Congruence, Similarity and Vectors:

Objective	Sparx Task	
Use the basic congruence criteria for triangles (SSS, SAS, ASA and RHS) and solve problems	U790 U866	
Identify similar shapes including circles and all polygons	U551 U112	
Understand similarity of triangles/shapes and work out missing lengths/angles	U578	
Solve problems using similarity and enlargement.		
Use similarity to solve problems with scale diagrams		
Understand and use column notation in relation to vectors and represent this graphically	U632	
Represent addition/subtraction of vectors numerically/graphically.	U903	
Understand parallel vectors	U660	
Use the scalar multiple of a vector.	U564	

Straight Lines & Real-Life Graphs:

Objective	Sparx Task	
Plot and draw graphs of y=a, x=a, y=x and y=-x	**U315**	
Use function machines or other methods to find coordinates a plot linear functions	**U741**	
Find the gradient and y-intercept of a linear function	**U477**	
Find the equation of a line from a plotted function	**U477**	
Sketch a function from a gradient and an intercept	**U477**	
Find the coordinates of a midpoint of a line segment	**U933**	
Draw straight line graphs from real life situations and interpret (including gradients)		
Use distance/time and speed/time graphs	**U462** **U403**	
Identify and describe equations of parallel lines	**U377**	

Find the equations of a line through one point with a given gradient	**U848**	
Find approximate solutions to a linear equation from a graph		