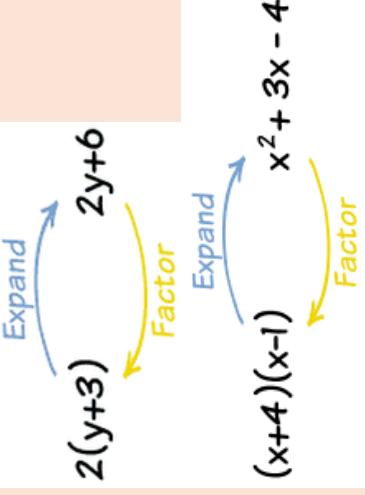
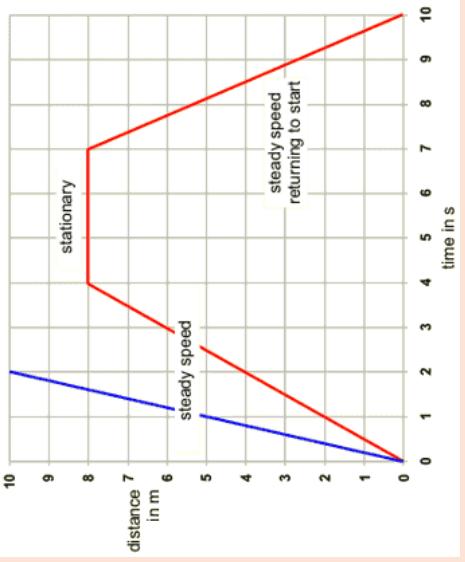
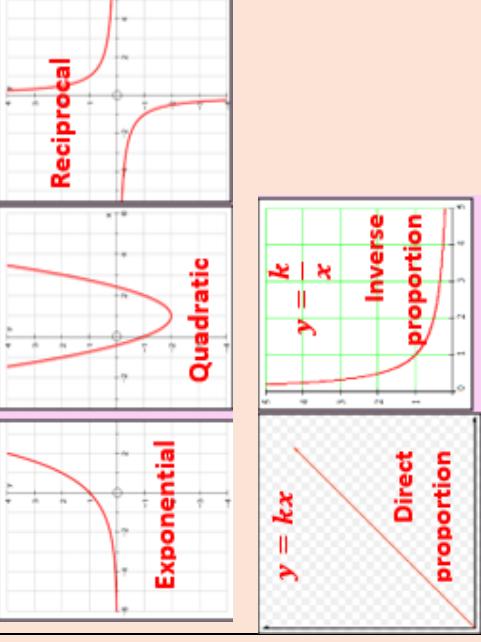
