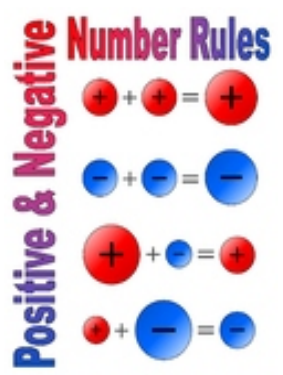
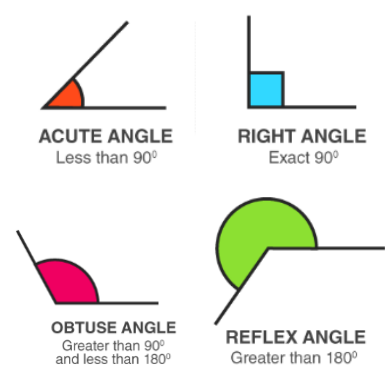
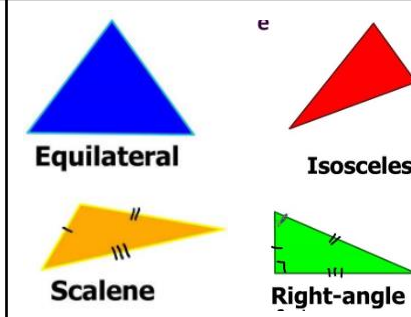


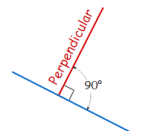
**Number – Types of Number**

1	<p><b>BIDMAS</b></p> <ul style="list-style-type: none"> <li>• Brackets</li> <li>• Indices</li> <li>• Division</li> <li>• Multiplication</li> <li>• Addition</li> <li>• Subtraction</li> </ul>	$3 + (12 \div 3) \times 4$ $= 3 + 4 \times 4$ $= 3 + 16$ $= 19$
2	 <p><b>Positive &amp; Negative Number Rules</b></p> <ul style="list-style-type: none"> <li><math>+</math> + <math>+</math> = <math>+</math></li> <li><math>-</math> + <math>-</math> = <math>-</math></li> <li><math>+</math> + <math>-</math> = <math>-</math></li> <li><math>-</math> + <math>+</math> = <math>-</math></li> </ul>	

**Geometry and Measure – Angles and Area**

1	Types of angle	 <p><b>ACUTE ANGLE</b> Less than 90°</p> <p><b>RIGHT ANGLE</b> Exact 90°</p> <p><b>OBTUSE ANGLE</b> Greater than 90° and less than 180°</p> <p><b>REFLEX ANGLE</b> Greater than 180°</p>
2	Types of triangle	 <p><b>Equilateral</b></p> <p><b>Isosceles</b></p> <p><b>Scalene</b></p> <p><b>Right-angle</b></p>

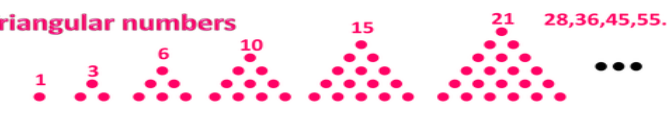
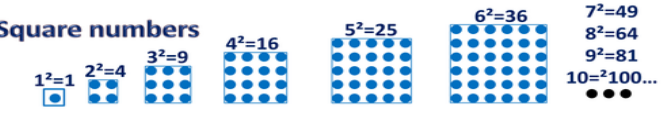
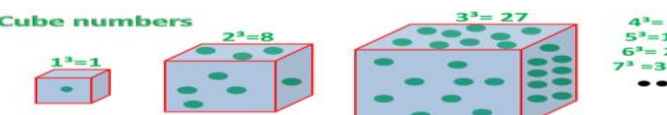
**Key Vocabulary**

1	Integer	A <b>whole number</b> that can be positive, negative or zero.
2	Factor	A number that <b>divides exactly</b> into another number without a remainder.
3	Multiple	The result of multiplying a number by an integer.
4	Parallel	Lines are parallel if they are always the same distance apart (called "equidistant"), and will never meet
5	Perpendicular	It just means <b>at right angles (90°)</b> to. The red line is perpendicular to the blue line: 

