# YEAR 7 - APPLICATION OF NUMBER

# Fractions and percentages of amounts

@whisto\_maths

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

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

- Find a fraction of a given amount
- Use a given fraction to find the whole or other fractions
- Find the percentage of an amount using mental methods
- Find the percentage of a given amount using a calculator

## Keywords

Fraction: how many parts of a whole we have

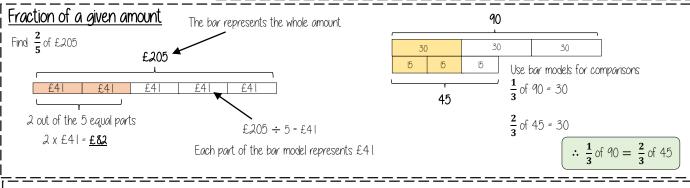
Equivalent: of equal value

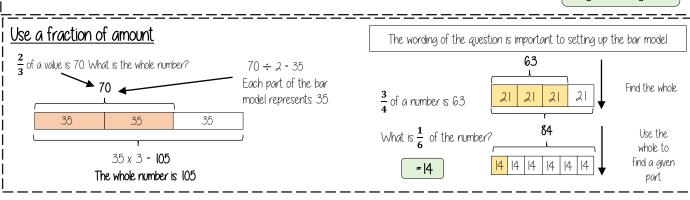
Whole: a number with no fractional or decimal part.

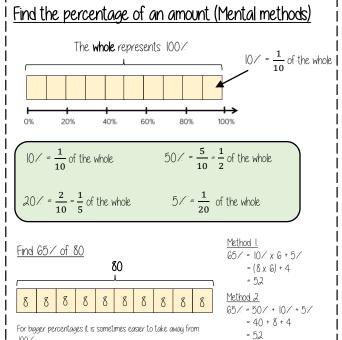
Percentage: parts per 100 (uses the / symbol)

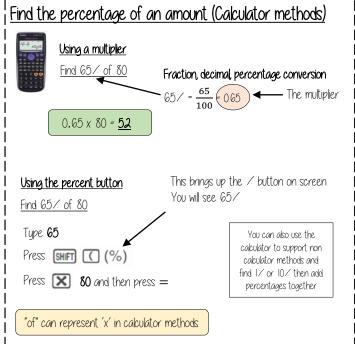
**Place Value:** the value of a digit depending on its place in a number. In our decimal number system, each place is 10 times bigger than the place to its right

Convert: change into an equivalent representation, often fraction to decimal to a percentage cycle.









# R 7 — APPLICATION OF NUMBER

# Solving problems with multiplication and division

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

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

- Understand and use factors
- Understand and use multiples
- Multiply/ Divide integers and decimals by powers
- Use formal methods to multiply
- Use formal methods to divide
- Understand and use order of operations
- Solve area problems
- Solve problems using the mean

## Keywords

**Orrau:** an arrangement of items to represent concepts in rows or columns

Multiples: found by multiplying any number by positive integers

Factor: integers that multiply together to get another number.

Mili: prefix meaning one thousandth

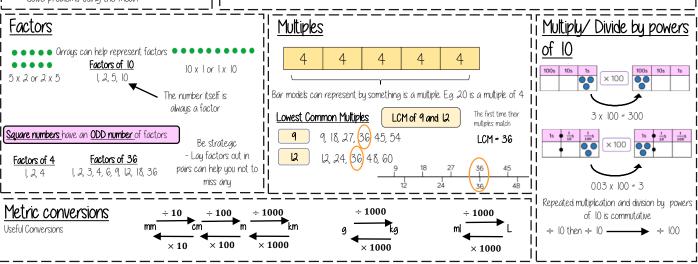
Centi: prefix meaning one hundredth.

