Knowledge Organiser:
Mathematics
Year 7 Summer 2

Suggested websites: Maths Genie, Save My Exams and Corbett Maths

What do I need to be able to do?

By the end of this unit you should be able to:

- Know and use mental addition/ subtraction
- Know and use mental multiplication/ division
- Know and use mental arithmetic for decimals
- Know and use mental arithmetic for fractions
- Use factors to simplify calculations
- Use estimation to check mental calculations
- Use number facts
- Use algebraic facts

Keywords

Commutative: changing the order of the operations does not change the result

Associative: when you add or multiply you can do so regardless of how the numbers are grouped

Dividend: the number being divided

Divisor: the number we divide by

Expression: a maths sentence with a minimum of two numbers and at least one math operation (no equals sign

Equation: a mathematical statement that two things are equal

Quotient: the result of a division

Mental methods for addition/ subtraction

Addition is commutative

6 + 3 = 3 + 6

The order of addition does not change the result

Subtraction the order has to stay the same

360 – 147 = 360 – 100 – 40 – 7

- Number lines help for addition and subtraction
- Working in 10's first aids mental addition/ subtraction

Mental methods for multiplication/ division

Multiplication is commutative

2 × 4 = 4 × 2

The order of multiplication does not change the result

Partitioning can help multiplication

24 x 6 = 20 x 6 + 4 x 6
= 120 + 24
= 144

Division is not associative

Chunking the division can help 4000 ÷ 25
"How many 25's in 100" then how many chunks of that in 4000

Mental methods for decimals

Multiplying by a decimal < 1 will make the original value smaller e.g x 0.1 = ÷ 10

Methods for multiplication 1.2 x 0.03

12 × 3 = 36
1.2 × 3 = 3.6
1.2 × 0.3 = 0.36
1.2 × 0.03 = 0.036

$$\begin{tikzcd} 12 \arrow[d, "\div 10"'] & \times & 3 \arrow[d, "\div 100"'] & = & 36 \arrow[d, "\div 1000"'] \\ 1.2 & \times & 0.03 & = & 0.036 \end{tikzcd}$$

Methods for addition 2.3+2.4

2 + 2 = 4
0.3 + 0.4 = 0.7
4 + 0.7 = 4.7

Methods for division 1.5 ÷ 0.05

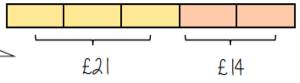
Multiply by powers of 10 until the divisor becomes an integer

$$\begin{tikzcd} 1.5 \arrow[d, "x100"'] & \div & 0.05 \arrow[d, "x100"] \\ 150 & \div & 5 = 30 \end{tikzcd}$$

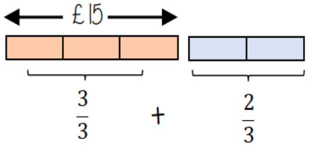
Mental methods for fractions

Use bar models where possible

I've spent $\frac{2}{5}$ of my money. I have £21 left



How much did they have to begin with?



What is $\frac{5}{3}$ of £15?

Using factors to simplify calculations

30 x 16

10 x 3 x 4 x 4

10 x 3 x 2 x 8

2 x 5 x 3 x 2 x 2 x 2 x 2

16 x 10 x 3

Multiplication is commutative

Factors can be multiplied in any order

Estimation

Estimations are useful — especially when using fractions and decimals to check if your solution is possible.

Most estimations round to 1 significant figure

Estimations are useful — especially when using fractions and decimals to check if your solution is possible.

210 + 899 < 1200

This is true because even if both numbers were rounded up, they would reach 300 + 900.
The correct estimation would be 200 + 900 = 1100.

Number facts

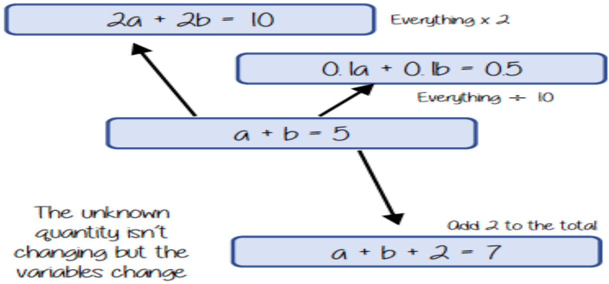
Use 124 x 5 = 620

For multiplication, each value that is multiplied or divided by powers of 10 needs to happen to the result

620 ÷ 124 = 50

For division you must consider the impact of the divisor becoming smaller or bigger.
Smaller — the answer will be bigger
(It is being shared into less parts)
Bigger — the answer will be smaller
(It is being shared into more parts)

Algebraic facts



2a + 2b = 10 Everything x 2

0.1a + 0.1b = 0.5 Everything ÷ 10

a + b = 5

a + b + 2 = 7 Add 2 to the total

The unknown quantity isn't changing but the variables change what is done to give the result

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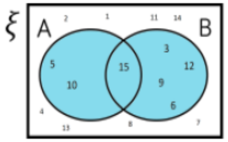
What do I need to be able to do?