**Number – LCM/HCF**

1	HCF	<p>Factors of 48</p> <table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>4</td><td>6</td><td>8</td><td>12</td><td>16</td><td>24</td><td>48</td></tr> </table> <p>Factors of 30</p> <table border="1"> <tr><td>1</td><td>2</td><td>3</td><td>5</td><td>6</td><td>10</td><td>15</td><td>30</td></tr> </table> <p>The HCF is 6</p>	1	2	3	4	6	8	12	16	24	48	1	2	3	5	6	10	15	30
1	2	3	4	6	8	12	16	24	48											
1	2	3	5	6	10	15	30													
2	LCM	<p>Multiples of 3</p> <table border="1"> <tr><td>3</td><td>...</td><td>18</td><td>21</td><td>24</td><td>...</td><td>39</td><td>42</td></tr> </table> <p>Multiples of 7</p> <table border="1"> <tr><td>7</td><td>14</td><td>21</td><td>28</td><td>35</td><td>42</td></tr> </table> <p>The LCM is 21</p>	3	...	18	21	24	...	39	42	7	14	21	28	35	42				
3	...	18	21	24	...	39	42													
7	14	21	28	35	42															

**Algebra - Sequences**

1	Square number sequence	<p><b>Triangular numbers</b></p> 
2	Cube number sequence	<p><b>Square numbers</b></p> 
3	Triangular number sequence	<p><b>Cube numbers</b></p> 

**Number – Fractions**

1 Multiplying Fractions

$$\frac{1}{2} \times \frac{1}{3} = \frac{1}{2} \times \frac{1}{3} = \frac{1}{6}$$

2 Dividing Fractions

3 Convert Fractions Decimals Percent

**Algebra – Working with symbols**

1 Simplify

$$4a + 3b - a + 2b = 3a + 5b$$

2 Expand and simplify

$$9a - 2(3a - 4) = 9a - 6a + 8 = 3a + 8$$

**Key Vocabulary**

1	Expression	A mathematical statement written using <b>symbols, numbers</b> or <b>letters</b>
2	Expand	To expand a bracket, <b>multiply</b> each term <b>in the bracket</b> by the expression <b>outside</b> the bracket.
3	Factorise	The <b>reverse</b> of <b>expanding</b> . Factorising is writing an expression as a product of terms by ' <b>taking out</b> ' a <b>common factor</b> .
4	Gradient	The Gradient (also called <u>Slope</u> ) of a straight line shows <b>how steep</b> a straight line is.

**Number - Decimals**

1 Rounding

1 ← 1.1 1.2 1.3 1.4 | 1.5 1.6 1.7 1.8 1.9 → 2

If the tenths digit is 1, 2, 3 or 4, we round down to the nearest whole number. If the tenths digit is 5, 6, 7, 8 or 9, we round up to the nearest whole number.

1.1 ← 1.11 1.12 1.13 1.14 | 1.15 1.16 1.17 1.18 1.19 → 1.2

If the hundredths digit is 1, 2, 3 or 4, we round down to the nearest tenth. If the hundredths digit is 5, 6, 7, 8 or 9, we round up to the nearest tenth.

2 Multiplying decimals

$3.21 \times 3 = 9.63$

	3	4	5
×			3
1	0	3	5
	1	1	

Ones	tenths	hundredths
3	2	1
9	6	3

**Algebra – Co-Ordinates and Linear Graphs**

1 Straight line graphs

Draw the graph of  $y = 2x - 1$

X	-2	-1	0	1	2
Y	-5	-3	-1	1	3

A:  $y = 2$    B:  $x = 1$   
C:  $y = -3$    D:  $y = x$

Notice this graph has a gradient of 2 and a y-intercept of -1.

