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MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description	
1.		[Long ×, ÷]	1
	1.1	Multiplying a large number by a multiple of 10.	
	1.2	Multiplying a large number by a two-digit number.	
	1.3	Multiplying a large number by a large multiple of 10.	
	1.4	Dividing a large number by a single digit.	
	1.5	Dividing a large number by a power of 10.	
	1.6	Dividing a large number by a multiple of 10.	
	1.7	Dividing a whole number by a two-digit number.	
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	3.4	Multiplying a decimal number by a decimal number.	
	3.5	Dividing a decimal number by a whole number.	
	3.6	Dividing a decimal number by a power of 10.	
	3.7	Dividing a decimal number by a negative power of 10 (e.g. 0.1)	
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4.7	Adding fractions with different denominators - the HCF of the denominators is 1 (e.g. 2 and 3, 5 and 6).	
4.8	Adding fractions with different denominators - the denominators have common factors ≠ 1.	
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4.10	Subtracting fractions with different denominators - the HCF of the denominators is 1 (e.g. 2 and 3, 5 and 6).	
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MM Question	SB Skill No.	[Maths Mate - Mathematical strand] Skill Builder - Skill description	
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- 23.5 Calculating the area of squares and rectangles.
- 23.6 Calculating the area of triangles.
- 23.7 Calculating the area of parallelograms.
- 23.8 Calculating the area of rhombi and kites.
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- 23.10 Calculating the area of composite shapes.
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- 24.6 Calculating the total surface area (TSA) of composite solids.
- 24.7 Calculating the total surface area (TSA) of basic 3-dimensional round shapes.
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- 25.5 Expressing the volume of 3-dimensional shapes in algebraic form.
- 25.6 Calculating volume in relation to capacity.
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- 26.6 Applying Pythagoras' theorem.
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- 26.8 Applying Pythagoras' theorem in a variety of 2-dimensional shapes.
- 26.9 Finding a side length in isosceles right-angled triangles.
- 26.10 Applying Pythagoras' theorem to find the distance between two points located on a Cartesian plane.
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- 26.12 Recognising trigonometric functions (sine, cosine, tangent).
- 26.13 Calculating the value of basic trigonometric ratios in right-angled triangles.
- 26.14 Finding an unknown side of a right-angled triangle when a trigonometric ratio of an angle and another side of the triangle are given.
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- 27.2 Finding the complement and the supplement of a given angle.
- 27.3 Working with vertically opposite angles.
- 27.4 Working with angles in a triangle.
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- 27.7 Working with pairs of alternate, co-interior and corresponding angles.
- 27.8 Finding the value of an angle in a variety of diagrams.
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- 28.2 Classifying triangles.
- 28.3 Describing the properties of quadrilaterals.
- 28.4 Recognising rotational symmetry in 2-dimensional shapes.
- 28.5 Describing the properties of 3-dimensional shapes.
- 28.6 Using Euler's formula for polyhedra.
- 28.7 Recognising nets of 3-dimensional shapes.
- 28.8 Drawing translations, reflections and rotations on a Cartesian plane.
- 28.9 Recognising and drawing enlargements and reductions on a Cartesian plane.
- 28.10 Recognising congruence tests for triangles.
- 28.11 Recognising similarity of 2-dimensional shapes.
- 28.12 Identifying equal sides and angles to prove that two triangles are congruent.
- 28.13 Using congruent triangles to find unknown sides and angles.
- 28.14 Drawing 2-dimensional shapes to scale.
- 28.15 Recognising elements of circle geometry.

29.**[Statistics]**

- 29.1 Interpreting data in column or bar graphs.
29.2 Interpreting data in stack graphs.
29.3 Interpreting data in line graphs.
29.4 Interpreting data in pie charts.
29.5 Calculating the median of sets of data.
29.6 Calculating the mode and range of sets of data.
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29.10 Interpreting stem-and-leaf plots.
29.11 Interpreting dot plots.
29.12 Interpreting frequency tables.
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29.15 Interpreting frequency histograms.
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349**30.****[Probability]**

- 30.1 Describing the probability of an event using probability scales.
30.2 Calculating the probability of a simple event.
30.3 Recognising the probability of complementary events.
30.4 Finding the possible outcomes (sample spaces) of an event by completing tree diagrams.
30.5 Calculating the probability of multiple events by using tree diagrams or two-way tables to represent the sample spaces.
30.6 Calculating the probability of mutually exclusive events by using the Addition Law of Probability.
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30.10 Completing a probability tree diagram.
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30.12 Calculating the probability of an event represented by two-way tables.

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