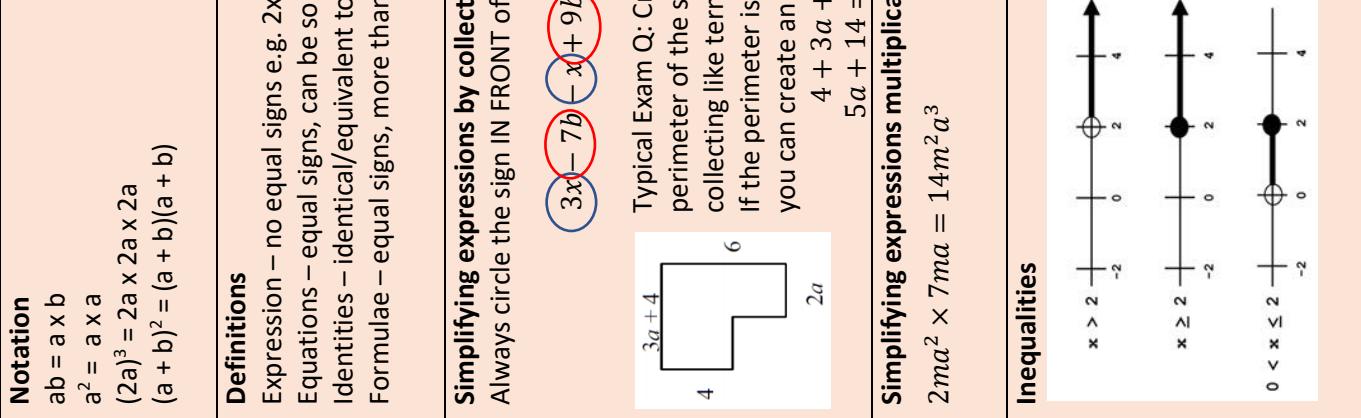
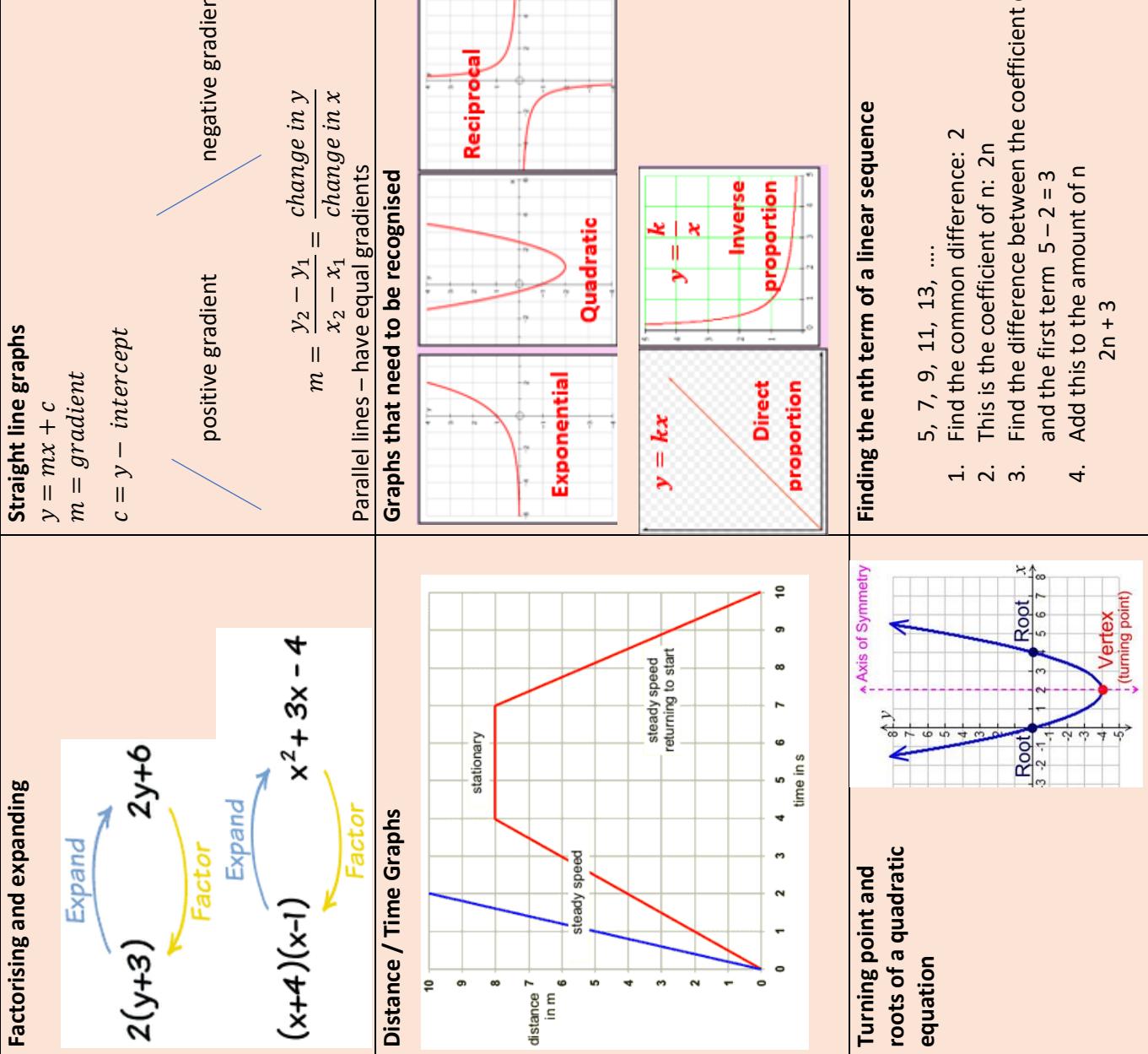


