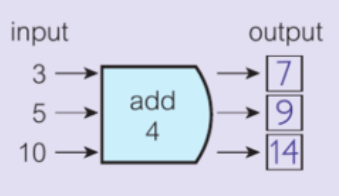
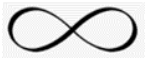
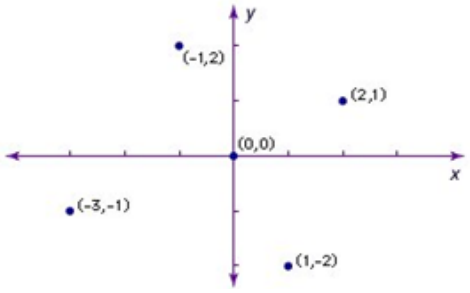
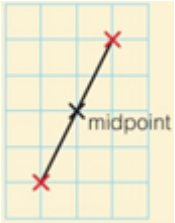
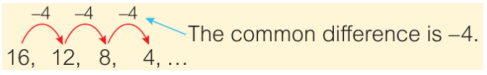
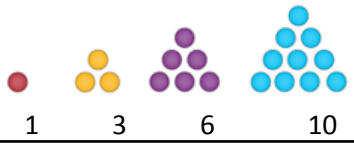
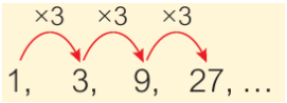
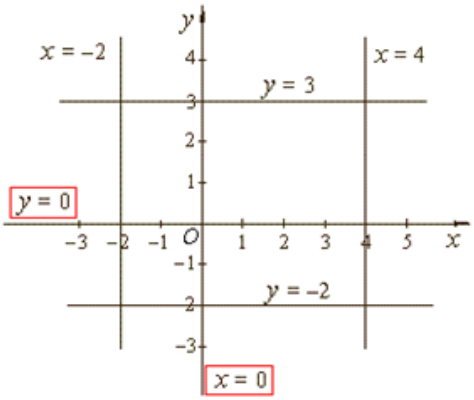
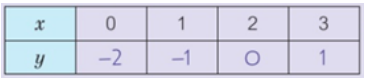
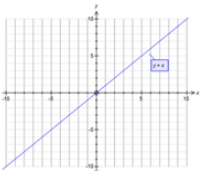
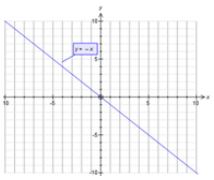
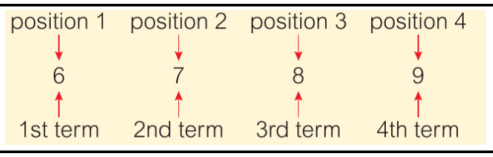
Prior Knowledge			
1	Priority of operations	→ **B**rackets → **I**ndices (powers) → **D**ivision and **M**ultiplication → **A**ddition and **S**ubtraction	Always complete calculations using the correct order of priority. (BIDMAS, BODMAS, GEMS, PEMDAS etc.)
2	Substitute	Substitute into / a = 2 / Answer 5a / 5 x 2 / 10 a - 5 / 2 - 5 / - 3 16 - a / 16 - 2 / 14 7a + 3 / 7 x 2 + 3 / 17	Replace variables with known values.
3	Function machine		A function machine is a visual representation of a function. It consists of inputs, rules and outputs.
Core Knowledge			
4	Number sequence	5, 7, 9, 11, 13, … 2, 4, 8, 16, 32, …	A number sequence is a set of numbers that follow a rule.
5	Term		A term is a number in the sequence.
6	Term-to-term rule	e.g. add 2, or multiply by 5	The rule tells you how to get from one term to the next.
7	Ascending sequences	5, 10, 15, 20, 25, …	The terms increase.
8	Descending sequences	6, 3, 0, -3, -6,	The terms decrease.
9	Infinite		An infinite sequence continues forever.
10	Finite	e.g. Even numbers less than 20	A finite sequence has a fixed number of terms. It has a last term.
11	Pattern sequence		A pattern sequence is a set of patterns that follow a rule. Work out how the pattern grows to draw the next pattern.
12	Coordinates		Coordinates describe the position of a point on a coordinate grid. The first number is the value on the x axis (horizontal), the second is the value on the y axis (vertical). Coordinates are written in brackets and separated by a comma: (x-coordinate, y-coordinate)
13	Midpoint of a line segment		The midpoint of a line segment is the point exactly in the middle. If the line segment is on a coordinate grid it can be written as a coordinates.
14	Arithmetic sequence	5, 8, 11, 14, 17, …	An arithmetic sequence goes up or down in equal steps. The step size is called the common difference.

15	Common difference		In an arithmetic sequence the term-to-term rule is also called the common difference.
16	Square numbers	1, 4, 9, 16, 25, 36, …	Square numbers can be represented in the shape of a square, they are the result of multiplying an integer by itself.
17	Triangle numbers		Triangle numbers can be represented in the shape of a triangle. The difference between each term increases by 1 each time.
18	Fibonacci sequence	1, 1, 2, 3, 5, 8, 13, 21, …	Each term in the Fibonacci sequence is generated by adding the previous two terms together.
19	Geometric sequence		In a geometric sequence the term-to-term rule is multiply (or divide) by a number.
20	Straight line graphs parallel to the axes		y = 3 is the line joining points where the y-coordinate is 3. This line is parallel to the x-axis. x = -2 is the line joining points where the x-coordinate is -2. This line is parallel to the y-axis. Graphs should be drawn to the edge of the grid and labelled with the equation.
21	Straight line graphs	y = x - 2 	Graphs can be plotted using points generated by a table of values.
22	y = x		This graph slopes up from left to right.
23	y = -x		This graph slopes down from left to right.
24	Position number		Each term in a sequence has a position.
25	Position-to-term rule	e.g. 2 x position number + 3	The position-to-term rule tells you how to work out the next term in a sequence when you know its position.
26	nth term	2n + 3	The position-to-term rule written in algebra, n is the position number of the term.
Depth Knowledge			
27	General term		Sometimes the nth term is called the general term.
28	Linear function	y = 2x - 4	The graph of a linear function has only 1 y-coordinate for each x-coordinate.