve a real life problems using quadratics | A* |  |  |  |  |  |
| Number: Proportions |  |  |  |  |  |  |  |
|  | Calculate average speed from data | D |  |  |  |  |  |
|  | Calculate distance from speed and time | D |  |  |  |  |  |
|  | Calculate time from speed and distance | D |  |  |  |  |  |
|  | Solve problems involving speed | C |  |  |  |  |  |
|  | Solve problems involving density | B |  |  |  |  |  |
| Geometry: Shapes |  |  |  |  |  |  |  |
|  | Calculate the circumference and area of a circle | D |  |  |  |  |  |
|  | Calculate the area of a trapezium | D |  |  |  |  |  |
|  | Calculate the volume of prisms and cylinders | C |  |  |  |  |  |
|  | Calculate the length of an arc and the area of a sector | B |  |  |  |  |  |
|  | Calculate the surface area of cylinders, cones and spheres | B |  |  |  |  |  |
|  | Calculate the volume of pyramids, cones and spheres | B |  |  |  |  |  |
|  | Calculate the volume and surface area of compound 3D shapes | A |  |  |  |  |  |

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| Geometry: <br> Pythagoras and <br> Trigonometry |  |  |  |  |  |  |  |
|  | Use Pythagoras' theorem in right angled triangles | C |  |  |  |  |  |
|  | Solve problems in 2D using Pythagoras' theorem | C |  |  |  |  |  |
|  | Solve problems in 3d using Pythagoras' theorem | B |  |  |  |  |  |
|  | Use trigonometry to find lengths of sides and angles in right angled triangles | B |  |  |  |  |  |
|  | Use trigonometry to solve problems | B |  |  |  |  |  |
|  | Solve complex 2D problems, using Pythagoras' theorem and trigonometry | A |  |  |  |  |  |
|  | Use the Sine and Cosine rules to calculate missing angles or sides in non-right angled triangles | A |  |  |  |  |  |
|  | Find the area of triangle using the formula for area $=1 / 2 \mathrm{abSinC}$ | A |  |  |  |  |  |
|  | Use the Sine and Cosine rules to solve more complex problems involving non-right angled triangles | A* |  |  |  |  |  |
|  | Solve 3D problems, using Pythagoras' theorem and trigonometric ratios | A* |  |  |  |  |  |
| Geometry: <br> Angles and properties of circles |  |  |  |  |  |  |  |
|  | Find angles in triangles and quadrilaterals | D |  |  |  |  |  |
|  | Find interior angles and exterior angles in polygons | C |  |  |  |  |  |
|  | Find angles in circles | B |  |  |  |  |  |
|  | Find angles in circles using the alternate segment theorem | A |  |  |  |  |  |
|  | Use circle theorems to prove geometrical results | A* |  |  |  |  |  |

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| Geometry: Transformation Geometry |  |  |  |  |  |  |  |
|  | Reflect a 2D shape in a line $\mathrm{x}=\mathrm{a}$ or $\mathrm{y}=\mathrm{b}$ | D |  |  |  |  |  |
|  | Rotate a 2D shape about the origin | D |  |  |  |  |  |
|  | Enlarge a 2D shape by a whole number scale factor | D |  |  |  |  |  |
|  | Translate a 2d shape by a vector | C |  |  |  |  |  |
|  | Reflect a 2D shape in the line $y=x$ or $y=-x$ | C |  |  |  |  |  |
|  | Rotate a shape about any point | C |  |  |  |  |  |
|  | Enlarge a 2D shape by a fractional scale factor | C |  |  |  |  |  |
|  | Enlarge a shape about any point | C |  |  |  |  |  |
|  | Know the conditions to show two triangles are congruent | B |  |  |  |  |  |
|  | Enlarge a shape by a negative scale factor | B |  |  |  |  |  |
|  | Prove two triangles are congruent | A |  |  |  |  |  |
| Geometry: Constructions |  |  |  |  |  |  |  |
|  | Construct line and angle bisectors | C |  |  |  |  |  |
|  | Describe and draw the locus of a point from a given rule | C |  |  |  |  |  |
|  | Use loci to solve problems | C |  |  |  |  |  |
|  | Construct a perpendicular from a point on a line | B |  |  |  |  |  |
|  | Construct a perpendicular from a point to a line | B |  |  |  |  |  |
|  | Construct angles of $90^{\circ}$ and $60^{\circ}$ | B |  |  |  |  |  |
| Measures: Similarity |  |  |  |  |  |  |  |
|  | Work out unknown lengths in 2D shapes, using scale factors | C |  |  |  |  |  |
|  | Use ratios and equations to find unknown lengths in similar triangles | B |  |  |  |  |  |
|  | Solve problems, using area and volume scale factors | A |  |  |  |  |  |
|  | Solve more complex problems, using area and volume scale factors | A* |  |  |  |  |  |

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| Algebra: More graphs and equations |  |  |  |  |  |  |  |
|  | Draw quadratic graphs, using a table of values | C |  |  |  |  |  |
|  | Solve quadratic equations from their graphs | B |  |  |  |  |  |
|  | Plot cubic graphs, using a table of values | B |  |  |  |  |  |
|  | Recognise the shapes of graphs $y=x^{3}$ and $y=1 / x$ | B |  |  |  |  |  |
|  | Draw a variety of graphs such as exponential and reciprocal graphs using a table of values | A |  |  |  |  |  |
|  | Solve equations, using the intersection of two graphs | A* |  |  |  |  |  |
|  | Use trigonometric graphs to solve sine and cosine problems | A* |  |  |  |  |  |
|  | Find two angles between $0^{\circ}$ and $360^{\circ}$ for any given value of a trigonometric ratio (positive or negative) | A* |  |  |  |  |  |
| Number: Variation |  |  |  |  |  |  |  |
|  | Find formulae describing direct or inverse variation and use them to solve problems | A |  |  |  |  |  |
| Geometry: Vectors |  |  |  |  |  |  |  |
|  | Solve problems, using addition and subtraction of vectors | A |  |  |  |  |  |
|  | Solve complex geometrical problems, using vectors | A* |  |  |  |  |  |
|  | Use proof in geometrical problems | A* |  |  |  |  |  |
| Algebra: <br> Transformation of graphs |  |  |  |  |  |  |  |
|  | Transform the graph of a given functions | A* |  |  |  |  |  |
|  | Identify the equation of a function from its' graph, which has been formed by a transformation on a known function. | A* |  |  |  |  |  |

