































ALGEBRA 1 (HIGHER) REVISION PLANNER

Learning objectives (We Are Learning To...)	Grade	Can I do it?
1. Pupils can recognise number patterns and find term to term rules and position to term rules for linear sequences	D (Substitute numbers into nth term rule) C (nth term linear sequence)	  
2. Pupils can find the nth term of quadratic sequences by spotting a link between x^2 and their sequence and by more complex mathematical methods	B (Find nth term of a quadratic sequence)	  
3. Pupils generate straight line graphs from an equation in the form $y=mx+c$. Pupils find the gradient of a straight line and can use the gradient and intercept to write the equation of a straight line. Pupils can use their linear graphs to represent inequalities.	D (Straight line graph from equation) C (Find gradient of line), C (Use gradient and intercept to draw graphs $y=mx+c$)	  
4. Plotting quadratic graphs and using them and a linear graph to solve equations	C (Draw Quadratic graphs from a table), B (Solve Quadratic equation from a graph)	  
5. Pupils can generate a table of values for cubic, and reciprocal graphs. They can identify graphs from their shape.	B (Plot cubic graphs from a table), B (Recognise the shape of graphs), A (Draw reciprocal and exponential graphs)	  
6. Draw and interpret travel (Distance/Time) graphs. Use conversion graphs to change currency, weights and other practical graphs	F (Read values from a conversion graph), E (Use conversion graphs to solve problems) E (Read distance/time from travel graph), C (interpret graph including distance/speed)	  
7. Substitute positive and negative numbers into simple formulae in real life and mathematical situations	D (Substitute numbers into expressions)	  
8. Factorise a linear expression and multiply out single brackets. Collect terms together to simplify.	D (factorise simple linear expressions) C (Expand and simplify expressions)	  
9. Multiplying out a pair of brackets using either the grid method or FOIL	C (Expand a pair of linear brackets to get a quadratic)	  
10. Factorise a quadratic starting x^2	B (factorise a quadratic in form x^2+bx+c)	  
11. Completing the square.	A* (Solve a quadratic equation by completing the square)	