By the end of this unit you should be able to:

- Identify and represent sets
- Interpret and create Venn diagrams
- Understand and use the intersection of sets
- Understand and use the union of sets
- Generate sample spaces for single events
- Calculate the probability of a single event
- Understand and use the probability scale

Union of sets



Elements in the union could be in set A OR set B

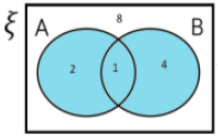
The notation for this is $A \cup B$

ξ = {the numbers between 1 and 15 inclusive}

A = {Multiples of 5} B = {Multiples of 3}

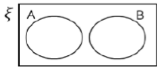
The elements in $A \cup B$ are 5, 10, 15, 3, 9, 6, 12

There are 7 elements that are either a multiple of 5 OR a multiple of 3 between 1 and 15



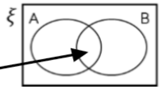
This Venn shows the **number of elements** in each set

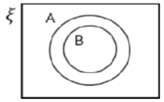
Interpret and create Venn diagrams



Mutually exclusive sets
The two sets have nothing in common
No overlap

Union of sets
The two sets have some elements in common – they are placed in the intersection





Subset
All of set B is also in Set A so the ellipse fits inside the set.

The box
Around the outside of every Venn diagram will be a box. If an element is not part of any set it is placed outside an ellipse but inside the box

Keywords

Set: collection of things
Element: each item in a set is called an element
Intersection: the overlapping part of a Venn diagram **(AND ∩)**
Union: two ellipses that join **(OR ∪)**
Mutually Exclusive: events that do not occur at the same time
Probability: likelihood of an event happening
Bias: a built-in error that makes all values wrong (unequal) by a certain amount, e.g a weighted dice
Fair: there is zero bias, and all outcomes have an equal likelihood
Random: something happens by chance and is unable to be predicted

Sample space – for single events

A sample space for rolling a six-sided dice is S = {1, 2, 3, 4, 5, 6}

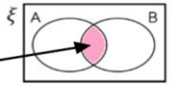
A sample space for this spinner is S = {Pink, Blue, Yellow}

You only need to write each element once in a sample space diagram

- A Sample space represents a possible outcome from an event
- They can be interpreted in a variety of ways because they do not tell you the probability

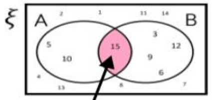
Intersection of sets

Elements in the intersection are in set A AND set B



The notation for this is $A \cap B$

ξ = {the numbers between 1 and 15 inclusive}
A = {Multiples of 5} B = {Multiples of 3}



The element in $A \cap B$ is 15

In this example there is only one number that is both a multiple of 3 and a multiple of 5 between 1 and 15

Sum of probabilities

Probability is always a value between 0 and 1

The probability of getting a blue ball is $\frac{1}{5}$

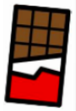
∴The probability of NOT getting a blue ball is $\frac{4}{5}$

The sum of the probabilities is 1

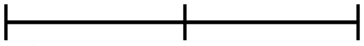
The table shows the probability of selecting a type of chocolate

Dark	Milk	White
0.15	0.35	

P(white chocolate) = 1 – 0.15 – 0.35
= 0.5



The probability scale

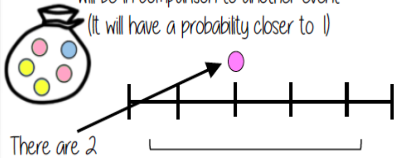


Impossible
0 or 0%

Even chance
0.5, $\frac{1}{2}$ or 50%

Certain
1 or 100%

The more likely an event the further up the probability it will be in comparison to another event (It will have a probability closer to 1)



There are 2 pink and 2 yellow balls, so they have the same probability

There are 5 possible outcomes
So 5 intervals on this scale, each interval value is $\frac{1}{5}$

Probability of a single event

Probability = $\frac{\text{number of times event happens}}{\text{total number of possible outcomes}}$

$$P(\text{Blue}) = \frac{4}{10} = \frac{2}{5}$$

There are 4 blue sectors

There are 10 sectors overall

Probability notation
P (event)

Probability can be a fraction, decimal or percentage value

$\frac{4}{10}$ = $\frac{40}{100}$ = 0.40 = 40%

Probability is always a value between 0 and 1

Identify and represent sets

The **universal set** has this symbol ξ – this means EVERYTHING in the Venn diagram is in this set

A set is a collection of things – you write sets inside curly brackets { }

ξ = {the numbers between 1 and 50 inclusive}

My sets can include every number between 1 and 50 including those numbers

A = {Square numbers}
A = {1, 4, 9, 16 ,25, 36, 49}

All the numbers in set A are square number and between 1 and 50

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What do I need to be able to do?