Algebra - Foundation

<p>Notation</p> <p>$ab = a \times b$ $a^2 = a \times a$ $(2a)^3 = 2a \times 2a \times 2a$ $(a + b)^2 = (a + b)(a + b)$</p> <p>Definitions</p> <p>Expression – no equal signs e.g. $2x + 3$, $2y$, $(3x - 2)^2$ Equations – equal signs, can be solved, e.g. $y + 4 = 10$ Identities – identical/equivalent to e.g. $2(y + 4) \equiv 2y + 8$ Formulae – equal signs, more than one unknown e.g. $A = \frac{1}{2}bh$</p>	<p>Factorising and expanding</p>  <p>Simplifying expressions by collecting like terms</p> <p>Always circle the sign IN FRONT of the term to avoid errors.</p> <p>$3x - 7b - x + 9b \equiv 2x + 2b$</p> <p>Typical Exam Q: Create an expression for the perimeter of the shape by adding and collecting like terms. If the perimeter is given as 20cm, for example, you can create an equation: $4 + 3a + 4 + 6 + 2a = 20$ $5a + 14 = 20$</p> <p>Simplifying expressions multiplication and division</p> <p>$2ma^2 \times 7ma = 14m^2a^3$</p>	<p>Straight line graphs</p> <p>$y = mx + c$ $m = \text{gradient}$ $c = y - \text{intercept}$</p> <p>positive gradient negative gradient</p> <p>$m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{\text{change in } y}{\text{change in } x}$</p> <p>Parallel lines – have equal gradients</p>
<p>Distance / Time Graphs</p> 	<p>Graphs that need to be recognised</p> 	<p>Finding the nth term of a linear sequence</p> <p>5, 7, 9, 11, 13, ...</p> <ol style="list-style-type: none"> Find the common difference: 2 This is the coefficient of n: $2n$ Find the difference between the coefficient of n and the first term $5 - 2 = 3$ Add this to the amount of n $2n + 3$
<p>Inequalities</p> 	<p>Turning point and roots of a quadratic equation</p> <p>Open circle: $</ >$ Closed circle: \leq / \geq</p>	<p>Finding the axis of symmetry</p> 

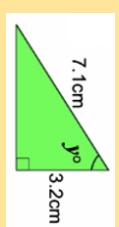
Trigonometry

$$\begin{matrix} S & O \\ H & C \\ \end{matrix} \begin{matrix} A & T \\ H & A \\ \end{matrix}$$

Example – finding a side:

$$\sin 37 = \frac{x}{5}$$

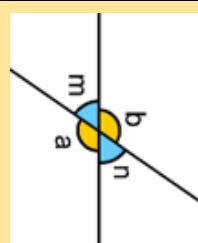
$$x = 5 \times \sin 37^\circ$$



Example – finding a side:

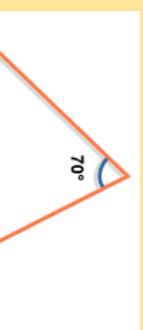
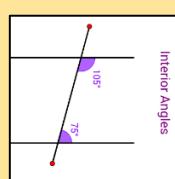
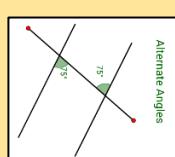
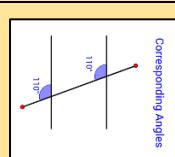
$$\tan y = \frac{3.2}{7.1}$$

$$y = \tan^{-1} \left(\frac{3.2}{7.1} \right).$$

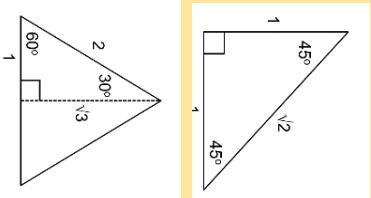
Angle Facts


Vertically opposite angles are equal: $a=b$ and $m=n$

Angles in a triangle sum to 180° .
Angles on a straight line sum to 180° .
E.G: $b=60^\circ$ so $a=50^\circ$


Angles in parallel lines

Exact Trig values

Angle (θ)	$\sin(\theta)$	$\cos(\theta)$	$\tan(\theta)$
0°	0	1	0
30°	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{\sqrt{3}}$
45°	$\frac{1}{\sqrt{2}}$	$\frac{1}{\sqrt{2}}$	1
60°	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$
90°	1	0	undefined



a : movement along the x-axis (left or right)
 b : movement along the y-axis (up or down)

