Maths - GCSE Foundation →

Number	Geometry & Measures	Algebra	Data Handling
	Angle facts, bearings and scale drawings.		
Calculating with integers and decimals, including rounding.			
Problem solving with types of number.			
		Manipulating algebraic expressions, including expanding and factorising quadratic expressions.	
Converting between and calculating with fractions, decimals and percentages.			
			Calculating averages from frequency tables and using frequency diagrams.
		Coordinate geometry of linear graphs.	
	Perimeter and area, transformations and congruence and similarity.		
		Deriving and solving linear equations and inequalities.	
			Theoretical and experimental probabilities of single events.
		Using and applying sequences.	
	Problem solving with angles in polygons.		
		Solving quadratic equations by factorising.	

		Using and applying circumference and area of circles.		
		Problem solving with constructions and loci.		
		Pythagoras' theorem and trigonometric ratios.		
	Problem solving with percentage change.			
	Problem solving with ratio and direct/inverse proportion.			
	Calculating with compound measures, rounding, estimations and limits of accuracy.			
		Vector geometry.		
		Using and applying properties of 3D shapes, including volume and surface area.		
				Analysing and comparing grouped data and using comparative graphs.
	Applying laws of indices and calculating in standard form.			
			Recognising, drawing and interpreting non-linear graphs, including kinematic graphs.	
				Problem solving using probabilities of combined events.

Maths - GCSE Higher →

Number	Geometry & Measures	Algebra	Data Handling
	Problem solving with angle facts, including angles in polygons.		
	Bearings and scale drawings.		
Calculating with integers and decimals, including rounding, estimations and limits of accuracy.			
		Manipulating algebraic expressions, including expanding brackets and factorising quadratic expressions.	
Calculating with fractions and solving problems with percentage change.			
			Calculating averages from frequency tables and using frequency diagrams.
		Coordinate geometry of linear graphs.	
	Perimeter and area, transformations and congruence and similarity.		
		Deriving and solving linear equations and manipulating functions.	
			Theoretical and experimental probabilities of single and combined events.
			Constructing and interpreting comparative graphs, cumulative frequency diagrams and histograms.
		Solving quadratic equations and using iterative processes.	
		Drawing and using quadratic graphs and solving linear/quadratic inequalities.	

	Problem solving with ratio and direct/inverse proportion.			
				Set notation and probabilities using Venn diagrams.
		Problem solving with constructions and loci.		
		Using and applying circumference and area of circles and circle theorems.		
	Calculating with compound measures.			
		Problem solving with 3D shapes.		
	Using and applying laws of indices, including negative and fractional, and manipulating surds.	.		
		Pythagoras' theorem, trigonometric ratios and sine/cosine rules.		
			Using and applying sequences.	
			Recognising and sketching non-linear graphs, including circles, and transformations of graphs.	
		Vector geometry.		
			Using and applying kinematic graphs, including gradients and areas under graphs.	
			Algebraic proof.	