

# YEAR 7 — ALGEBRAIC THINKING

## Equality and Equivalence

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What do I need to be able to do?

By the end of this unit you should be able to:

- Form and solve linear equations
- Understand like and unlike terms
- Simplify algebraic expressions

### Keywords

- Equality:** two expressions that have the same value
- Equation:** a mathematical statement that two things are equal
- Equals:** represented by '=' symbol — means the same
- Solution:** the set or value that satisfies the equation
- Solve:** to find the solution
- Inverse:** the operation that undoes what was done by the previous operation (The opposite operation)
- Term:** a single number or variable
- Like:** variables that are the same are 'like'
- Coefficient:** a multiplicative factor in front of a variable e.g.  $5x$  (5 is the coefficient,  $x$  is the variable)
- Expression:** a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

### Equality

$$2 + 14 = 5 + 5 + 6$$

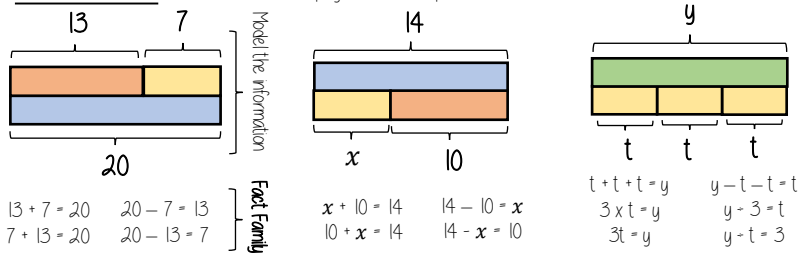


Saying it out loud sometimes helps you to understand equality

The sum on the left has the same result as the sum on the right

### Fact Families

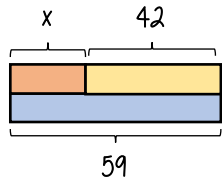
Use a bar model to display the relationships between terms and numbers



### Solve one step equations (+/-)

There is more to this than just spotting the answer

$$x + 42 = 59$$



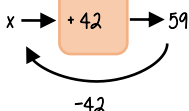
$$x + 42 = 59$$

$$42 + x = 59$$

$$59 - x = 42$$

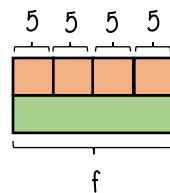
$$59 - 42 = x$$

Don't forget you know how to use function machines



### Solve one step equations (x/+)

$$\frac{f}{4} = 5$$



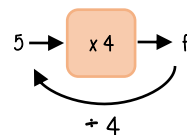
$$f - 4 = 5$$

$$f - 5 = 4$$

$$5 \times 4 = f$$

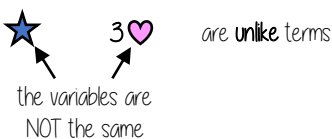
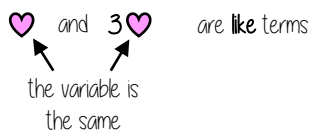
$$4 \times 5 = f$$

Don't forget you know how to use function machines



### Like and unlike terms

Like terms are those whose variables are the same



### Examples and non-examples

#### Like terms

$y, 7y$   
 $2x^2, x^2$   
 $ab, 10ba$   
 $5, -2$

#### Un-like terms

$y, 7x$   
 $2x^2, 2c^2$   
 $ab, 10a$   
 $5, -2t$

Note here  $ab$  and  $ba$  are commutative operations, so are still like terms

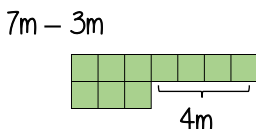
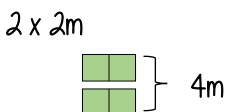
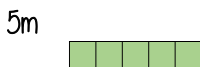
### Equivalence

Check equivalence by substitution  
e.g.  $m = 10$

$5m$	$2 \times 2m$	$7m - 3m$
$5 \times 10$	$2 \times (2 \times 10)$	$(7 \times 10) - (3 \times 10)$
$= 50$	$= 2 \times 20$	$= 70 - 30$
	$= 40$	$= 40$

Equivalent expressions

Repeat this with various values for  $m$  to check

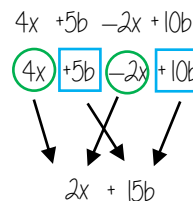


### Collecting like terms $\equiv$ symbol

The  $\equiv$  symbol means equivalent to  
It is used to identify equivalent expressions

#### Collecting like terms

Only like terms can be combined



#### Common misconceptions

$$2x + 3x^2 + 4x \equiv 6x + 3x^2$$

Although they both have the  $x$  variable  $x^2$  and  $x$  terms are unlike terms so cannot be collected

# YEAR 7 — ALGEBRAIC THINKING...

## Algebraic notation

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### What do I need to be able to do?

