



ABINGDON

HOUSE SCHOOL

Curriculum map overview for Year 7 Maths 2025/26

<i>Term</i> <i>(Weeks)</i>	<i>Topic/Unit (weeks)</i>	<i>Key Objectives</i>	<i>Type of assessment</i>
<i>Week 1</i> <i>(First full week)</i>	<i>Initial evaluation</i>	This is the time to establish routines with the children, fostering positive relationships, and gaining a clear understanding of their individual learning needs.	
<i>Autumn 1</i> <i>(7)</i>	<i>Sequences (2)</i>	<ul style="list-style-type: none">• To understand sequence diagrams and number sequences• To understand the Term by Term rule of a sequence• To understand how to complete a sequence from a written rule• To understand linear and non-linear sequences.	<i>End of unit assessment</i>
	<i>Algebraic notation and substitution (2)</i>	<ul style="list-style-type: none">• To under a 1 and 2 step function machines• To understand how to find a function - 1	<i>End of unit assessment</i>

		and 2 steps. <ul style="list-style-type: none"> To understand substitution within one step and two steps. 	
	Expression and equations (2)	<ul style="list-style-type: none"> To understand equality and equivalence To understand related facts. To understand like and unlike terms. To solve 1 and 2 step equations with division, multiplication, addition and subtraction. 	End of unit assessment
Autumn 2 (7)	Place value, ordering and rounding (2)	<ul style="list-style-type: none"> To write integers in numerals and words. To understand intervals on a number line. To compare and order integers. To understand place value with decimals. To explore decimals on a number line. Compare and order decimals. To round to powers of 10. To round to the nearest integer. To round to decimal places. 	End of unit assessment
	Four Operations (2)	<ul style="list-style-type: none"> To add and subtract integers and decimals To multiply and divide by 10, 100 and 1000. To multiply by 0.1 and 0.01 To multiply and divide integers and decimals. To divide decimals by integers To divide by a decimal To recap the order of operation. 	End of unit assessment
	Statistics - averages and range (1)	<ul style="list-style-type: none"> To explore the mode, mean, median and range of a set of data. To solve problems with averages and range. 	End of unit assessment
	Rounding and estimation (1)	<ul style="list-style-type: none"> To round to 1 and 2 significant figures. To estimate answers to calculations To solve problems with estimation. To understand and use error interval notations. 	End of unit assessment
Spring 1 (6)	Grouping (3)	<ul style="list-style-type: none"> To understand and interpret bar graphs, pictograms, dual bar charts, composite bar charts, scatter graphs. To understand the line of best fit. To understand correlation and non-linear relationships. To understand time-series graphs. 	End of unit assessment

	<i>Fraction, Decimal and percentages (3)</i>	<ul style="list-style-type: none"> • To represent tenths and hundredths. • To explore number lines with fractions and decimals • To explore tenths, hundredths, fifths, quarters, eighths and thousandths. • To understand percentages • To convert simple fraction, decimals and percentages. • To explore fractions in diagrams and number lines. • To explore equivalent fractions. • To use fractions as division. • To convert fractions, decimals and percentages which are greater than 1. 	
<i>Spring 2 (6)</i>	<i>Directed number</i>	<ul style="list-style-type: none"> • To look at directed numbers and number lines. • To compare and order directed numbers. • To look at calculations that cross zero. • To look at directed number and zero pairs. • To add and subtract directed numbers. • To multiply and divide directed numbers. • To use the order of operations with directed numbers. • To use a calculator with directed numbers. 	
	<i>Fractions and percentages of amounts</i>	<ul style="list-style-type: none"> • To use fraction of an amount. • To use a fraction to find the whole. • To find the percentage of amount (non-calculator) • To find a percentage of amount (calculator) • To increase and decrease by a percentage. • To use a percentage to find the whole. • To solve problems with fractions and percentages greater than 1. 	
	<i>Perimeter and area</i>	<ul style="list-style-type: none"> • To convert metric units of length. • To solve the perimeter of a polygon and compound shapes. • To solve the area of rectangles and parallelograms. • To solve the area of a triangle and trapeziums. • To solve problems with perimeter and area. • To form expressions with perimeter and area. 	

Summer 1 (5)	<i>Speed, distance and time</i>	<ul style="list-style-type: none"> • To convert between milliseconds, seconds, minutes and hours. • To convert between hours, days and years. • To convert fractions of times/ • To solve problems with tables and timetables/ • To solve problems with time and the calendar. • To calculate speed, time and distance/ • To solve problems with speed, distance and time. • Interpret distance - time graphs/ • To draw distance-time graphs/ • To calculate speed from a distance 	
	<i>Properties of number</i>	<ul style="list-style-type: none"> • To explore multiples, factors and prime numbers. • To explore square, cube and triangular numbers. • To explore square roots and cube roots. • To explore higher powers and roots. • To explore the HCF and LCM. • To explore the HCF and LCM from a Venn diagram. • To use factors to simplify calculations. 	
Summer 2 (6)	<i>Add and subtract fractions</i>	<ul style="list-style-type: none"> • To simplify a fraction. • To convert between mixed numbers and improper fractions. • To add and subtract fractions with the same denominator. • To add and subtract with fractions and integers. • To add and subtract fractions when denominators share a simple common multiple. • To add and subtract fractions with any denominator. • To add and subtract improper and mixed numbers/ • To use equivalence to add and subtract decimals and fractions. • To add and subtract simple algebraic fractions. • To use substitution solving equations with fractions. 	
	<i>Angles and</i>	<ul style="list-style-type: none"> • Draw and measure lines and angles. 	

	<i>polygons</i>	<ul style="list-style-type: none">• Understand and use geometric notation.• To explore at angles around a point.• To explore angles on a straight line.• To explore vertically opposite angles.• To recognise and name polygons.• To explore angles in a triangle and quadrilateral.• To solve problems with angles.• To explore parallel and perpendicular lines.• To explore angles in parallel lines.• To explore angles in a polygon.• To explore simple proofs.	
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