By the end of this unit you should be able to:

- Find and use multiples
- Identify factors of numbers and expressions
- Recognise and identify prime numbers
- Recognise square and triangular numbers
- Find common factors including HCF
- Find common multiples including LCM

Keywords

Multiples: found by multiplying any number by positive integers

Factor: integers that multiply together to get another number.

Prime: an integer with only 2 factors.

Conjecture: a statement that might be true (based on reasoning) but is not proven

Counterexample: a special type of example that disproves a statement

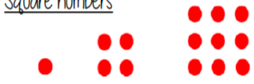
Expression: a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

HCF: highest common factor (biggest factor two or more numbers share)

LCM: lowest common multiple (the first time the times table of two or more numbers match)

Square and triangular numbers

Square numbers



Representations are useful to understand a square number n^2

1, 4, 9, 16, 25, 36, 49, 64 …

Triangular numbers

Representations are useful – an extra counter is added to each new row

Add two consecutive triangular numbers and get a square number

1, 3, 6, 10, 15, 21, 28, 36, 45…

Factors

Arrays can help represent factors

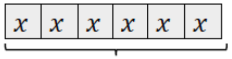
5 x 2 or 2 x 5

Factors of 10
1, 2, 5, 10

10 x 1 or 1 x 10

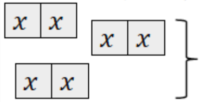
The number itself is always a factor

Factors and expressions

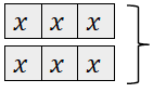


$6x \times 1$ OR $6 \times x$

Factors of $6x$
$6, x, 1, 6x, 2x, 3, 3x, 2$



$2x \times 3$



$3x \times 2$

Multiples

The "times table" of a given number

All the numbers in this lists below are multiples of 3.

3, 6, 9, 12, 15…

This list continues and doesn't end

$3x, 6x, 9x$ …

x could take any value and as the variable is a multiple of 3 the answer will also be a multiple of 3

Non example of a multiple

4.5 is not a multiple of 3 because it is 3 x 1.5

Not an integer

Prime numbers

- Integer
- Only has 2 factors
- and itself

2

The first prime number
The only even prime number

Learn or how-to quick recall…

2, 3, 5, 7 , 11, 13, 17, 19, 23, 29…

Common factors and HCF

1 is a common factor of all numbers

Common factors are factors two or more numbers share

HCF – Highest common factor

HCF of 18 and 30

18	1, 2, 3, 6, 9, 18
30	1, 2, 3, 5, 6, 10, 15, 30

Common factors (factors of both numbers)
1, 2, 3, 6

HCF = 6

6 is the biggest factor they share

Common multiples and LCM

Common multiples are multiples two or more numbers share

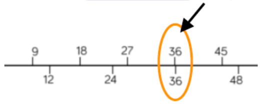
LCM – Lowest common multiple

LCM of 9 and 12

9	9, 18, 27, 36, 45, 54
12	12, 24, 36, 48, 60

LCM = 36

The first time their multiples match



Comparing fractions

$\frac{3}{5}$ and $\frac{7}{10}$ ← Compare fractions using a LCM denominator → $\frac{6}{10}$ and $\frac{7}{10}$

Conjectures and counterexamples

Conjecture

1, 2, 4…..
The numbers in the sequence are doubling each time.

A pattern that is noticed for many cases

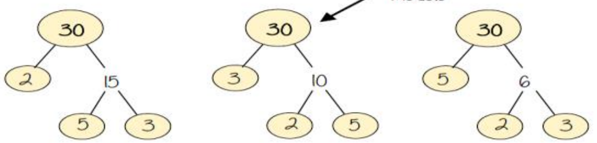
Counterexamples

This sequence isn't doubling it is adding 2 each time

Only <u>one</u> counterexample is needed to disprove a conjecture

Product of prime factors

Multiplication part-whole models



All three prime factor trees represent the same decomposition

Multiplication is commutative

30 = 2 x 3 x 5 ← Multiplication of prime factors

Using prime factors for predictions

e.g. 60	30 x 2	2 x 3 x 5 x 2
150	30 x 5	2 x 3 x 5 x 5