

Theme: Algebra

Key	concepts	and	questions
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Topic: Formulae and linear number sequences

What can algebra be used for?

Algebra can be used to help find missing lengths in a shape, find missing numbers, find missing angles and coordinates.

How can an equation be represented visually?

- In algebra, using the inverse often helps to solve an equation, bar models can help visualise this.
- 23 + **x** = 36



- The inverse is 36-23=13 so x = 13

<u>What does it mean when a number is next to a letter?</u> For example, 5n. This means 5 × the number

represented by n.

Representations

<u>Function machines</u> help to break down the steps in an equation.



<u>Concrete resources</u> can be used to represent terms.

Words	Concrete	Algebra	
l think of a number		x	
Add 3	* • • •	<i>x</i> + 3	
My answer is 5		<i>x</i> + 3 = 5	

Key Vocabulary				
Sequence	A list of numbers with a pattern			
Rule	Mathematically explains the sequence's pattern			
Term	Each number in a sequence			
Expression	A group of numbers, letters and operation symbols e.g 2a+4			
Equation	An expression with an equals sign e.g. 2a+4=16			
Formula	A mathematical rule e.g. area of a rectangle = base x height			
Substitute	When you change letters for numbers in an equation			
Inverse	X and \div are the inverse of each other and + and –			
Solution	Possible values that can make the equation correct			
Enumerate	Find all the possible solutions for an equation			

Making connections

<u>Intervals</u>

Finding the term to term rule for a linear sequence develops on finding intervals on a scale.

Week	1	2	3	
Money left (£)	46	42	38	

Year: Six

Ben starts with £50, each week he

spends £4.

After n weeks he has £50 – n x 4

Missing terms can also be found like missing intervals on a scale.

	ig con				õõ j			
+18 +18 +18								
127	?	?	18	31	1 ?		217	
54 ÷ 3 = 18								
Known facts				2a + b = 10				
Use known facts to				a		b		
find a	ll pos	sible			2		6	
solutions. This is				3		4		
called enumerating				4		2		
possibilities				5		0		

Shapes

In regular shapes, all side lengths are equal. So, perimeter of a regular polygon (P)=side length (L) × number of sides (S)

