



Maths – IREACT Learning Journey

KS3		Baseline Position											
Topic	ELEMENT	Year Group	Step										
			1	2	3	4	5	6	7	8	9		
Basic Number	Add and subtract 1 and 2-digit numbers and explain my working	7											
	Add and subtract 3-digit numbers and explain my working	7											
	Remember and recall multiplication tables to 12 and explain the associated division facts	7											
	Multiply and divide whole numbers by 10, 100 and 1000 and explain the effect	7											
	Multiply and divide whole numbers by numbers like 20, 300 etc and explain the effect	7											
	Multiply whole numbers by 2 or 3 -digit whole numbers and explain my working	7											
	Multiply and divide decimals by 10, 100 and 1000 and explain the effect	7											
	Divide by 2-digit whole numbers where there is no remainder and explain my working	7											
	Multiply and divide by numbers of any size which give remainders and I can write the remainder as a decimal or a fraction	7											
	Apply addition, subtraction, multiplication and division to solve and analyse complex problems	7											
	Apply addition, subtraction, multiplication and division to investigate and analyse functional maths problems	7											
Angles	Remember and explain what right, acute, obtuse and reflex angles are	7											
	Measure and explain how to draw acute and obtuse angles	7											
	Explain and describe angles using the three letter notation	7											
	Apply the sum of angles at a point, angles on a straight line, in a triangle and in a quadrilateral	7											
	Measure and explain how to draw reflex angles	7											
	Apply my knowledge of vertically opposite angles and explain what parallel and perpendicular lines are	7											
	Apply my knowledge of angles to solve simple geometrical problems	7											
	Identify alternate and corresponding angles and apply these to find missing angles	7											
	Calculate exterior and interior angles of regular polygons	7											
	Apply and analyse my knowledge of angles in regular polygons to calculate angles in irregular polygons	7											