Number- Percentages		
1	Percentage = out of 100	$80\% = \frac{80}{100} = \frac{4}{5}$
2	Increase/decrease by a Percentage	Increase 30 by 15% $30 \times 1.15 = 34.5$ Decrease 50 by 10% $50 \times 0.9 = 45$
3	Percentage change	$\frac{\text{Change}}{\text{Original amount}} \times 100$
4	One quantity as a percentage of another	$\frac{\text{one quantity}}{\text{another quantity}} \times 100$
5	Reverse percentage A jumper was priced at £48.60 after a 10% reduction. Find its original price.	Or $\frac{\pounds 48.60}{0.9} = \pounds 54$  100% - 10% = 90% 90% = £48.60 1% = £0.54 100% = £5

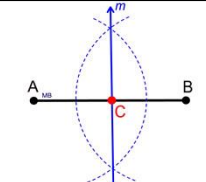
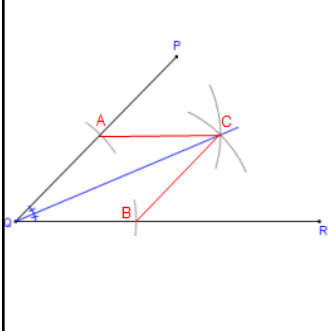
Geometry and Measure – Volume and Area		
1	Circle (Area) $A = \pi r^2$	Circumference $C = \pi \times d$
2	Area & perimeter of a semicircle	$A = \frac{\pi r^2}{2}$ $P = \frac{\pi d}{2} + \text{diameter}$
3	Volume of any regular Prism	Area of the cross section (shaded) x length
4	Area of a sector & arc length	$A = \frac{\text{angle}}{360} \times \pi r^2$ Arc length = $\frac{\text{angle}}{360} \times \pi d$

Key Vocabulary		
1	congruent	Exactly the same in every way
2	prism	3D version of a 2D shape
3	Arc	A section of the circumference of a circle
5	sector	'Pizza slice' the area between 2 radiuses

## Algebra – Equations and Inequalities

1	Solve an equation  <b>Use inverse operations</b> on both sides of the equation (balancing method) until you find the value for the letter.	Unknown (One side)	Unknown (both sides) (Eliminate smallest x)	Brackets Expand first	Fractions Multiplying by the denominator eliminates the fraction
		(+3) $2x - 3 = 7$  (÷ 2) $2x = 10$  $x = 5$	(-2x) $5x + 6 = 2x + 12$  (-6) $3x + 6 = 12$  (÷ 3) $3x = 6$ $x = 2$	$3(x + 7) = 3x + 21$  The solve using balancing method	$(\times 3) \frac{2x+6}{3} = 10$  $\rightarrow 2x + 6 = 30$

## Geometry and Measure - Construction

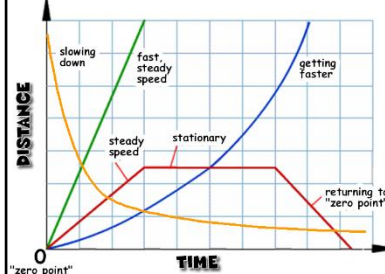
1	Bisect a line • Place compasses at either end and go over half way making a curve.	
2	Bisect an Angle • Using a compass, draw a curve to meet the two lines ( <b>A and B</b> ) • Use these points to find another meeting point, <b>C</b> . Draw a line through	
3	Congruent Triangles	SSS,SAS,ASA,AAS,RHS

