

Stage 6		Stage 7		Stage 8/Foundation		Stage 9/FH		Stage 10/Higher		Stage 11/Higher+			
solve problems involving the calculation and conversion of units of measure, using decimal notation up to three decimal places where appropriate		use standard units of measure and related concepts (length, area, volume/capacity, mass, time, money, etc.)		change freely between compound units (e.g. speed, rates of pay, prices) in numerical contexts		change freely between compound units (e.g. density, pressure) in numerical and algebraic contexts							
use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to three decimal places		change freely between related standard units (e.g. time, length, area, volume/capacity, mass) in numerical contexts		use compound units such as speed, rates of pay, unit pricing)		use compound units such as density and pressure							
convert between miles and kilometres		measure line segments and angles in geometric figures		measure line segments and angles in geometric figures, including interpreting maps and scale drawings and use of bearings									
										Units of measure			
recognise that shapes with the same areas can have different perimeters and vice versa	calculate the area of parallelograms and triangles	calculate perimeters of 2D shapes	know and apply formulae to calculate area of triangles, parallelograms, trapezia	know the formulae: circumference of a circle = $2\pi r = \pi d$ .	calculate perimeters of 2D shapes, including circles	calculate arc lengths, angles and areas of sectors of circles	calculate surface area of right prisms (including cylinders)	calculate surface area and volume of spheres, pyramids, cones	apply the concepts of congruence and similarity, including the relationships between length, areas and volumes in similar figures	calculate surface area and volume of spheres, pyramids, cones and composite solids	apply them to find angles and lengths in right-angled triangles and, where possible, general triangles in three dimensional figures		
recognise when it is possible to use formulae for area and volume of shapes	calculate, estimate and compare volume of cubes and cuboids using standard units, including cubic centimetres (cm³) and cubic metres (m³), and extending to other units	know and apply formulae to calculate volume of cuboids	calculate surface area of cuboids	know the formulae: area of a circle = $\pi r^2$	calculate areas of circles and composite shapes	apply the concepts of congruence and similarity, including the relationships between lengths in similar figures	know the formulae for: Pythagoras' theorem, $a^2 + b^2 = c^2$ , and apply it to find lengths in right-angled triangles in two dimensional figures	know the trigonometric ratios, $\sin\theta = \text{opposite/hypotenuse}$ , $\cos\theta = \text{adjacent/hypotenuse}$ , $\tan\theta = \text{opposite/adjacent}$		know and apply the sine rule, $a/\sin A = b/\sin B = c/\sin C$ , and the cosine rule, $a^2 = b^2 + c^2 - 2bc \cos A$ , to find unknown lengths and angles	know and apply Area = $\frac{1}{2}ab \sin C$ to calculate the area, sides or angles of any triangle		
describe positions on the full coordinate grid (all four quadrants)		solve geometrical problems on coordinate axes		identify, describe and construct similar shapes, including on coordinate axes, by considering enlargement				identify, describe and construct similar shapes, including on coordinate axes, by considering enlargement (including fractional scale factors)		identify, describe and construct similar shapes, including on coordinate axes, by considering enlargement (including negative scale factors)			
draw and translate simple shapes on the coordinate plane, and reflect them in the axes		identify, describe and construct congruent shapes, including on coordinate axes, by considering rotation, reflection and translation											
		describe translations as 2D vectors											
								describe the changes and invariance achieved by combinations of rotations, reflections and translations		use vectors to construct geometric arguments and proofs			
								apply addition and subtraction of vectors, multiplication of vectors by a scalar, and diagrammatic and column representations of vectors		Transformations			

Units of measure

Mensuration

Transformations

