

Place value, zero, place holder, tenth, hundredth, thousandth, equivalent, decimal number, decimal fraction, less than, greater than, between, order, compare, digit, most/least significant digit, use accurately these symbols: =, ≠, >, <, ≤, ≥, integer, positive, negative, plus, minus, and know that ‘-6’ is read as ‘negative six’, increase, decrease, double, halve, complement, partition, guess, estimate, approximate, roughly, nearly, approximately, too many, too few, enough, not enough, know the symbol ≈, calculator, display, key enter, clear, memory. Numerator, denominator, mixed number, proper fraction, improper fraction, decimal fraction, equivalent, cancel, simplify, convert, lowest terms, simplest form, percentage, discount, increase, decrease, exchange rate, currency, convert.	2-D, 3-D, cube, cuboid, pyramid, tetrahedron, prism, cylinder, sphere, hemisphere, face, vertex, vertices, edge, net, millimetre (mm), centimetre (cm), metre (m), kilometre (km), gram (g), kilogram (kg), millilitre (ml), centilitre (cl), litre (l), square millimetre (mm ²), square centimetre (cm ²), square metre (m ²), square kilometre (km ²), degree Celsius (°C), second (s), minute (min), hour (h), day, week, month, year, decade, century, millennium, degree (°), area, surface, surface area, perimeter, distance.	Approximate, approximately, approximately equal to (≈), between, compare, decimal number, decimal place, digit, equals (=), greater than (>), less than (<), greatest value, least value, most/least significant digit, nearest, order, place value, round, tenth, hundredth, thousandth, to one decimal place (to 1 d.p.), value, zero place holder, ascending, descending, billion, index, power, add, addition, amount, brackets, calculate, calculation, calculator: clear, display, enter, key, memory, change (money), commutative, complements (in 10, 100), currency, difference, discount, divide, division, double, halve, estimate, exact, exactly, exchange rate, factor, increase, decrease, inverse, multiply, multiplication, nearly, operation, order of operations, partition, product, quotient, remainder, rough, roughly, sale price, sign, subtract, subtraction, sum, total, associative, best estimate, degree of accuracy, distributive, interest, profit, loss, service charge, sign change key, tax, value added tax, ratio, proportion	Algebra, brackets, commutative, equals(=), equation, expression, evaluate, prove, simplify, simplest form, solution (of an equation), solve (an equation), squared, substitute, symbol, term, therefore (∴) unknown value, variable, verify. Divide, divisible, product, factor, prime, remainder, square number, triangular number, squared, square root, multiple, prime factor decomposition, coordinate, x-axis, y-axis, linear, function, straight line, table, equation, graph, formula, parallel, Algebra, brackets, commutative, equals (=), equation, expression, evaluate, prove, simplify, simplest form, solution (of an equation), solve (an equation), squared, substitute, symbol, term, therefore (), unknown, value, variable, verify.	Sequence, consecutive, continue, finite, infinite, function, function machine, generate, increase, decrease, input, output, mapping, nth term, predict, relationship, rule, term	Average, bar chart, bar-line graph, class interval, data, grouped data, data collection sheet, database, experiment, frequency, frequency chart, frequency diagram, interpret, interval, label, mean, median, mode, modal class/group, pie chart, questionnaire, range, represent, statistic, statistics, survey, table, tally, title
CIAG	CIAG	CIAG	CIAG	CIAG	CIAG
Accountant, banker, scientist, astronomer, air traffic controller.	Painter, builder, construction, engineering.	Retail or food sector, pharmacist, doctor, health staff, chef, dietitian.	Research scientist, astronomer, chemist, economist.	Business manager, financial analyst, computer programmer, research scientist	Data analyst, data scientist, logistics analyst, marketing analyst, logistics analyst. Market researcher, financial analyst, statistician, software engineer

Key Stage 3: Year 8 Maths

Overall Curriculum Goals
<ul style="list-style-type: none"> • Understand the concepts and vocabulary of the number system including the basis of number theory (prime numbers, factors, multiples, lowest common multiples, highest common factors) and index notation and associated manipulation (powers and roots) <ul style="list-style-type: none"> • Understand negative numbers and how to order, add, subtract, multiply and divide based on a firm understanding of their manipulation <ul style="list-style-type: none"> • Be fluent in their use of fractions, decimals and percentages • To continue to be confident in their multiplicative reasoning • Understand the concepts of perimeter, area and volume • To build on the confidence with their number facts and the four operations <ul style="list-style-type: none"> • To fluently recall their times tables and apply them in problems