## Algebra - Formulae

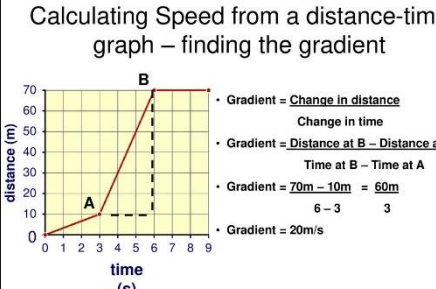
<b>1</b>	Writing Formulae (Derive) <b>Substitute letters for words</b> in the question.	Bob charges £3 per window and a £5 call out charge. $C = 3N + 5$ Where N=number of windows and C=cost								
<b>2</b>	Expression, Equation, Identity, Formulae	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="background-color: #f8d7da;">An Expression</td> <td style="background-color: #d4edda;">An Equation</td> </tr> <tr> <td><math>4a + 7b</math></td> <td><math>4a + 12 = 60</math></td> </tr> <tr> <td style="background-color: #d4edda;">A Formula</td> <td style="background-color: #d4edda;">An Identity</td> </tr> <tr> <td><math>A = \pi r^2</math></td> <td><math>(a+b)^2 = a^2 + 2ab + b^2</math></td> </tr> </table>	An Expression	An Equation	$4a + 7b$	$4a + 12 = 60$	A Formula	An Identity	$A = \pi r^2$	$(a+b)^2 = a^2 + 2ab + b^2$
An Expression	An Equation									
$4a + 7b$	$4a + 12 = 60$									
A Formula	An Identity									
$A = \pi r^2$	$(a+b)^2 = a^2 + 2ab + b^2$									
<b>3</b>	Substitution: replacing letters with negative numbers	$a = -3, b = 2$ and $c = 5$ . Find: <ol style="list-style-type: none"> <li><math>2a = 2 \times -3 = -6</math></li> <li><math>3a - 2b = (3 \times -3) - (2 \times 2) = -13</math></li> </ol>								
<b>4</b>	Rearranging formulae: Use inverse operations on both sides of the formula (balancing method) until you find the expression for the letter.	Make x the subject of $y = \frac{2x-1}{z}$  Multiply both sides by z $yz = 2x - 1$ Add 1 to both sides $yz + 1 = 2x$ Divide by 2 on both sides $\frac{yz + 1}{2} = x$  We now have x as the subject.								

## Ratio, Proportion and rates of change – compound Measures

**1**



Calculating Speed from a distance-time graph – finding the gradient



- Gradient =  $\frac{\text{Change in distance}}{\text{Change in time}}$
- Gradient =  $\frac{\text{Distance at B} - \text{Distance at A}}{\text{Time at B} - \text{Time at A}}$
- Gradient =  $\frac{70\text{m} - 10\text{m}}{6 - 3} = \frac{60\text{m}}{3}$
- Gradient = 20m/s

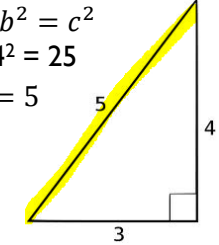
## Number – Indices and Standard Form

<b>1</b>	Index Laws	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="background-color: #d4edda;">Rule</th> <th style="background-color: #d4edda;">Example</th> </tr> </thead> <tbody> <tr> <td><math>a^x \times a^y = a^{x+y}</math></td> <td><math>a^3 \times a^2 = a^{3+2} = a^5</math></td> </tr> <tr> <td><math>a^x \div a^y = a^{x-y}</math></td> <td><math>a^6 \div a^2 = a^{6-2} = a^4</math></td> </tr> <tr> <td><math>(a^x)^y = a^{xy}</math></td> <td><math>(a^2)^3 = a^{2 \times 3} = a^6</math></td> </tr> </tbody> </table>	Rule	Example	$a^x \times a^y = a^{x+y}$	$a^3 \times a^2 = a^{3+2} = a^5$	$a^x \div a^y = a^{x-y}$	$a^6 \div a^2 = a^{6-2} = a^4$	$(a^x)^y = a^{xy}$	$(a^2)^3 = a^{2 \times 3} = a^6$
Rule	Example									
$a^x \times a^y = a^{x+y}$	$a^3 \times a^2 = a^{3+2} = a^5$									
$a^x \div a^y = a^{x-y}$	$a^6 \div a^2 = a^{6-2} = a^4$									
$(a^x)^y = a^{xy}$	$(a^2)^3 = a^{2 \times 3} = a^6$									
<b>2</b>	Multiplying-Standard form	$(1.2 \times 10^3) \times (4 \times 10^6) = 1.2 \times 4 = 4.8$ $10^3 \times 10^6 = 10^9$ $= 4.8 \times 10^9$								
<b>3</b>	Dividing-Standard Form	$(4.5 \times 10^5) \div (3 \times 10^2) = 1.5 \times 10^3$								
<b>4</b>	Add/subtract-Standard Form	$2.7 \times 10^4 + 4.6 \times 10^3 = 27000 + 4600 = 31600$								

