

Probability:

Objective	Sparx Task	
Use a probability scale (distinguish between impossible, certain, likely, unlikely and even chance)	U803	
Find probabilities from single theoretical events including dice, coins, spinners etc.	U408 U510	
Work out probabilities from frequency tables, frequency trees and two way tables.	U104	
Understand mutually exclusive events and that probabilities should always sum to 1.	U683	
Define experimental probability and understand relative frequency and expected outcomes.	U580	
List outcomes systematically for single and combined events (sample spaces)	U166	
Use tree diagrams for two dependant/independent events	U558 U729	
Frequency Trees	U280	
Fill in a Venn diagram from raw data or a frequency table	U699	

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	