$-a$: movement left

$-b$: movement down

Operations with vectors

$$\begin{pmatrix} 2 \\ 6 \end{pmatrix} + \begin{pmatrix} 7 \\ -3 \end{pmatrix} = \begin{pmatrix} 9 \\ 3 \end{pmatrix}$$

If $b = \begin{pmatrix} 4 \\ -2 \end{pmatrix}$, then $3b = \begin{pmatrix} 12 \\ -6 \end{pmatrix}$

Simple vector notation

$$\begin{pmatrix} a \\ b \end{pmatrix}$$

Volume = area of cross section \times length
Surface area = area of all the faces of a 3D shape

Learn the cylinder

$$V = \pi r^2 h$$

$$SA = 2\pi r^2 + \pi d l$$

Volume & surface area

Interior Angles

Exterior Angles

Corresponding Angles

Alternate Angles

Co-interior angles add to 180.

Types of triangles

Right angled
Isosceles
Equilateral
Scalene

Types of quadrilaterals

Square
Rectangle
Parallelogram
Rhombus
Trapezium
Kite

Area of key shapes

$$\text{Triangle : } A = \frac{b \times h}{2} \quad (h = \text{perpendicular height})$$

$$\text{Parallelogram: } A = b \times h \quad (h = \text{perpendicular height})$$

Trapezium: $A = \frac{(a+b)}{2} \times h$ (add together the parallel sides, divide the total by 2, and then multiply by the perpendicular height between the parallel sides)

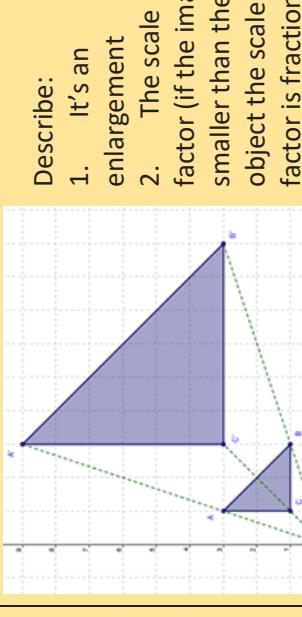
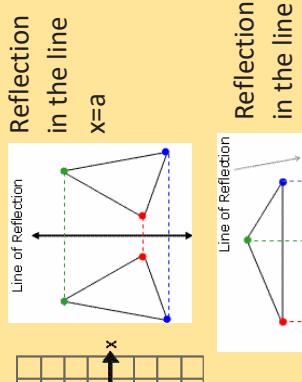
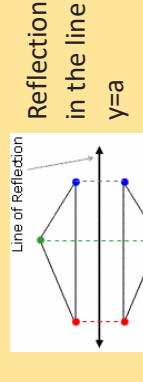
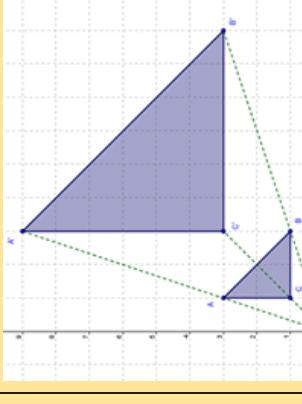
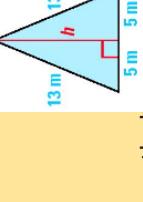
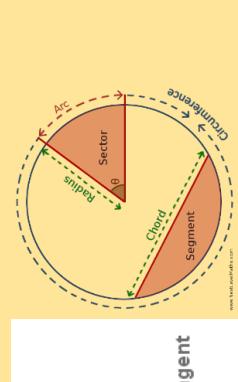
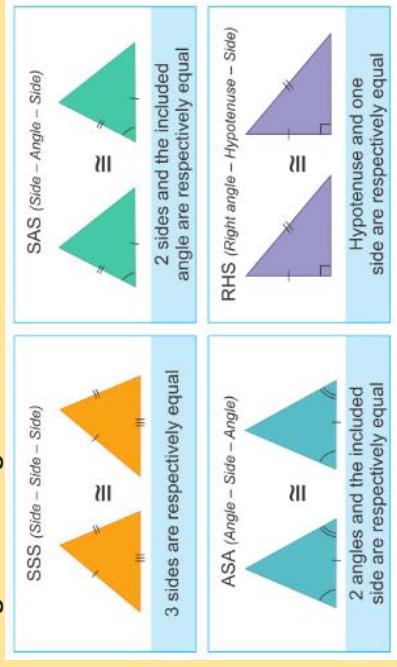
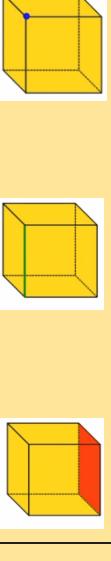
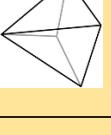
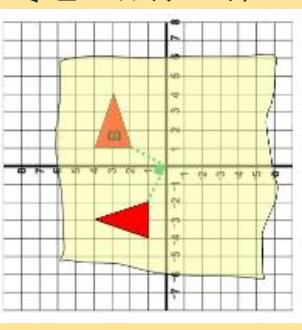
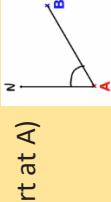
Angles in regular polygons