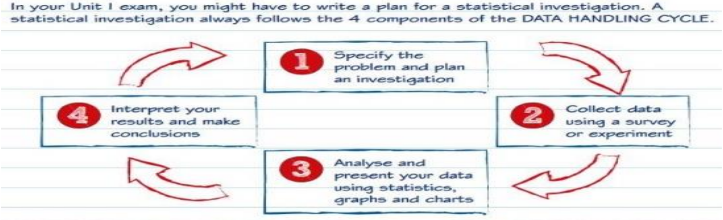
## Key Vocabulary

<b>1</b>	Gradient	How steep the line is at a particular point
<b>2</b>	Substitution	Replacing a letter with a given number
<b>3</b>	squared	When a number is multiplied by itself
<b>4</b>	cubed	When a number is multiplied by itself then itself again.
<b>5</b>	Hypotenuse	Longest side of a right angled triangle

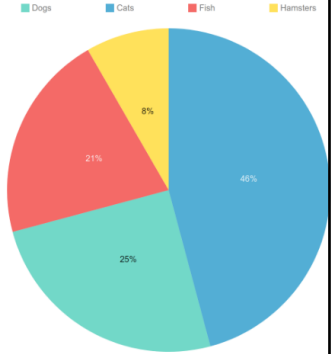
## Geometry and Measure – Pythagoras Theorem

<b>1</b>	Finding the hypotenuse (longest side) $a^2 + b^2 = c^2$	$a^2 + b^2 = c^2$ $3^2 + 4^2 = 25$ $\sqrt{25} = 5$ 
<b>2</b>	Finding a shorter side	$a^2 = c^2 - b^2$
<b>3</b>	Proving with Pythagoras	If $a^2 + b^2 = c^2$ Then Triangle is <b>RIGHT ANGLED</b>

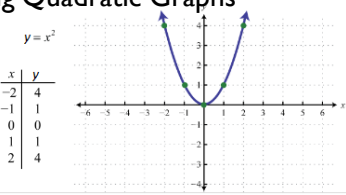
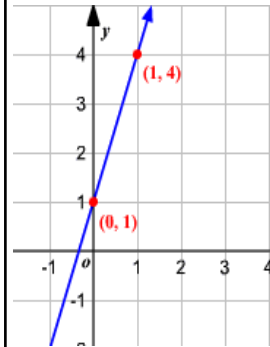
## Statistic – Collecting Data

<b>1</b>	<b>Handling Data Cycle</b> <p>In your Unit 1 exam, you might have to write a plan for a statistical investigation. A statistical investigation always follows the 4 components of the DATA HANDLING CYCLE.</p>  <p><b>Hypothesis testing</b> In statistics, a hypothesis is a statement that might be either true or false. You can TEST whether the hypothesis is true by carrying out a statistical investigation.</p> <p><b>Golden rule</b> When you're answering exam questions using the Data Handling Cycle, make sure your answers are specific to the hypothesis you want to test.</p>	
<b>2</b>	<b>Quantitative(number)</b> Data that is numbers Discrete or continuous	<b>Qualitative (worded)</b> Data that in word. Eg. people's favourite colour.
<b>3</b>	<b>Discrete</b> Data that can only take certain values.	<b>Continuous</b> Data that can take any value within a range. Eg. height.