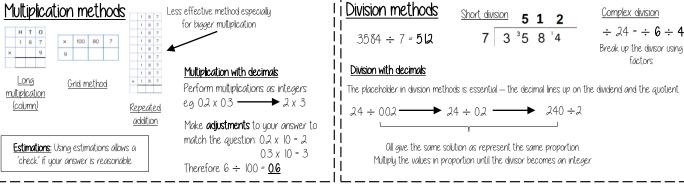
Kilo: prefix meaning multiply by 1000

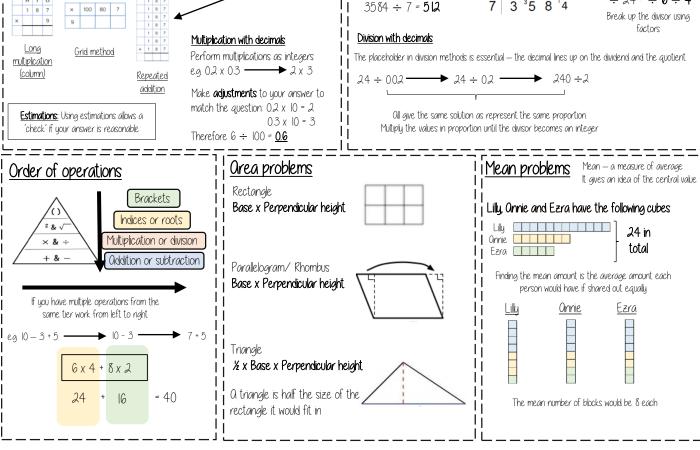
**Quotient:** the result of a division

Dividend: the number being divided

Divisor: the number we divide by.







# YEAR 7 — APPLICATION OF NUMBER

# Solving problems with addition and subtraction

@whisto\_maths

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

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

- Understand properties of addition/subtraction
- Use mental strategies for addition/subtraction
- Use formal methods of addition/Subtraction for integers
- Use formal methods of addition/Subtraction for decimals
- Solve problems in context of perimeter
- Solve problems with finance, tables and timetables
- Solve problems with frequency trees
- Solve problems with bar charts and line charts

## Keywords

Commutative: changing the order of the operations does not change the result

Ossociative: when you add or multiply you can do so regardless of how the numbers are grouped

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

Placeholder: a number that occupies a position to give value

Perimeter: the distance/length around a 2D object

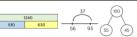
Polygon: a 2D shape made with straight lines

i Balance: in financial questions — the amount of money in a bank account

I Credit: money that goes into a bank account

I | Debit: money that leaves a bank account

## Oddition/Subtraction with integers



Modelling methods for addition/subtraction

- Bar models
- Number lines
- Part/ Whole diagrams

<u>Oddition</u> is commutative



6 + 3 = 3 + 6

The order of addition does not change the result

Subtraction the order has to stay the same



\_\_\_\_\_\_\_\_\_\_

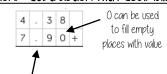
- Number lines help for addition and subtraction
- Working in 10's first aids mental addition/ subtraction
- Show your relationships by writing fact families

Formal written methods

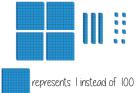


Remember the place value of each column You may need to move 10 ones to the ones column to be able to subtract

## Oddition/ Subtraction with decimals



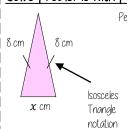
The decimal place acts as the placeholder and aligns the other values



Revisit Fraction — Decimal

equivalence 5.43 + 0.8

## Solve problems with perimeter



Perimeter is the length around the outside of a polygon

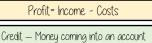
The triangle has a perimeter of 25cm

8cm + 8cm + xcm = 25cm

Find the length of x

16cm + xcm = 25cmxcm = 9cm

## Solve problems with finance



Debit — Money leaving an account

Money uses a two decimal place system

Money uses a two decimal place system. 142 on a calculator represents £1420

Check the units of currency — work in the same unit

## Tables and timetables

London

211 Card

	211	Cardiff		
(	(556)	493	Glasgow	
4	518	392	177	

This shows the distance between
Glasgow and London.

It is where their row and column intersects

### Bus/ Train timetables

Harton	1005	1045	1130
Bridge	1024	1106	1147
Aville	1051	1133	1205
Ware	1117	1202	1233

Each column represents a journey, each row represents the time the 'bus' arrives at that location

TIME COLCUOLTIONS — use a number line

### Two-way tables



Where rows and columns intersect is the outcome of that action.

## <u>Frequency trees</u>

60 people visited the zoo one Saturday moming

26 of them were adults 13 of the adult's favourite animal was an elephant. 24 of the children's favourite animal was an elephant

> The overall total "60 people"

Our frequency tree is made up from <u>part-whole</u> models. One piece of information leads to another

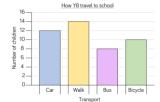
26 Other 13

Cher 10

Probabilities or statements can be taken from the completed

e.g. 34 children visited the zoo

### I Bar and line charts



Use addition/subtraction methods to extract information from bar charts.

eg Difference between the number of students who waked and took the bus Walk frequency — bus frequency

When describing changes or making predictions.

- Extract information from your data source
- Make comparisons of difference or sum of values.
- Put into the context of the scenario