Interior angle
Exterior angle

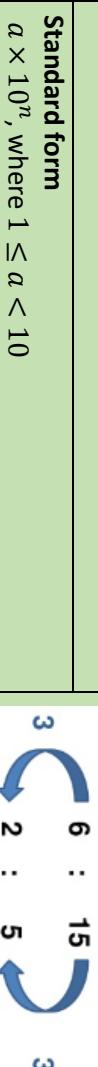
$n = \text{number of sides}$

Interior angle + exterior angle = 180°

$$n = \frac{360}{\text{Exterior angle}}$$

<h3>Transformations – rotation</h3> <p>Always use tracing paper.</p> <p>Describe:</p> <ol style="list-style-type: none"> 1. It's a rotation 2. Size of rotation in degrees 3. Orientations: clockwise or anticlockwise 4. Centre of rotation given as a coordinate (x,y) 	<h3>Transformations – translations and reflections</h3> <p>Reflection in the line $x=a$</p>  <p>Reflection in the line $y=a$</p>  <p>Translate triangle ABC to A'B'C' with the vector $\begin{pmatrix} 6 \\ -4 \end{pmatrix}$</p> 	<h3>Transformations - enlargement</h3> <p>Describe:</p> <ol style="list-style-type: none"> 1. It's an enlargement 2. The scale factor (if the image is smaller than the object the scale factor is fractional e.g. $\frac{1}{2}$) 3. The centre of enlargement given as a coordinate 	<h3>Pythagoras' Theorem</h3> $a^2 + b^2 = c^2$ <p>Only applies to right angled triangles.</p>  <p>Can be used to find the height of an isosceles triangle</p> 	
<h3>Circles</h3> 	<p>Sector Area = $\frac{\theta}{360} \pi r^2$</p> <p>Area = πr^2</p> <p>Circumference = πd</p> <p>Arc length = $\frac{\theta}{360} \pi d$</p>		<h3>3D notation</h3> <p><u>Cube:</u> Faces: 6 Edges: 12 Vertices: 8</p>  <p><u>Square based pyramid:</u></p>  <p>$F = 5, E = 8, V = 5$</p>	
<h3>Similar shapes</h3> <p>Same shape, different sizes</p> <p>The ratio of the lengths of corresponding sides are equal</p> 	<p>$x = 3\text{cm} \times 3$</p> <p>Length scale factor = $15 \div 5 = 3$</p>	<p>Bearings</p> <p>Measure from the North Measured in a clockwise direction Written using 3 digits</p>  <p>Bearing of B <u>from A</u> (start at A)</p>  <p>Bearing of A <u>from B</u> (start at B)</p>		