- To work with probability
- To work with confidence on algebraic manipulation, including solving equations, rearranging formulae
 - To explore problem solving and resilience when tackling unfamiliar problems
 - To do basic geometrical constructions
 - To develop their geometrical reasoning

Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<p>Number 1 (Place value and integers)</p> <ul style="list-style-type: none"> • Place value, ordering and rounding, including decimals places and significant figures • Use and make suitable estimates • Work with numbers in standard form notation • Indices • Calculator methods • Upper and lower bounds • Introduction to surds <p>Algebra 3 (Sequences and graphs)</p> <ul style="list-style-type: none"> • Recognise sequences of odd and even numbers, and other sequences including Fibonacci • Find the nth of an arithmetic sequence • Use functions machines to find terms of a sequences • Use linear expressions to describe the nth term • Distinguish between Fibonacci, arithmetic and geometric sequences • Generate and find specific terms of a sequence given the rule. • Generate terms of non linear sequence such as cubic and reciprocal. • Continue a geometric sequence • Continue a quadratic sequence • Finding the nth term of a quadratic sequence • Plot graphs of linear sequences • Find the midpoint of a line segment AB when given the coordinates • Recognise the equation of $y = mx + c$ corresponds to straight line graphs 	<p>Number 2 (fractions, decimals and percentages)</p> <ul style="list-style-type: none"> • Four operations with fractions and decimals • Working with percentages including as a multiplier and simple and compound interest. • Reverse percentages • Recurring decimals to fractions <p>SSM1 (Perimeter, area and volume)</p> <ul style="list-style-type: none"> • Know the perimeter and area of simple shapes such as rectangle, triangle, trapezia, parallelogram • Perimeter and area of compound shapes • Volume and surface area of cubes and cuboids • Introduce the area of circle and compound areas made from circles • Introduce the volume of a prism and a cylinder • Conversion between units • Introduce the volume of a cone and a sphere • Find the volume of more complex solids • Introduce the idea of measures of density • Introduce the area and perimeter of a sector 	<p>Data 2 (Probability)</p> <ul style="list-style-type: none"> • Introduce the concept of likelihood and the probability scale • To find the probability of an event • To work out the experimental probability and compare with the theoretical probability • To look at mutually exclusive events and exhaustive events • To introduce sample space diagrams, including tree diagrams and Venn diagrams. • To introduce the AND and OR rule • To look at conditional probabilities 	<p>SSM 2 (Angles and Geometry)</p> <ul style="list-style-type: none"> • To know and understand the basic angle facts such as angles in a triangle add up to 180, angles on a straight line add up to 360 • To understand about alternate angles, corresponding angles and co-interior angles in parallel lines • To understand about the interior and exterior angles of polygons, including regular polygons • To be able to give detailed reasoning for angle problems • To classify quadrilaterals and know of their geometrical properties • To know about Euler's formula • To know about plans and elevations of solids. <p>Number 3 (Ratio and Proportion)</p> <ul style="list-style-type: none"> • To understand multiplicative reasoning • To introduce proportional reasoning • To write a ratio • To simplify a ratio • To divide a given quantity into a ratio • To understand direct proportion and introduce its graphical representation • To introduce inverse proportion and its graphical representation • To introduce the algebraic representation for direct and inverse proportion • To use proportional reasoning in currency conversions • Making links with scale factors, area scale factors and volume scale factors 	<p>Algebra 1&2 (Algebraic manipulation and formulae)</p> <ul style="list-style-type: none"> • To understand and use the terms of expression, equation, identity, formula, term, factor • To simplify an algebraic expression • To multiply out an expression over a bracket (distributivity) • To multiply an algebraic expression, including the product of two binomials and triomials • To factorise an expression • To factorise a pure quadratic • To factorise an adfected quadratic • To understand the difference of two squares • To substitute into an expression or formula • To rearrange a formula, where the subject of the formula appears twice. • To construct and solve a linear equation, involving the unknown on both sides of the equation, involving brackets • To solve quadratic equations • To introduce to solve simple simultaneous linear equations. • To introduce solving a simple linear inequality 	<p>SSM3 (Constructions and geometrical reasoning)</p> <ul style="list-style-type: none"> • Construct standard constructions of <ul style="list-style-type: none"> ○ Midpoint and perpendicular bisector of a line ○ Bisector of an angle ○ Perpendicular from a point to a line ○ Perpendicular from a point on a line • Construct a triangle given a condition SSS, SAS, ASA and RHS • Find the locus of a point that moves according to a simple. • Extend loci and constructions to more complex problems • Understand and use Pythagoras' Theorem • Given the coordinates of A and B, calculate the length of AB • Prove two triangles are mathematically congruent • Use bearings in problems • Make simple scale drawings.

