# Lesson Plans

## Year 10 Mathematics

## Some general points about the following lesson plans:

- ★ The lesson plans outline only one way of sequencing the learning material in each chapter of the textbook.
- ★ The content and sequence will obviously vary from class to class (The following guide is ambitious in many instances).
- ★ All activities and investigations in each chapter have been deliberately designed to support the National Curriculum content whilst keeping in mind the development and reinforcement of skills required in the study of mathematics in Year 11/12.
- ★ The length of lessons vary from school to school and even within schools. The following guide is based on 35/40 min lessons because it was reasoned that adjustment to 60/75/90 mins lessons would be easier than reducing lesson plans.
- ★ Students may be challenged further by completing each chapter Task, Competition Questions, and by finding and entering any of the many competitions, challenges, projects etc that may be found on the Internet. Such students may benefit by doing an Internet search early in the year and planning entries before they close.

## Assessment

A task	7th week of Term
Mental computation	Last week of Term
End of Term Test	Last week of Term

## Summary of Term 1 Lessons (10 weeks)

Chapter 6	Quadratics	Number & Algebra - Patterns & Algebra	3 weeks
Chapter 7	Solving Eqns	Number & Algebra - Linear & Non-linear	3 weeks
Chapter 8	Chance	Statistics & Probability - Chance	2 weeks
Chapter 10	Review	All of above	2 weeks

Note: The workprogram contains a detailed mapping of curriculum content.

## Year 10 Level Description

**The proficiency strands** Understanding, Fluency, Problem Solving and Reasoning are an integral part of mathematics content across the three content strands: Number and Algebra, Measurement and Geometry, and Statistics and Probability. The proficiencies reinforce the significance of working mathematically within the content and describe how the content is explored or developed. They provide the language to build in the developmental aspects of the learning of mathematics.

At this year level:

- Understanding includes applying the four operations to algebraic fractions, finding unknowns in formulas after substitution, making the connection between equations of relations and their graphs, comparing simple and compound interest in financial contexts and determining probabilities of two and three step experiments
- Fluency includes factorising and expanding algebraic expressions, using a range of strategies to solve equations and using calculations to investigate ing the shape of data sets
- **Problem Solving** includes calculating the surface area and volume of a diverse range of prisms to solve practical problems, finding unknown lengths and angles using applications of trigonometry, using algebraic and graphical techniques to find solutions to simultaneous equations and inequalities, and investigating independence of events
- **Reasoning** includes formulating geometric proofs involving congruence and similarity, interpreting and evaluating media statements and interpreting and comparing data sets
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- Year10A Content Description

### Chapter 6 Quadratics (Number & Algebra → Patterns and Algebra)

★ Expand binomial products and factorise monic quadratic expressions using a variety of strategies.

### Chapter 7 Solving Equations (Number & Algebra → Linear & Non-linear)

- $\star$  Solve linear equations involving simple algebraic fractions.
- $\star$  Solve simple quadratic equations using a range of strategies.

#### Chapter 8 Chance (Statistics & Probability → Chance)

- ★ Describe the results of two- and three-step chance experiments, both with and without replacements, assign probabilities to outcomes and determine probabilities of events. Investigate the concept of independence.
- ★ Use the language of 'if ....then, 'given', 'of', 'knowing that' to investigate conditional statements and identify common mistakes in interpreting such language.

#### Chapter 10 Review

★ Review of all of above.

## Chapter 6 Quadratics (Number & Algebra → Patterns & Algebra)

★ Expand binomial products and factorise monic quadratic expressions using a variety of strategies.