Number Ratio and Proportion - Foundation

Estimate	Simplifying Ratio	Percentages
Round each value to one significant figure	Divide both sides by the highest common factor	Finding percentages of an amount
Standard form $a \times 10^n$, where $1 \leq a < 10$	 $6 : 15$	1% $\div 100$ 5% $\div 20$ 20% $\div 5$ 25% $\div 4$ 50% $\div 2$
Reciprocal Reciprocal of 7 is $\frac{1}{7}$, reciprocal of $\frac{2}{3}$ is $\frac{3}{2}$ etc	Simplifying Ratio 1:n Divide both sides by the highest factor of the left hand side	Multiplicators: To find the multiplier for a percentage, divide by 100
Sequences Fibonacci sequence: 1, 1, 2, 3, 5, 8, 13, 21 Geometric Sequence: each term is multiplied by the same constant to get the next number. e.g. 3, 12, 48, 191, ... (\times by 4 each time)	$2m: 180cm$ $200cm: 180cm$ $2:1.8$ $1.0.9$	Use multipliers on a calculator paper e.g. $35\% \text{ of } 370 = 0.35 \times 370$
Squares and Cubes Square numbers: 1, 4, 9, 16, 25, 36, 49, 64, 81, 100, 121, 144, 169, 196, 225 etc Cube numbers: 1, 8, 27, 64, 125, 216, 343, 512, etc	Fractions Add and Subtract – ensure the fractions have the same denominator before adding numerators $\frac{4}{5} - \frac{1}{3} = \frac{12}{15} - \frac{5}{15} = \frac{7}{15}$	Increasing and decreasing a given amount Calculator: $\text{Original Amount} \times \text{multiplier} = \text{new amount}$ Non-calculator: find the increase or decrease and add to the original amount
Sharing in a given Ratio A Add the ratio parts D Divide the amount by the total parts A and M Multiply the ratio by the value of one part e.g. share £420 in the ratio 2:5 $2 + 5 = 7$ $420 \div 7 = £60$ $2:5$ $(x60) \quad (x60)$ £120 : £300	Multiply – multiply numerators and denominators $\frac{4}{5} \times \frac{1}{3} = \frac{4}{15}$	Finding percentage increase or decrease (profit/loss) $\frac{\text{value of increase/decrease}}{\text{Original}} \times 100$ Writing an amount as a percentage of the original $\frac{\text{Amount}}{\text{Original}} \times 100$ Reverse Percentage – finding the original amount $\text{Original Amount} = \frac{\text{New Amount}}{\text{multiplier}}$

<p>Growth & Decay / Compound interest</p> <p><i>original amount × multiplier^{time}</i></p> <p>Where the multiplier is the percentage, increase or decrease from 100%, converted to a decimal.</p> <p>e.g. 30% decrease is 70% = 0.7 30% increase is 130% = 1.3</p>	<p>Dividing by decimals:</p> <ol style="list-style-type: none"> 1. Write the calculation as a fraction 2. Form an equivalent fraction to makes integers (multiply by powers of 10) 3. Use short division (bus stop) to calculate <p>e.g. $460 \div 0.4 = \frac{460}{0.4} = \frac{4600}{4} = 1150$</p>	<p>Conversions</p> <table border="0"> <tr> <td>10 millimetres = 1 centimetre</td><td>15 minutes = 0.25</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>100 centimetres = 1 metre</td><td>30 minutes = 0.5</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>1000 metres = 1 kilometre</td><td>45 minutes = 0.75</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>1000cm³ = 1 litre</td><td>1000g = 1 kilogram</td></tr> <tr> <td>1000ml = 1 litre</td><td>1000kg = 1 tonne</td></tr> </table>	10 millimetres = 1 centimetre	15 minutes = 0.25	hours		100 centimetres = 1 metre	30 minutes = 0.5	hours		1000 metres = 1 kilometre	45 minutes = 0.75	hours		1000cm ³ = 1 litre	1000g = 1 kilogram	1000ml = 1 litre	1000kg = 1 tonne
10 millimetres = 1 centimetre	15 minutes = 0.25																	
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hours																		
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1000ml = 1 litre	1000kg = 1 tonne																	
<p>Error Intervals</p> <p>least possible value $\leq x <$ greatest possible value</p> <p>e.g. A fence is 30 m long to the nearest 10 m. $25 \text{ m} \leq l < 35 \text{ m}$</p> <p>Truncation</p> <p>Truncation is a method of approximating a decimal number by dropping all decimal places past a certain point without rounding.</p> <p>e.g. Truncate 3.14159265 to 4 decimal places. $= 3.1415$</p>	<p>Negative numbers</p> <p>Adding and subtracting: (vertical number lines help)</p> <p>-3 - 5 = -8 -3 + 5 = 2 -3 - -5 = -3 + 5 = 2 -3 + 5 = -3 - 5 = -8 -3 + -5 = -3 - 5 = -8</p> <p>Multiplying and dividing:</p> <p>Different signs – answer will be negative $+ x - = -, - x + = -$ Same signs – answer will be positive $- x - = +$</p> <p>Rounding to significant figures</p> <p>Start from the first non-zero number and round as normal, but ensure the place value is correct</p> <p>e.g. 345,635 to 2SF = 35,000 0.0060821 to 3SF = 0.0608</p>	<p>HCF and LCM of 90 and 120 (Factor Tree & Venn Diagram)</p> <p>HCF is the product of common factors LCM is the product of common factors and remaining factors.</p> <p>HCF: $2 \times 3 \times 5$ LCM: $2^3 \times 3^2 \times 5$</p>																
<p>Ordering fractions</p> <p>Calc: use division to write each fraction as a decimal Non-calc: write fractions with common denominators</p>	<p>Order of operations</p> <p>Bracket Indices Division and Multiplication Addition and Subtraction</p>																	
<p>Index Laws</p> $a^n \times a^m = a^{n+m}$ $a^n \div a^m = a^{n-m}$ $(a^n)^m = a^{nm}$ $a^0 = 1$ $a^{-n} = \frac{1}{a^n}$ $\frac{n}{a^m} = \sqrt[m]{a^n}$	<p>Prime Factorisation</p> $90 = 2 \times 3 \times 3 \times 5$ $120 = 2 \times 2 \times 2 \times 3 \times 5$																	