By the end of this unit you should be able to:

- Be able to use inverse operations and "operation families".
- Be able to substitute into single and two step function machines.
- Find functions from expressions.
- Form sequences from expressions.
- Represent functions graphically.

### Keywords

**Function:** a relationship that instructs how to get from an input to an output.

**Input:** the number/ symbol put into a function.

**Output:** the number/ expression that comes out of a function.

**Operation:** a mathematical process.

**Inverse:** the operation that undoes what was done by the previous operation. (The opposite operation)

**Commutative:** the order of the operations do not matter.

**Substitute:** replace one variable with a number or new variable.

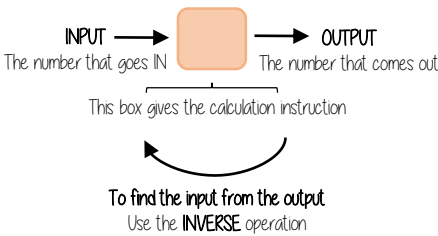
**Expression:** a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

**Evaluate:** work out

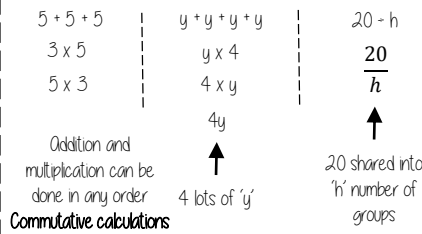
**Linear:** the difference between terms increases or decreases by the same value each time

**Sequence:** items or numbers put in a pre-decided order

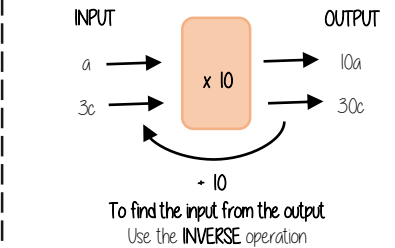
### Single function machines



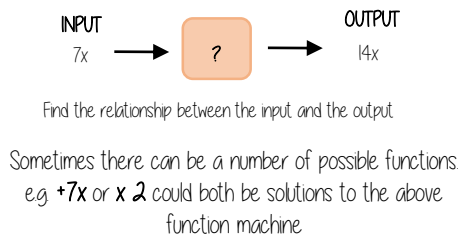
### Using letters to represent numbers



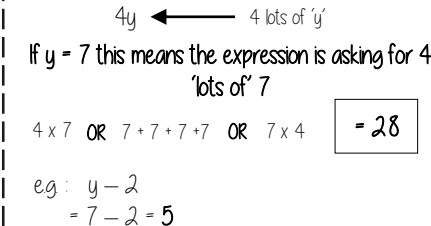
### Single function machines (algebra)



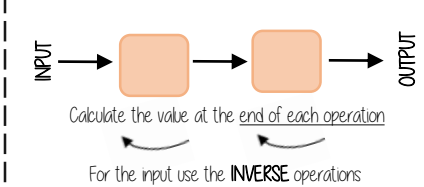
### Find functions from expressions



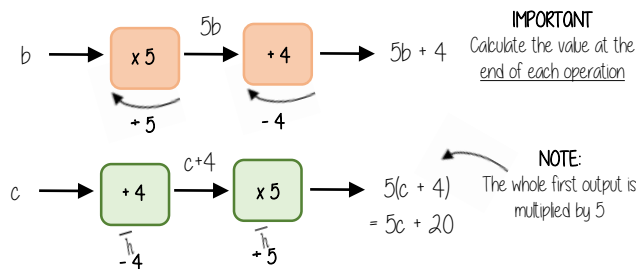
### Substitution into expressions



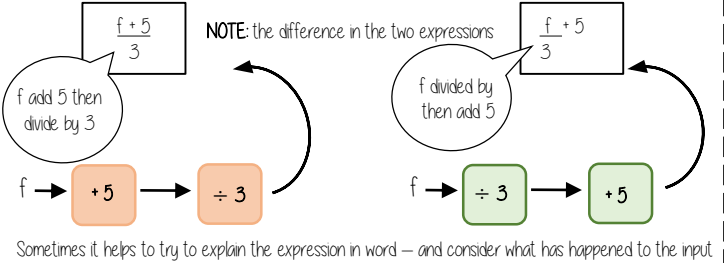
### Two step function machines



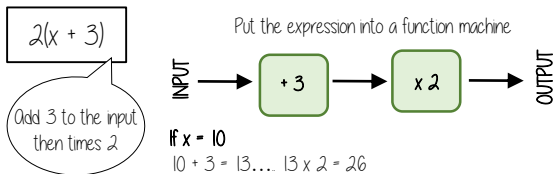
### Two step function machines (algebra)