## Statistics – Representing Data

<b>Pie Chart</b> <ul style="list-style-type: none"> <li>Total Frequency ÷ 360 = angle per data</li> <li>Multiplying by frequency = angle per group</li> <li>Check angles add to 360°.</li> </ul>		<b>Histogram</b> <ul style="list-style-type: none"> <li>Frequency Density = frequency / class width</li> <li>Plot Frequency Density on Y axis</li> <li>Area of the Bar = frequency</li> </ul>	<p><u>Drawing a histogram</u></p> <table border="1"> <thead> <tr> <th>Test Scores</th> <th>Frequency</th> <th>Group Width</th> <th>FD</th> </tr> </thead> <tbody> <tr> <td>0-10</td> <td>7</td> <td>10</td> <td>0.7</td> </tr> <tr> <td>10-30</td> <td>11</td> <td>20</td> <td>11÷20=0.55</td> </tr> <tr> <td>30-50</td> <td>14</td> <td>20</td> <td></td> </tr> <tr> <td>50-60</td> <td>16</td> <td>10</td> <td></td> </tr> <tr> <td>60-80</td> <td>20</td> <td>20</td> <td></td> </tr> <tr> <td>80-100</td> <td>9</td> <td>20</td> <td></td> </tr> <tr> <td>100-120</td> <td>3</td> <td>20</td> <td></td> </tr> </tbody> </table>	Test Scores	Frequency	Group Width	FD	0-10	7	10	0.7	10-30	11	20	11÷20=0.55	30-50	14	20		50-60	16	10		60-80	20	20		80-100	9	20		100-120	3	20	
Test Scores	Frequency	Group Width	FD																																
0-10	7	10	0.7																																
10-30	11	20	11÷20=0.55																																
30-50	14	20																																	
50-60	16	10																																	
60-80	20	20																																	
80-100	9	20																																	
100-120	3	20																																	

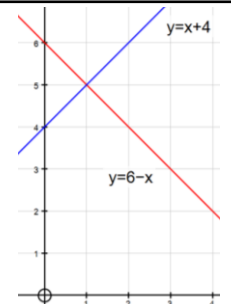
## Algebra - Quadratics

<b>1</b>	<b>Plotting Quadratic Graphs</b> $y = x^2$ 	
<b>2</b>	<b>Finding the equation of a line</b> <ul style="list-style-type: none"> <li>Change in y / Change in x = 3 / 1 = 3</li> <li>Gradient is 3</li> <li>Y intercept is 1</li> <li>Equation of the line: <math>y = 3x + 1</math></li> </ul>	

## Key Vocabulary

<b>1</b>	<b>Factorise</b>	Put in to brackets with the HCF outside the bracket
<b>2</b>	<b>Reciprocal</b>	1 divided by the number in question. Reciprocal of 9 = $\frac{1}{9}$
<b>3</b>	<b>Square Root</b>	a number when multiplied by itself equals the number in question $\sqrt{9} = 3$
<b>4</b>	<b>Cube Root</b>	a number when multiplied by itself 3 times equals the number in question $\sqrt[3]{27} = 3$

## Algebra – Simultaneous Equations

<b>1</b>	<b>Derive simultaneous Equation</b>  3 pumps and 2 tyres cost = £60 2 pumps and 3 tyres cost = £65	Convert to equation and solve $3p + 2t = 60$ $2p + 3t = 65$
<b>2</b>	<b>Solving Simultaneous Equations Graphically</b> <ul style="list-style-type: none"> <li>Look for where they meet</li> <li>Meets at <b>(1, 5)</b></li> <li>So <b>x = 1 and y = 5</b></li> </ul>	




## Statistics – Statistical Measure

<b>1</b>	Mean from a frequency table	Numbers of sports played	Frequency	Number of sports × frequency
		0	20	0 × 20 = 0
		1	17	1 × 17 = 17
		2	15	2 × 15 = 30
		3	10	3 × 10 = 30
		4	9	4 × 9 = 36
		5	3	5 × 3 = 15
		6	2	6 × 2 = 12
TOTAL		76		140

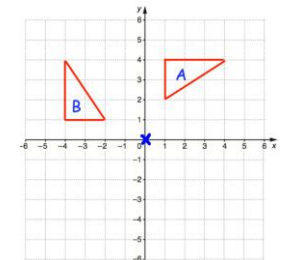
Mean =  $140 \div 76 = 2$  sports (to the nearest whole number)

