

Mod 1	RMS 3rd Form	Factors and powers (Chapter 1)
	<i>Write the prime factor decomposition of a number</i>	
	<i>Use prime factor decomposition to find the HCF and LCM of two numbers</i>	
	<i>Work out the laws of indices for positive powers</i>	
	<i>Show that any number to the power of zero is 1</i>	
	<i>Use the laws of indices for multiplying and dividing</i>	
	<i>Use and understand powers of 10</i>	
	<i>Use the prefixes associated with powers of 10</i>	
	<i>Understand the effect of multiplying by an integer power of 10</i>	
	<i>Calculate with powers</i>	
<i>Round to a number of significant figures</i>		
Mod 2	RMS 3rd Form	Working with powers (Chapter 2)
	<i>Simplify expressions involving powers and brackets</i>	
	<i>Understand the meaning of an identity</i>	
	<i>Use the index laws in algebraic calculations and expressions</i>	
	<i>Write and simplify expressions involving brackets and powers</i>	
	<i>Factorise an algebraic expression</i>	
	<i>Substitute integers into expressions</i>	
<i>Construct and solve equations</i>		
Mod 3	RMS 3rd Form	2d shapes and 3d solids (Chapter 3)
	<i>Use 2d representations of 3d solids</i>	
	<i>Sketch nets of 3d solids</i>	
	<i>Calculate the surface area of prisms</i>	
	<i>Name different parts of the circle</i>	
	<i>Calculate the circumference</i>	
	<i>Calculate the radius or diameter when you know the circumference</i>	
	<i>Calculate the area of a circle</i>	
	<i>Calculate the radius or diameter when you know the area</i>	
	<i>Calculate the volume and surface area of a cylinder</i>	
<i>Use Pythagoras' Theorem in right-angled triangles</i>		
Mod 4	RMS 3rd Form	Fractions, decimals, percentages (Chapter 6)
	<i>Recognise fractional equivalents to some recurring decimals</i>	
	<i>Change a recurring decimal into a fraction</i>	
	<i>Calculate percentages</i>	
	<i>Work out an original quantity before a percentage increase or decrease</i>	
	<i>Calculate percentage change</i>	
<i>Calculate the effect of repeated percentage change</i>		
Mod 5	RMS 3rd Form	Constructions and Loci (Chapter 7)
	<i>Draw triangles accurately using a ruler and protractor</i>	
	<i>Draw triangles to scale</i>	
	<i>Draw accurate nets of 3d solids</i>	
	<i>Construct triangles using ruler and compasses</i>	
	<i>Construct nets of 3d solids using ruler and compasses</i>	
	<i>Bisect a line using a ruler and compasses</i>	
	<i>Construct perpendicular lines using a ruler and compasses</i>	
	<i>Bisect angles using a ruler and compasses</i>	
	<i>Draw accurate diagrams to solve problems</i>	
<i>Draw a locus</i>		
<i>Use loci to solve problems</i>		

Mod 6	RMS 3rd Form	Real life graphs (Chapter 4)
	<i>Recognise when graphs are in direct proportion</i>	
	<i>Plot graphs and read values to solve problems</i>	
	<i>Interpret graphs from different sources</i>	
	<i>Understand financial graphs</i>	
	<i>Draw and interpret distance time graphs</i>	
	<i>Use distance time graphs to solve problems</i>	
	<i>Interpret graphs that are curved</i>	
	<i>Interpret real life graphs</i>	
	<i>Understand when graphs are misleading</i>	

Mod 7	RMS 3rd Form	Transformations (Chapter 5)
	<i>Describe and carry out translations</i>	
	<i>Describe and carry out reflections</i>	
	<i>Describe and carry out rotations</i>	
	<i>Enlarge a shape</i>	
	<i>Describe an enlargement</i>	
	<i>Enlarge a shape with a negative scale factor</i>	
	<i>Enlarge a shape with a fractional scale factor</i>	
	<i>Transform 2D shapes using a combination of reflection, rotation, enlargement and translation</i>	
	<i>Identify planes of reflection symmetry in 3D solids</i>	
<i>Find the perimeter and area of 2d shapes after enlargements</i>		
<i>Find the volume of 3d shapes after enlargements</i>		

Mod 8	RMS 3rd Form	Constructions and Loci (Chapter 7)
	<i>Draw triangles accurately using a ruler and protractor</i>	
	<i>Draw triangles to scale</i>	
	<i>Draw accurate nets of 3d solids</i>	
	<i>Construct triangles using ruler and compasses</i>	
	<i>Construct nets of 3d solids using ruler and compasses</i>	
	<i>Bisect a line using a ruler and compasses</i>	
	<i>Construct perpendicular lines using a ruler and compasses</i>	
	<i>Bisect angles using a ruler and compasses</i>	
	<i>Draw accurate diagrams to solve problems</i>	
<i>Draw a locus</i>		
<i>Use loci to solve problems</i>		

Mod 9	RMS 3rd Form	Probability (Chapter 8)
	<i>Calculate and compare probabilities</i>	
	<i>Decide if a game is fair</i>	
	<i>Identify mutually exclusive outcomes and events</i>	
	<i>Find the probabilities of mutually exclusive outcomes and events</i>	
	<i>Find the probability of an event not happening</i>	
	<i>Calculate the relative frequency of a value</i>	
	<i>Use relative frequency to make estimates</i>	
	<i>Use relative frequency to estimate the probability of an event</i>	
	<i>Use estimated probability to calculate expected frequencies</i>	
	<i>Carry out a probability experiment</i>	
	<i>Estimate probability using data from an experiment</i>	
	<i>Work out the expected results when an experiment is repeated</i>	
<i>List all the possible outcomes of one or two events in sample space diagram or Venn diagrams</i>		
<i>Calculate probabilities of repeated events</i>		
<i>Use tree diagrams to find the probabilities of two or more events</i>		

Mod 10	RMS 3rd Form	Graphs (Chapter 10)
	<i>Plot straight-line graphs</i>	
	<i>Find the y-intercept of a straight line graph</i>	
	<i>Find the gradient of a straight-line graph</i>	
	<i>Plot graphs using the gradient and y-intercept</i>	
	<i>Use $y = mx + c$</i>	
	<i>Find the equation of a straight-line graph</i>	
	<i>Identify parallel and perpendicular lines</i>	
	<i>Find the inverse of a linear function</i>	
	<i>Plot and use non-linear graphs</i>	

Mod 11	RMS 3rd Form	Scale drawings and measures (Chapter 9)
	<i>Use scales in maps and plans</i>	
	<i>Use and interpret maps</i>	
	<i>Measure and use bearings</i>	
	<i>Draw diagrams to scale using bearings</i>	
	<i>Draw diagrams to scale</i>	
	<i>Use and interpret scale drawings</i>	
	<i>Identify congruent and similar shapes</i>	
	<i>Use congruence to solve problems in triangles and quadrilaterals</i>	
<i>Use similarity to solve problems in 2d shapes</i>		