<ul style="list-style-type: none"> Plot the graphs of linear functions where y is given implicitly in terms of x. Find the equation of the line through two given points, or through one point and the given gradient Find the inverse of a linear function Investigate gradients of perpendicular lines Know properties of quadratic functions Identify and interpret roots, turning points and intercepts. 					
Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
<p>Place value, zero, place holder, tenth, hundredth, thousandth, equivalent, decimal number, decimal fraction, less than, greater than, between, order, compare, digit, most/least significant digit, use accurately these symbols: =, ≠, >, <, ≤, ≥, integer, positive, negative, plus, minus, and know that '-6' is read as 'negative six', increase, decrease, double, halve, complement, partition, guess, estimate, approximate, roughly, nearly, approximately, too many, too few, enough, not enough, know the symbol ≈, calculator, display, key enter, clear, memory.</p> <p>Numerator, denominator, mixed number, proper fraction, improper fraction, decimal fraction, equivalent, cancel, simplify, convert, lowest terms, simplest form, percentage, discount, increase, decrease, exchange rate, currency, convert.</p>	<p>2-D, 3-D, cube, cuboid, pyramid, tetrahedron, prism, cylinder, sphere, hemisphere, face, vertex, vertices, edge, net, millimetre (mm), centimetre (cm), metre (m), kilometre (km), gram (g), kilogram (kg), millilitre (ml), centilitre (cl), litre (l), square millimetre (mm²), square centimetre (cm²), square metre (m²), square kilometre (km²), degree Celsius (°C), second (s), minute (min), hour (h), day, week, month, year, decade, century, millennium, degree (°), area, surface, surface area, perimeter, distance, foot, yard, hectare, tonne, volume: cubic millimetre, cubic centimetre, cubic metre.</p> <p>Certain, uncertain, chance no chance, good chance, poor chance, fifty-fifty chance, even chance, dice, doubt, equally likely, fair, unfair, likelihood, likely, unlikely, outcome, possible, impossible, probability, probability scale, probable, random, risk, spin, spinner, biased, event, experimental probability, sample, sample space, theoretical probability, theory.</p>	<p>Adjacent (side), angle: acute, obtuse, right, reflex, angles at a point, angles on a straight line, centre, circle, concave, convex, degree (°), diagonal, equal (sides, angles), horizontal, vertical, identical (shapes), intersect, intersection, line, line segment, opposite (sides, angles), parallel, perpendicular, plane, point, polygon: pentagon, hexagon, heptagon, octagon, quadrilateral: arrowhead, delta, kite, parallelogram, rectangle, rhombus, square, trapezium, regular, irregular, shape, side (of 2-D shape), triangle: equilateral, isosceles, scalene, right-angled, two-dimensional (2-D), vertex, vertices, vertically opposite, alternate angles, bisect, bisector, complementary angles, congruent, congruence, corresponding angles, elevation, equidistant, exterior angle, interior angle, mid-point, supplementary angles</p>	<p>Proportion, ratio, including notation 3 : 2, simplest form, direct proportion, unit fraction, unitary method.</p> <p>Algebra, brackets, commutative, equals (=), equation, expression, evaluate, prove, simply, simplest form, solution (of an equation), solve (an equation), squared, substitute, symbol, term, therefore (∴), unknown, value, variable, verify, algebraic expression, collect like terms, formula, formulae, linear equation, linear expression, multiply out (expressions), proof, transform, verify.</p> <p>Classify, consecutive, integer, negative (e.g. -6), plus, minus, positive (e.g. +6), property, sign, algebra, brackets, commutative, equals (=), equation, expression, evaluate, prove, simply, simplest form, solution (of an equation), solve (an equation), squared, substitute, symbol, term, therefore (∴), unknown, value, variable, verify, algebraic expression, collect like terms, formula, formulae, linear equation, linear expression, multiply out (expressions), proof, transform, verify.</p>	<p>continue, finite, infinite, generate, increase, decrease, nth term, predict, relationship, rule sequence, term, arithmetic sequence, difference pattern, general term, linear relationship, linear sequence, notation T(n), quadratic sequence.</p>	<p>Construct, perpendicular, bisector, perpendicular bisector, locus, loci, equidistant, coordinates, bearings, scale drawings, accurate</p>
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Scientist, business manager, financial analyst, computer programmer, research scientist.	Accountant, banker, painter, builder, construction, engineering.	Game developer, portfolio analysts, traders and financial strategists.	Artist, architecture/construction, retail or food sector, pharmacist, doctor, health staff, chef, dietitian.	Research scientist, astronomer, chemist, economist.	Artist, architecture/construction, astronomy, cartoonist, cartologist, crime scene investigators
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Key Stage 3: Year 9

