



Knowledge Rich Curriculum Plan

Year 10 Higher+ - Compound Measures, Bounds and Velocity Time Graphs



	The Sutton Academy				
Lesson/Learning Sequence	Intended Knowledge: Students will know that	Tiered Vocabulary	Steps to Success	Prior Knowledge: In order to know this	Feedback
To learn how to calculate speed, distance and time	Students will know that Speed = distance time / speed Students will know that Time = distance / speed Students will know that Distance = Speed × Time Students will know the formula triangle for speed, distance and time Students will know how to calculate speed, distance or time given the two other variables including where the time needs to be converted into a decimal number of minutes or hours Students will know how to calculate speed, distance or time using two variables where they need to convert time written in hours and minutes to a decimal Students will know how to calculate average speed given distance and time for multi-stage journeys Students will need to know how to solve more complex problems involving speed, distance and time	Speed – the rate at which someone or something moves or operates or is able to move or operate.		Students should already know how to convert time from a decimal number of hours to hours and minutes Students should know how to convert from minutes to a decimal number of hours	
To learn how to calculate speed, distance and time	Students will know that Speed = distance time distance speed Students will know that Time = distance speed × Time Students will know that Distance = Speed × Time Students will know the formula triangle for speed, distance and time Students will know how to calculate speed, distance or time given the two other variables including where the time needs to be converted into a decimal number of minutes or hours Students will know how to calculate speed, distance or time using two variables where they need to convert time written in hours and minutes to a decimal Students will know how to calculate average speed given distance and time for multi-stage journeys Students will need to know how to solve more complex problems involving speed, distance and time		•	Students should already know how to solve basic SDT problems	



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Lesson/Learning Sequence	Intended Knowledge:	Tiered Vocabulary	Steps to Success	Prior Knowledge:	Feedback
	Students will know that			In order to know this	
To learn how to find upper	Students will know how to find the upper and lowers	Upper bound – an element greater	•	 Students will need to know how to round 	
and lower bounds and write	bounds of numbers that have been rounded	than or equal to all the elements in a		to decimal places and significant figures	
error intervals	Students will know how to use inequality notation to	given set			
	specify simple error intervals due to rounding	Lower bound – an element less than			
		or equal to all the elements in a given			
	Students will know how to use inequality notation to				
	specify simple error intervals due to truncation	set			
		Error interval – an expression written			
		using inequalities that shows the			
		range of possible values that a			
		number could have been before it			
		was rounded or truncated.			
		Truncated – cut off. In maths, if a			
		number has been truncated it has			
		been cut off without considering how			
		the number should be rounded.			
To investigate calculating	- Children will investigate the relationship to		1_	- Children will and the language from the Color	
	Students will investigate the relationship between		•	Students will need to know how to find	
with upper and lower	adding and subtracting with bounds			the upper and lower bound of a number	
bounds	Students will investigate the relationship between				
	multiplying and dividing with bounds				
To learn how to calculate	Students will know and understand that to calculate		•	Students need to know how to find upper	
with upper and lower	the upper bound for a problem involving the addition			and lower bounds for a number that's	
bounds					
Bounds	of two rounded numbers you need to add the upper			been rounded	
	bounds				
	Students will know and understand that to calculate				
	the lower bound for a problem involving the				
	subtraction of two rounded numbers you need to				
	subtract the upper bound from the lower bound				
	Students will know and understand that to calculate				
	the upper bound for a problem involving the				
	subtraction of two rounded numbers you need to				
	subtract the lower bound from the upper bound				
	Students will know and understand that to calculate				
	the lower bound for a problem involving the				
	multiplication of two rounded numbers you need to				
	multiply the lower bounds				
	Students will know and understand that to calculate				
	the upper bound for a problem involving the				
	multiplication of two rounded numbers you need to				
	multiply the upper bounds				
	Students will know and understand that to calculate				
	the lower bound for a problem involving the division				



Lesson/Learning Sequence	Intended Knowledge:	Tiered Vocabulary	Steps to Success	Prior Knowledge:	Feedback
	Students will know that			In order to know this	
	of two rounded numbers you need to divide the				
	lower bound by the upper bound				
	Students will know and understand that to calculate				
	the upper bound for a problem involving the division				
	of two rounded numbers you need to divide the				
	upper bound by lower bound				
	Students will know how to calculate the upper and				
	lower bounds for more complex calculations				
	including those involving substitution, mass, density,				
	volume, speed, distance, time etc.				
	Students will need to know that to calculate an				
	answer to a 'suitable degree of accuracy' for a				
	question involving numbers that have been rounded,				
	they need to calculate both the upper and lower				
	bound and then compare the two answers to see to				
	what degree of accuracy the bounds are the same				
To learn how to interpret	Students will know how to interpret the gradient of a	Velocity - the speed of something in a	•	Students will know how to interpret a	
linear velocity-time graphs	linear graph in real life contexts e.g. financial	given direction.		distance-time graph	
g	contexts, rate of change of graphs of containers	Acceleration - the rate of change of		Students will know how to calculate speed	
	filling and emptying etc.	velocity per unit of time.		from a distance time graph	
	Students will know how to interpret the area under a	7.1		Students will know how to complete a	
	graph formed by line segments linear graph in real-			distance-time graph given information	
	life contexts. Students will know that the area under			Students will need to know how to	
	the graph represents the product of the two axes.			calculate gradient	
	Students will know that for velocity time graphs the			calculate gradient	
	area represents distance and the gradient represents				
	acceleration				
	Students will know that the units for acceleration are				
	given in distance/time ²				
To learn how to estimate	Students will know how to estimate area under a		-	Students need to be able to calculate the	
area under a curve	curve by dividing it into triangles and trapezia			area of triangles and trapezia	
area unuer a curve	Students will know whether or not their estimate is			area or triangles and trapezia	
	an underestimate or overestimate for the area under				
	the curve and why				
	Students will know that the area under a velocity-				
	·				
	time graph represents distance				
To learn how to estimate the	Students will know how to estimate the gradient at a	Tangent – A line that just touches a	•	Students will need to know how to	
gradient of a curve	point on a curve by drawing a tangent	curve but doesn't go through it.		calculate gradient	
g	Students will know that the gradient of a tangent at a	our te sue doesn't go emougn te		calculate gradient	
	point on a velocity-time graph tells them the				
	acceleration of the vehicle at that point				
	Students will know that the units for acceleration are				
	given in distance/time ²				
	Students will know how to solve problems involving				
	velocity-time graphs				

