	Pathway:	Key Stage:	Term:
	3/4	4/5	Autumn/ Spring/ Summer
Learning Intention	on: To allow pupils the	opportunity to gain and/or consolidate t	heir maths knowledge and skills using easy to understand real life examples.
Level 1 Function	al Skills is equivalent to	a GCSE Maths grade D or E (2 or 3), at M	leadow High School pupils must pass this exam before moving onto attempting
foundation level	GCSE. Due to the quest	tions being based on real life examples, L	level 1 functional skills allows pupils to think about practical problem solving as
well as improving	g maths skills and confi	dence. At Meadow High School we follow	v the Pearson Edexcel syllabus and exam board.
Key knowledge t learned during t	hat should be his SoW :	In order to pass this exam and move in to answer functional skills questions in staff, however all pupils must access th ability to apply their learning.	to the GCSE foundation class, pupils must have gained the knowledge and skill dependently. Differentiation for pupils is through outcome and support from he same key knowledge in order to underpin their subject knowledge and their
Concept:		The qualification give learners the opp • demonstrate a sound grasp of the un- skills appropriate to the their learning • apply mathematical thinking to solve Functional Skills mathematics qualifica • indicate that students can demonstrate appropriate reasoning and decision material • introduce students to new areas of line not of immediate concern, may be of w • enable students to develop an appre- generally	ortunity to: nderpinning skills and basics of mathematical needs e simple problems in familiar and real life based situations tions at these levels should: ate their ability in mathematical skills and their ability to apply these, through aking, to solve realistic problems of increasing complexity fe and work so that they are exposed to concepts and problems which, while ralue in later life ciation of the role played by mathematics in the world of work and in life

	Assessment structure	Duration	Number of Percentage marks of qualification			
	Section A: Non-calculator	25 minutes	14	25%		
	Section B: Calculator	1 hour 30 minutes	42	75%		
Knowledge:	Using numbers and the numbers system 1. Read, write, order and complete large numbers (up to one milli 2. Recognise and use positive and negative numbers 3. Multiply and divide whole numbers and decimals by 10, 2 1000 4. Use multiplication facts and connections with division facts 5. Use simple formulae express words for one or two-step ope 6. Calculate the squares of one and two-digit numbers 7. Follow the order of precede operators 8. Read, write, order and comp common fractions and mixed numbers 9. Find fractions of whole num quantities or measurements 10. Read, write, order and comp	per la constant de la	Using comm and space 18. Calculate multiples of money 19. Calculate 5% on amou 20. Convert weight, capa the same sys 21. Recognis scales on ma 22. Calculate of simple sh are made up rectangles 23. Calculate and cuboids 24. Draw 2-E demonstrate symmetry ar relative size 25. Interpret nets of simp 26. Use angl position and	e simple inte 5% on amou e discounts in nts of mone between un icity, money stem e and make ops and draw e the area ar apes includin of a combin e the volume of a combin e the volume of angles c plans, eleva le 3-D shape es when des direction, a	es, shapes rrest in unts of n multiples of y its of length, and time, in use of simple vings of perimeter ng those that nation of es of cubes d anding of line ge of the ations and es cribing nd measure	Handling information and data 27. Represent discrete data in tables, diagrams and charts including pie charts, bar charts and line graphs 28. Group discrete data and represent grouped data graphically 29. Find the mean and range of a set of quantities 30. Understand probability on a scale from 0 (impossible) to 1 (certain) and use probabilities to compare the likelihood of events 31. Use equally likely outcomes to find the probabilities of simple events and express them as fractions

	decimals up to three decimal places	angles in degrees				
	11. Add, subtract, multiply and divide					
	decimals up to two decimal places					
	12. Approximate by rounding to a					
	whole number or to one or two					
	decimal places					
	13. Read, write, order and compare					
	percentages in whole numbers					
	14. Calculate percentages of					
	quantities, including simple					
	percentage increases					
	and decreases by 5% and multiples					
	there of					
	15. Estimate answers to calculations					
	using fractions and decimals					
	16. Recognise and calculate					
	equivalences between common					
	fractions, percentages and decimals					
	17. Work with simple ratio and direct					
	proportions					
		l				
Key Skills:	Key Skills: Pupils are expected to be able to use the knowledge and skills listed above to recognise and obtain					
	straightforward problem. A straightforward problem is one that requires learners to either work through a one step process or to work through more than one connected step to complete the process. At Level 1 it is expected that					
	pupils will be able to address individua	I problems, some of which draw on a co	nbination of any two of the			
	mathematical content areas and requir	re learners to make connections betweer	n those areas.			

			Assessment weighting	
	Underpinning skills	Learners at Level 1 are expected to be able to do maths when not as part of a problem.	25%	
	Problem solving	Learners at Level 1 are expected to be able to:		
		 read, understand and use mathematical information and mathematical terms used at this level; 		
		 recognise and obtain a solution or solutions to a straightforward problem 		
		 use knowledge and understanding to a required level of accuracy; 	750/	
		 analyse and interpret answers in the context of the original problem; 	/5%	
		check the sense, and reasonableness, of answers; and		
		 present results with appropriate explanation and interpretation demonstrating simple reasoning to support the process and show consistency with the evidence presented. 		
Language and/or communication skills:				
ırricular Links	As questions are based on real life scenarios, pupils will need to draw on knowledge from various subjects so that they can contextualise and generalise their maths skills and knowledge.			