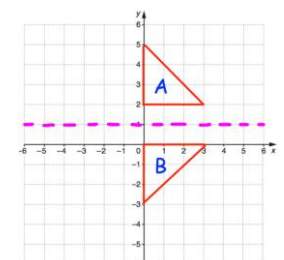
<b>2</b>	Estimating the mean	Estimated mean <span style="float: right;">- grouped data so the mean is estimated</span>			
		Time (seconds)	Frequency	Mid-point	Mid-point × Frequency
		10 < t ≤ 20	0	15	0
		20 < t ≤ 30	2	25	50
		30 < t ≤ 40	2	35	70
		40 < t ≤ 50	9	45	405
		50 < t ≤ 60	13	55	715
		60 < t ≤ 70	17	65	1105
		70 < t ≤ 80	3	75	225
		80 < t ≤ 90	2	85	170
90 < t ≤ 100	2	95	190		
Total		50		2930	
Estimated mean = $\frac{\text{sum of mid-point} \times \text{freq}}{\text{total frequencies}} = \frac{2930}{50} = 58.6$ seconds					

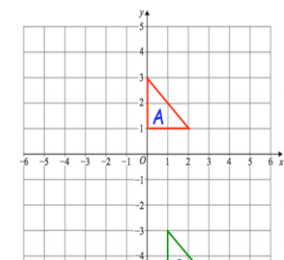
## Geometry and Measure - Trigonometry

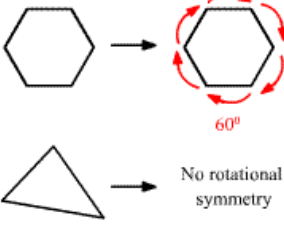
<b>1</b>	Sine	$\sin \theta = \frac{O}{H}$	$\theta = \sin^{-1} \frac{O}{H}$	
	Cosine	$\cos \theta = \frac{A}{H}$	$\theta = \cos^{-1} \frac{A}{H}$	
	Tangent	$\tan \theta = \frac{O}{A}$	$\theta = \tan^{-1} \frac{O}{A}$	

## Geometry and Measure – Reflect, Rotate, Translate

<b>1</b>	<p>Rotation: need the degrees turned, direction (clockwise or anti-clockwise) and the <b>centre of rotation</b>.</p>	
----------	--	---

<b>2</b>	<p>Reflection: need the line that the shape has been reflected in. This shape has been reflected in <math>y = 1</math>.</p>	
----------	---	---

<b>3</b>	<p>Translation: need the direction and how far the shape has travelled. Can be given as a column vector. Example: <math>\begin{pmatrix} 1 \\ -6 \end{pmatrix}</math> This means 1 right and 6 down.</p>	
----------	---	--

<b>4</b>	<p>Rotational Symmetry</p> <p>The number of times a shape looks the same when spun 360°</p>	
----------	---	---

## Key Vocabulary

<b>1</b>	Frequency	How many
<b>2</b>	Symmetry	Line where a shape looks the same on both sides
<b>3</b>	Outlier	A result that doesn't fit
<b>4</b>	Elevation	The angle upwards from horizontal
<b>5</b>	Depression	The angle downwards from Horizontal

## Ratio, Proportion and rate of Change – Ratio and Proportion

<b>1</b>	<p>Sharing an amount</p> <ul style="list-style-type: none"> <li>• Add</li> <li>• Divide</li> <li>• And Multiply</li> </ul>	<p>Share £30 in the ratio 3 : 7</p> <ul style="list-style-type: none"> <li>• <math>3 + 7 = 10</math></li> <li>• <math>£30 \div 10 = £3</math></li> <li>• <math>3 \times £3 = £9</math> and <math>7 \times £3 = £21</math></li> </ul>
<b>2</b>	<p>Simplify unitary ratio.</p> <ul style="list-style-type: none"> <li>• Make one side of the ratio 1.</li> </ul>	<p>Put 2 : 4 in the form n : 1</p> <p><math>\div 4 \quad 2 : 4 \quad \div 4</math></p> <p style="text-align: center;">0.5 : 1</p>
<b>3</b>	<p>Ratio</p> <p>Red : Blue</p> <p>5 : 3</p>	<p>Fraction</p> <p>Red: 5/8</p> <p>Blue: 3/8</p>