Lesson	Method	Resources
1	General (covering book, ruling pages, paste study guide etc.)	
	□ Purpose of chapter	
	□ Exercise 6.1 p72 (Model solutions for students)	
	HW: Complete Exercise. Read and practice the Sweet Trick on p83	
2	□ Exercise 6.2 p73 (Model solutions)	
	□ Some students demonstrate the Sweet Trick p83	
	□ HW: Complete Exercise and demonstrate Sweet Trick at home/lodgings	
3	Discussion about Sweet Trick - how to improve presentation	
	□ Exercise 6.3 p74 (Model solutions)	
	□ HW: Complete Exercise	
4	Exercise 6.4 p75 (Model solutions)	
	□ HW: Complete Exercise	
5	Exercise 6.5, 6.6, 6.7 p76 (Model solutions)	
	□ HW: Complete Exercises	
6	Exercise 6.8, 6.9 p77 (Model solutions)	
	□ HW: Complete Exercises	
7	Exercise 6.10 p78 (Model solutions)	
	□ HW: Complete exercise	
8	<ul> <li>Discussion of why employers are adamant that employees have adequate</li> </ul>	
0	mental computation skills - also very useful revision technique	
	<ul> <li>Mental computation Skins - also very diserti revision teeninque</li> <li>Mental computation Exercise 6.12 p80</li> </ul>	
	<ul> <li>Exercise 6.11 p79 (Model solutions)</li> </ul>	
	□ HW: Complete Exercise	
9	<ul> <li>Mental computation Exercise 6.13 p80</li> </ul>	Internet
,	Group work working on a directed/choice/combination of:	Internet
	<ul> <li>A couple of puzzles p83</li> </ul>	
	$\Box  \text{Technology 6.1, 6.2, 6.3, 6.4 p84}$	
	$\Box  \text{Investigations 6.1, 6.2 p82}$	
	$\Box  A \text{ game p83}$	
10	<ul> <li>Mental computation Exercise 6.14 p80</li> </ul>	Internet
10	Group work working on a directed/choice/combination of:	Internet
	<ul> <li>A couple of puzzles p83</li> </ul>	
	$\Box \text{ Technology 6.1, 6.2, 6.3, 6.4 p84}$	
	$\Box  \text{Investigations 6.1, 6.2 p82}$	
	$\square$ A game p83	
11	<ul> <li>Competition Questions p81 (Model solutions)</li> </ul>	1
	<ul> <li>HW: Complete Competition Questions</li> </ul>	
12	Chapter Review 1 p85	
14	<ul> <li>HW: Complete Chapter Review</li> </ul>	
13		
13		
14	HW: Complete Chapter Review	
14	$\Box  \text{Chapter Review 2 p86}$	
	HW: Complete Chapter Review	
15	□ Chapter Review 2 p86	
	HW: Complete Chapter Review	

## Chapter 7 Linear Equations

- $\star$  Solve linear equations involving simple algebraic fractions.
- ★ Solve simple quadratic equations using a range of strategies.

Lesson	Method	Resources
1	Purpose of chapter	
	□ Exercise 7.1 Q1-46 p88 (Model solutions for students)	
	HW: Complete Exercise. Read and practice the Sweet Trick on p98	
2	□ Exercise 7.1 p89 Q47-86 (Model solutions for students)	
	□ Some students demonstrate the Sweet Trick p98	
	□ HW: Complete Exercise	
3	Discussion about Sweet Trick - how to improve presentation	
	□ Exercise 7.2 p90 (Model solutions)	
	□ HW: Complete Exercise	
4	Exercise 7.3 p91 (Model solutions)	
	□ HW: Complete Exercise	
5	Exercise 7.4 p92 (Model solutions)	
C	□ HW: Complete Exercise	
6	<ul> <li>Exercise 7.5 p93 (Model solutions)</li> </ul>	
U	□ HW: Complete Exercise	
7	*	
/	<ul> <li>Mental computation Exercise 7.8 p96</li> <li>Exercise 7.6 p94 (Model solutions)</li> </ul>	
	□ Exercise 7.0 p94 (Wodel solutions) □ HW: Complete exercise	
0	*	
8	<ul> <li>Mental computation Exercise 7.9 p96</li> <li>Devisit discussion of why own lower are adament that own lower have</li> </ul>	
	□ Revisit discussion of why employers are adamant that employees have	
	adequate mental computation skills - also very useful revision technique	
	<ul> <li>Exercise 7.7 p95</li> <li>HW: Complete everying</li> </ul>	
0	HW: Complete exercise	
9	□ Mental computation Exercise 7.10 p96	
	□ Revisit discussion of why employers are adamant that employees have	
	adequate mental computation skills - also very useful revision technique	
	Exercise 7.7 p95 UW: Complete averaise	
10	HW: Complete exercise	
10	Group work working on directed/choice/combination of:	Internet
	□ A couple of puzzles p98	
	□ Competition Questions p97	
	<ul> <li>Investigations 7.1, 7.2 p99</li> <li>A game p98</li> </ul>	
	□ A game p38 □ Technology 7.1, 7.2 p100	
11		Internet
11	Group work working on directed/choice/combination of:	Internet
	<ul> <li>A couple of puzzles p98</li> <li>Competition Questions p97</li> </ul>	
	<ul> <li>Competition Questions p97</li> <li>Investigations 7.1, 7.2 p99</li> </ul>	
	$\Box  \text{A game p98}$	
	□ A game p38 □ Technology 7.1, 7.2 p100	
12		
12	Chapter Review 1 p101 UW: Complete Chapter Provide	
10	HW: Complete Chapter Review	
13	Chapter Review 1 p101	
	HW: Complete Chapter Review	
14	□ Chapter Review 2 p102	
	□ HW: Complete Chapter Review	
15	□ Chapter Review 2 p102	
	□ HW: Complete Chapter Review	

