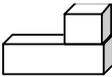


Creating a
Standard
Together

Indicators	Exemplars
<p>Estimation and Rounding Has investigated the practical impact of inaccuracy and error through a range of contexts.</p> <p>Is able write and interpret tolerance notation (eg $25^{\circ}\text{C} \pm 1^{\circ}\text{C}$) and comment on its significance in unfamiliar real life contexts.</p> <p>Uses the knowledge of number processes to convert units (eg grams to milligrams) and to calculate % error in order to help comment on significance.</p>	<p>Estimation and Rounding Contextualised in real-life, ie use of inches/cm, ie discussion re error when building space station, parts not matching; HE - ie ounces or g? mixing measures may result in recipe not working etc.</p> <p>Tolerance use of \pm in Science, Technology errors in measurement, HE packet weights. % error, ie in opinion polls, weights in lifts or aeroplanes, safety in medicine, etc.</p> <p>Use should be made of news articles where numbers have been rounded.</p>
<p>Number and Number Processes Is able to carry out the necessary calculations to solve problems set in unfamiliar contexts by applying knowledge of previous types of calculations.</p>	<p>Number and Number Processes Pupils should be able to add, subtract, multiply and divide in whole number, decimal, percentage calculations in both contextualised learning and problem solving.</p>
<p>Fractions and Decimals Draws on their knowledge of interrelationships between fractions, decimal fractions and percentages to choose an elegant route to the solution, eg when asked to evaluate a discount of 12.5% on an item costing £800, an elegant solution would involve the understanding that 12.5% is $\frac{1}{8}$, and that calculating $\frac{1}{8}$ of £800 will provide the size of the discount.</p> <p>Calculates the change in related quantities using inverse proportion in unfamiliar but real life contexts.</p> <p>Can use skills from data analysis to identify direct proportion from a graph.</p>	<p>Fractions and Decimals Can increase or decrease percentages in most efficient manner ie to increase by 8%, multiply by 1.08 rather than find 8% and add it on etc.</p> <p>Can calculate a percentage change, ie a plant grows from 120cm to 148cm. Calculate the percentage increase.</p> <p>Can work with inverse proportion, ie the cook at a scout camp has enough food for 5 days for 12 scouts. If 20 scouts arrive, how long will the food last?</p> <p>Contextualised problems, ie foreign exchange, cost of hiring equipment etc.</p>
<p>Money Recognises and understands vocabulary associated with money and Financial Understanding.</p> <p>Using this vocabulary, learners can calculate associated costs for different products or services, both short and long-term where appropriate, in order to budget effectively for a number of debits and credits.</p> <p>Net pay can be deducted and process explained using the key vocabulary.</p>	<p>Money Understands and uses PAYE, APR, AER, SUPERANNUATION, TAX ALLOWANCES, INSURANCE, PREMIUMS, etc.</p> <p>Can work with contextualised problems, ie compare annual holiday insurance with single trip, house or contents insurance, compare mobile phone insurances etc.</p> <p>Can use and understand words and calculations involving wages, salaries, overtime, net pay etc.</p>

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Indicators	Exemplars
<p>Time Estimates how long different tasks will take and then build a programme of sequential tasks in order to effectively time manage.</p> <p>Can calculate speed, distance or time from the formula.</p> <p>Can write appropriate units for the values given (ie cm/s, km/h).</p> <p>Can use knowledge of number process in order to convert units for use in the formula.</p>	<p>Time Time management - ie study revision timetable, planning a journey involving more than one mode of transport.</p> <p>Can calculate T, D and S involving more complex values, ie T = 2 hours 6 min etc.</p> <p>Can convert from km/h to m/min etc and vice versa.</p>
<p>Measure Selects an appropriate measuring tool and uses it correctly to measure a quantity to an appropriate degree of accuracy.</p> <p>Appropriate to:</p> <ul style="list-style-type: none"> • degree of complexity of the equipment given; • complexity of data being used; • complexity of form. 	<p>Measure Similar to Level 3 but more sophisticated examples and language.</p> <p>Can work with more sophisticated scales - in science and technology, ie callipers, micrometer etc.</p> <p>Can realistically estimate heights, lengths and weights etc, ie how far to the local shop?, what is the height of the building? etc.</p> <p>Can use formulae for perimeter, area and volume including simple composite shapes, prisms - extending into sphere and pyramids/cones.</p> <p>Formulae - $C = \pi d$, $A = lb$, $V = lbh$, $A = \pi r^2$, $V = Ah$ etc.</p> <p>Composite shapes:</p>  <p>or</p> 
<p>Data and Analysis Interprets a data set or the information contained in, for example, dot plots, stem and leaf diagrams, line graphs, bar graphs, histograms and pie charts, correlation and scattergraphs.</p> <p>Understands key features of these different ways of presenting information in order to be able to select appropriate forms and communicate findings to others.</p>	<p>Data and Analysis NB: histograms (bar graph with NO spaces - continuous and discrete data).</p> <p>Can work and understand discrete and continuous data, correlation (positive, negative and no correlation), 'skew' on dot plots etc.</p> <p>Data comparison table/chart etc.</p> <p><i>PLEASE NOTE: In numeracy the emphasis is on the interpretation of statistical information etc. The drawing of dot plots, stem-and-leaf diagrams etc is taught in the maths outcomes.</i></p>
<p>Ideas of Chance and Uncertainty Converts between simple probability and expected frequency, eg calculate the probability of rolling a 5 on a 6 sided die then calculating how many times you would expect a 5 to appear in a set number of rolls.</p> <p>Can assess the impact of a particular course of action based on risks and benefits.</p>	<p>Ideas of Chance and Uncertainty Extending level 3 to deal with more complex probabilities, ie coin + dice, two dice, Expectation = P(event) x number of events.</p> <p>Real-life risk - ie Comparison of safety of flying versus going by car, safe distances when lighting fireworks etc, weather in July for planning a Highland Games etc - relating to relative frequencies, probabilities etc - real-life data can be found via the internet.</p>