Overall Curriculum Goals

- To build on the confidence with their number facts and the four operations
 - To fluently recall their times tables and apply them in problems
- Understand the concepts and vocabulary of the number system including the basis of number theory (prime numbers, factors, multiples, lowest common multiples, highest common factors) and index notation and associated manipulation (powers and roots)
 - Understand negative numbers and how to order, add, subtract, multiply and divide based on a firm understanding of their manipulation
 - Be fluent in their use of fractions, decimals and percentages
 - To continue to be confident in their multiplicative reasoning
 - Understand the concepts of perimeter, area and volume
 - To work confidently with statistics including, analysing and interpreting graphs and diagrams.
 - To work with confidence on algebraic manipulation, including solving equations, rearranging formulae
 - To explore problem solving and resilience when tackling unfamiliar problems
 - To do basic geometrical constructions
 - To perform and describe transformations
 - To use Pythagoras' Theorem and trigonometry

Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Number 1 (Place value and integers) <ul style="list-style-type: none"> • Place value, ordering and rounding • Integers and decimals • Operations with number • Indices • Calculator methods • Limits of accuracy including upper and lower bounds • Surds (including rationalising the denominator) • Exact calculations Algebra 1&2 (Algebraic manipulation and formulae) <ul style="list-style-type: none"> • To understand and use the terms of expression, equation, identity, formula, term, factor • To simplify an algebraic expression • To multiply out an expression over a bracket (distributivity) • To multiply an algebraic expression, including the product of two binomials and trinomials 	SSM1 (Perimeter, area and volume) <ul style="list-style-type: none"> • Know the perimeter and area of simple shapes such as rectangle, triangle, trapezia, parallelogram • Perimeter and area of compound shapes • Volume and surface area of cubes and cuboids • Introduce the area of circle and compound areas made from circles • Introduce the volume of a prism and a cylinder • Conversion between units • Introduce the volume of a cone and a sphere • Find the volume of more complex solids • Introduce the idea of measures of density • Introduce the area and perimeter of a sector • Find the volume of a pyramid 	Number 2 (fractions, decimals and percentages) <ul style="list-style-type: none"> • Four operations with fractions and decimals. • Working with percentages including as a multiplier and simple and compound interest. • Reverse percentages. • Convert a recurring decimal to a fraction in more complex cases. 	Algebra 3 (Sequences and graphs) <ul style="list-style-type: none"> • Recognise sequences of odd and even numbers, and other sequences including Fibonacci • Find the nth of an arithmetic sequence • Use functions machines to find terms of a sequences • Use linear expressions to describe the nth term • Distinguish between Fibonacci, arithmetic and geometric sequences • Generate and find specific terms of a sequence given the rule. • Generate terms of non linear sequence such as cubic and reciprocal. • Continue a geometric sequence • Continue a quadratic sequence • Finding the nth term of a quadratic sequence 	SSM 2(Angles and Geometry) <ul style="list-style-type: none"> • To know and understand the basic angle facts such as angles in a triangle add up to 180, angles on a straight line add up to 360 • To understand about alternate angles, corresponding angles and co-interior angles in parallel lines • To understand about the interior and exterior angles of polygons, including regular polygons • To be able to give detailed reasoning for angle problems • To classify quadrilaterals and know of their geometrical properties • To know about Euler's formula • To know about plans and elevations of solids. To begin circle theorems, such as the radius meets the tangent at right angles, angles 	SSM4 (Transformations, Pythagoras and trigonometry) <ul style="list-style-type: none"> • Transform 2D shapes by combinations of rotations, reflections and translations. • Understand and use language associated with enlargement • Enlarge 2D shapes given a centre of enlargement using a positive and fractional scale factor • Build on understanding of Pythagoras' Theorem in two dimensions, then extend to three dimensions • Introduce trigonometry • Know the exact values of sin, cos and tan for 0, 30, 45, 60 and 90 degrees. • Introduce sine and cosine rules for triangles • Calculate the area of a triangle using $0.5ab\sin C$