## **Chapter 8 Chance** (Statistics & Probability → Chance)

- ★ Describe the results of two- and three-step chance experiments, both with and without replacements, assign probabilities to outcomes and determine probabilities of events. Investigate the concept of independence.
- ★ Use the language of 'if ....then, 'given', 'of', 'knowing that' to investigate conditional statements and identify common mistakes in interpreting such language.

Lesson	Method	Resources
1	<ul> <li>Purpose of chapter. Importance of algebra for solving millions of problems</li> <li>Exercise 8.1 p104 (Model solutions for students)</li> <li>Exercise 8.2 p105 (Model solutions)</li> <li>HW: Complete exercises &amp; read and practice the Sweet Trick on p115</li> </ul>	
2	<ul> <li>Exercise 8.3 p106 (Model solutions)</li> <li>Exercise 8.4 p107 (Model solutions)</li> <li>Some students demonstrate the Sweet Trick p115</li> <li>HW: Complete exercises and demonstrate Sweet Trick at home/lodgings</li> </ul>	
3	<ul> <li>Discussion about Sweet Trick - how to improve presentation</li> <li>Exercise 8.5 p108 (Model solutions)</li> <li>Exercise 8.6 p109 (Model solutions)</li> <li>HW: Complete exercises</li> </ul>	
4	<ul> <li>Exercise 8.7 p110 (Model solutions)</li> <li>Technology 8.2 p116</li> <li>HW: Complete exercise</li> </ul>	Computers
5	<ul> <li>Mental computation Exercise 8.9 p112</li> <li>Exercise 8.8 p111 (Model solutions)</li> <li>HW: Complete exercise</li> </ul>	
6	<ul> <li>Mental computation Exercise 8.10 p112</li> <li>Competition Questions 8.12 p113</li> <li>HW: Complete exercise</li> </ul>	
7	<ul> <li>Mental computation Exercise 8.11 p112</li> <li>Group work working on a directed/choice/combination of:</li> <li>Investigations 8.1, 8.2, 8.3, 8.4, 8.5 p114</li> <li>Technology 8.3 p116</li> <li>A Game p115</li> <li>HW: A couple of puzzles p115</li> </ul>	Internet
8	Group work working on a directed/choice/combination of:         Investigations 8.1, 8.2, 8.3, 8.4, 8.5 p114         Technology 8.3 p116         A Game p115         HW: Complete activities	Internet
9 10	<ul> <li>Chapter Review 1 p117</li> <li>HW: Complete Chapter Review</li> <li>Chapter Review 2 p118</li> </ul>	
10	<ul> <li>Chapter Review 2 p118</li> <li>HW: Complete Chapter Review</li> </ul>	

## A Task

Work on one of the four tasks at the beginning of each chapter. (Page 71, page 87, page 103, page 119)

Lesson	Method	Resources
1-5		Textbook
	Decide whether tasks completed individually, groups of two, three, or four	Assessment
	□ Decide which tasks are assigned to individuals/groups	instruments
	Decide how tasks are to be presented: Oral presentation, poster presentation (on classroom wall), power point presentation etc.	
	□ If the presentation will take class time then decide when.	
	□ Each lesson may be started with a mental computation or a summary of what is expected from the work on the tasks.	

## **Chapter 10 Review**

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### Chapter 10 Review

★ Review of all of above.

Lesson	Method	Resources
1-10	Purpose of Review	Textbook
	□ Review 1 p136	Assessment
	□ Review 2 p139	instruments
	□ Repetition of above until mastery?	
	□ Sample end of term papers (www.drdwyer.com.au)	
	□ Assessment	