### Find functions from expressions



### Substitution into an expression



### Representing functions graphically

Take the function and generate a sequence  $2(x + 3)$



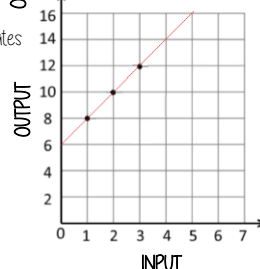
To represent graphically the input becomes x co-ordinates and the output becomes y co-ordinates

$$y = 2(x + 3)$$

INPUT (x)	1	2	3
OUTPUT (y)	8	10	12

This becomes a co-ordinate pair (2, 10) to plot on a graph

Not all graphs will be linear only those with an integer value for x. Powers and fractions generate differently shaped graphs.



NOTE: Because this is a linear graph you can predict other values

### Forming a sequence

INPUT	1	2	3
OUTPUT	8	10	12

The substitution is the 'input' value. The OUTPUT becomes the sequence.

# YEAR 7 — ALGEBRAIC THINKING

# Sequences

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## What do I need to be able to do?

By the end of this unit you should be able to:

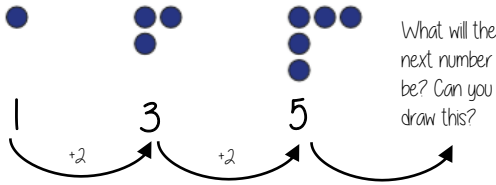
- Describe and continue both linear and non-linear sequences
- Explain term rules for linear sequence
- Find missing terms in a linear sequence

## Keywords

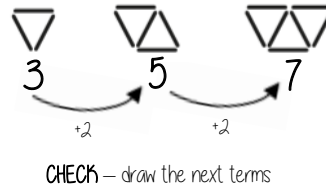
- Sequence:** items or numbers put in a pre-decided order
- Term:** a single number or variable
- Position:** the place something is located
- Rule:** instructions that relate two variables
- Linear:** the difference between terms increases or decreases by the same value each time
- Non-linear:** the difference between terms increases or decreases in different amounts
- Difference:** the gap between two terms
- Arithmetic:** a sequence where the difference between the terms is constant
- Geometric:** a sequence where each term is found by multiplying the previous one by a fixed non zero number

## Describe and continue a sequence diagrammatically

Count the number of circles or lines in each image



## Predict and check terms



### Predictions:

Look at your pattern and consider how it will increase.

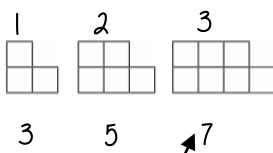
e.g How many lines in pattern 6?

**Prediction - 13**

If it is increasing by 2 each time - in 3 more patterns there will be 6 more lines

## Sequence in a table and graphically

**Position:** the place in the sequence

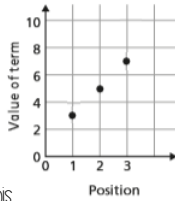


**Term:** the number or variable (the number of squares in each image)

Position	1	2	3
Term	3	5	7

Because the terms increase by the same addition each time this is **linear** - as seen in the graph

**Graphically**



"The term in position 3 has 7 squares"



## Linear and Non Linear Sequences

**Linear Sequences** - increase by addition or subtraction and the same amount each time

**Non-linear Sequences** - do not increase by a constant amount - quadratic, geometric and Fibonacci

- Do not plot as straight lines when modelled graphically
- The differences between terms can be found by addition, subtraction, multiplication or division

**Fibonacci Sequence** - look out for this type of sequence

0 1 1 2 3 5 8 ...

Each term is the sum of the previous two terms

## Continue Linear Sequences

7, 11, 15, 19...

How do I know this is a linear sequence?

It increases by adding 4 to each term

How many terms do I need to make this conclusion?

At least 4 terms - two terms only shows one difference not if this difference is constant (a common difference)

How do I continue the sequence?

You continue to repeat the same difference through the next positions in the sequence.

## Continue non-linear Sequences

1, 2, 4, 8, 16 ...

How do I know this is a non-linear sequence?

It increases by multiplying the previous term by 2 - this is a geometric sequence because the constant is multiply by 2

How many terms do I need to make this conclusion?

At least 4 terms - two terms only shows one difference not if this difference is constant (a common difference)

How do I continue the sequence?

You continue to repeat the same difference through the next positions in the sequence.

## Explain term-to-term rule

Try to explain this in full sentences not just with mathematical notation

Use key maths language - doubles, halves, multiply by two, add four to the previous term etc

To explain a whole sequence you need to include a term to begin at...

The next term is found by tripling the previous term. The sequence begins at 4.

4, 12, 36, 108...

First term