<ul style="list-style-type: none"> • To factorise an expression • To factorise a pure quadratic • To factorise an adfectet quadratic • To understand the difference of two squares • To substitute into an expression or formula • To rearrange a formula, where the subject of the formula appears twice. • To introduce functions, and composite functions • To simplify algebraic fractions • To construct algebraic proofs. • To construct and solve a linear equation, involving the unknown on both sides of the equation, involving brackets • To solve quadratic equations • Solving a pair of linear simultaneous linear equations. • Solving a linear inequality • Introducing completing the square and the quadratic formula • Introducing representing inequalities graphically. 	<ul style="list-style-type: none"> • Find the area and perimeter of a sector (not including trigonometry) • Find the volume and surface area of a simple frustum <p>Data 1 (Statistics)</p> <ul style="list-style-type: none"> • Data collection and sampling • Questionnaires • Representing data in simple charts and diagrams, such as pie charts, pictograms, bar charts, frequency tables • Representing bivariate data on a scatter diagram • Interpreting all the diagrams and charts listed above. • Finding the central measures of tendency such as mean, mode and median • Finding the measures of spread such as range and interquartile range • Looking at trends • Making comparisons between distributions to draw conclusions • Drawing cumulative frequency graphs, histograms and box plots, and analysing them • Criticising a sampling method • Finding a central measure of tendency and a measure of spread from a cumulative frequency diagram • Understanding types of data such as quantitative and qualitative data, discrete and continuous and understanding which analysis is more appropriate • Looking at the limitations • Identifying outliers 		<ul style="list-style-type: none"> • Use iteration to generate terms of a sequence • Plot graphs of linear sequences • Find the midpoint of a line segment AB when given the coordinates • Recognise the equation of $y = mx + c$ corresponds to straight line graphs • Plot the graphs of linear functions where y is given implicitly in terms of x. • Find the equation of the line through two given points, or through one point and the given gradient • Find the inverse of a linear function • Investigate gradients of perpendicular lines • Know properties of quadratic functions • Identify and interpret roots, turning points and intercepts. • Discuss speed, distance, time graphs <p>Number 3 (Ratio and Proportion)</p> <ul style="list-style-type: none"> • To understand multiplicative reasoning • To introduce proportional reasoning • To write a ratio • To simplify a ratio • To divide a given quantity into a ratio • To understand direct proportion and introduce its graphical representation • To understand inverse proportion and its graphical representation • To introduce the algebraic representation for direct and inverse proportion • To use proportional reasoning in currency conversions • Making links with scale factors, area scale factors and volume scale factors • To look at compound measures such as speed, 	<p>in a semi-circle are 90 and a radius bisects a chord at 90</p>	
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Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas	Key Vocabulary/Concepts/Ideas
<p>Place value, zero, place holder, tenth, hundredth, thousandth, equivalent, decimal number, decimal fraction, less than, greater than, between, order, compare, digit, most/least significant digit, use accurately these symbols: =, ≠, >, <, ≤, ≥, integer, positive, negative, plus, minus, and know that '-6' is read as 'negative six', increase, decrease, double, halve, complement, partition, guess, estimate, approximate, roughly, nearly, approximately, too many, too few, enough, not enough, know the symbol ≈, calculator, display, key enter, clear, memory.</p> <p>Axis, axes, coordinates, direction, grid, intersecting, intersection, origin, position, quadrant, row, column, x-axis, y-axis, x-coordinate, y-coordinate, area: square millimetre, square centimetre, square metre, square kilometre, capacity: millilitre, centiliter, pint, gallon, length: millimetre, centimetre, metre, kilometre; foot, yard, mile, hectare, mass: gram, kilogram; ounce, pound, tonne, volume: cubic millimetre, cubic centimetre, cubic metre, time: second, minute, hour, day, week, month, year, decade, century, millennium, temperature: degrees Celsius, degrees Fahrenheit, depth, distance, height, high, perimeter, surface area, width, density, pressure, speed: miles per hour, metres per second, edge (of solid), face, plane, side (of 2-D shape), solid (3-D) shape: cube, cuboid, cylinder, hemisphere, prism, pyramid, square-based pyramid, sphere, tetrahedron, triangular prism, circle, circumference, arc, sector, segment, pi (π), cross-section.</p>	<p>Numerator, denominator, mixed number, proper fraction, improper fraction, decimal fraction, equivalent, cancel, simplify, convert, lowest terms, simplest form, percentage, discount, increase, decrease, exchange rate, currency, convert.</p> <p>Average, bar chart, bar-line graph, class interval, data, grouped data, data collection sheet, database, experiment, frequency, frequency chart, frequency diagram, interpret, interval, label, mean, median, mode, modal class/group, pie chart, questionnaire, range, represent, statistic, statistics, survey, table, tally, title, continuous, data log, discrete, distance-time graph, distribution, interrogate, line graph, population pyramid, primary source, sample, scatter graph, secondary source, stem-and-leaf diagram, two-way table, bias, census, cumulative frequency, estimate of the mean/median, interquartile range, line of best fit, quartiles, raw data, representative (sample).</p>		<p>distance, time and density, volume and mass.</p> <p>Cancel, cancellation, convert, equivalent, equivalence, lowest terms, proportion, ratio, including notation 3 : 2, simplest form, direct proportion, unitary method, proportional to (α) proportionality, brackets, calculate, calculation, calculator: clear, display, enter, key, memory, complements (in 10, 100), divide, division, double halve, estimate, exact, exactly, increase, decrease, inverse, multiply, multiplication, nearly, operation, order of operations, partition, product, quotient, remainder, sign, subtract, subtraction, sum, total, associative, best estimate, degree of accuracy, sign change key, reciprocal.</p> <p>Adjacent (side), angle: acute, obtuse, right, reflex, angles at a point, angles on a straight line, centre, circle, concave, convex, degree (°), diagonal, equal (sides, angles), horizontal, vertical, identical (shapes), intersect, intersection, line, line segment, opposite (sides, angles), parallel, perpendicular, plane, point, polygon: pentagon, hexagon, heptagon, octagon, quadrilateral: arrowhead, delta, kite, parallelogram, rectangle, rhombus, square, trapezium, regular, irregular, shape, side (of 2-D shape, cube, cuboid, prism, triangular prism, pyramid, square-based pyramid, three-dimensional (3-D), triangle: equilateral, isosceles, scalene, right-angled, two-dimensional (2-D), vertex, vertices, vertically opposite, alternate angles, bisect, bisector, complementary angles, congruent, congruence, corresponding angles, elevation, equidistant, exterior angle, interior angle, mid-point, supplementary angles, arc, chord, circumference, convention, definition, derived</p>	<p>Sequence, consecutive, continue, finite, infinite, function, function machine, generate, increase, decrease, input, output, mapping, nth term, predict, relationship, rule, term, arithmetic sequence, difference pattern, general term, linear function, linear relationship, linear sequence, notation T(n), cubic function, curve, first/second difference, identity function, inverse function, inverse mapping, quadratic function, quadratic sequence, self-inverse</p>	<p>Congruent, congruence, corresponding angles, equidistant, exterior angle, interior angle, mid-point, axis symmetry, centre of rotation, line of symmetry, line symmetry, mirror line, object, image, order of rotational symmetry, reflect, reflection, reflection symmetry, rotate, rotation, rotation symmetry, symmetrical, transformation, translate, translation, centre of enlargement, enlarge, enlargement, map, plan, scale, scale factor, scale drawing, axis of symmetry, centre of rotation, congruent, line of symmetry, line symmetry, mirror line, object, image, order of rotation symmetry, reflect, reflection, reflection symmetry, rotate, rotation, rotation symmetry, symmetrical, adjacent, opposite, hypotenuse, angle of depression, angle of elevation, sine (sin), cosine (cos), tangent (tan).</p>

			property, diameter, hypotenuse, projection, radius, sector, segment, tangent (to a curve).		
CIAG	CIAG	CIAG	CIAG	CIAG	CIAG
Research scientist, astronomer, chemist, economist.	Painter, builder, construction, engineering, data analyst, data scientist, logistics analyst, marketing analyst, logistics analyst. Market researcher, financial analyst, statistician, software engineer	Accountant, banker, scientist, computer scientist.	Scientist, business manager, financial analyst, computer programmer, research scientist, retail or food sector, pharmacist, doctor, health staff, chef, dietitian.	Painter, builder, construction, engineering, artist, architecture.	Artist, architecture/construction, astronomy, cartoonist, cartologist, crime scene investigators.