Averages

Mode: most common piece of data

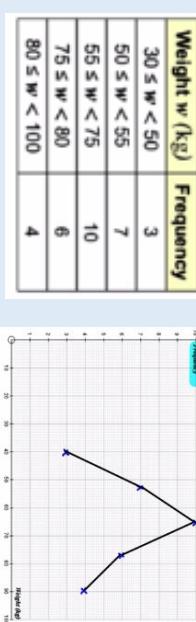
Mean: Sum of the data \div total frequency

Median: order the data and find the middle value

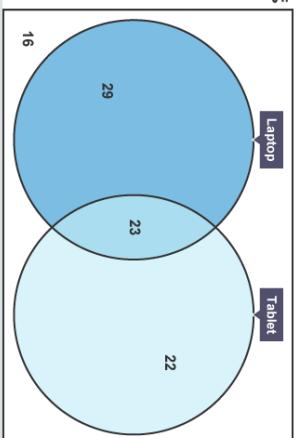
Range: Highest value – lowest value

Frequency Polygons

- Plot frequency at the mid-point
- Join with straight lines



Venn Diagrams



Probability Definitions

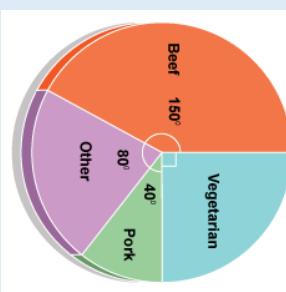
Total probability: adds to 1

Relative frequency: $frequency \div total\ trials$

Independent events: one event doesn't impact the other

Reading and Drawing Pie Charts

Find the fraction of the total



$$\text{Beef: } \frac{150}{360} \times 1000$$

$$\text{Vegetarian: } \frac{90}{360} \times 1000$$

Averages from a frequency table

Mean: $\frac{\sum f_w}{\sum f}$, where, w is the midpoint of the group.

Median group: find which group the $\frac{n+1}{2}^{th}$, value lies. Where, n is the total frequency.

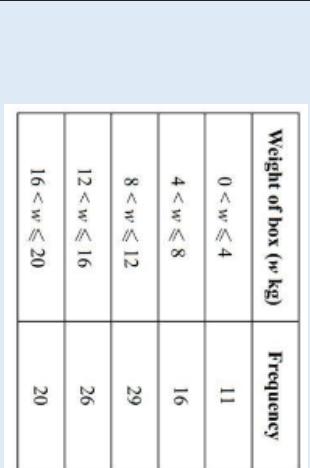
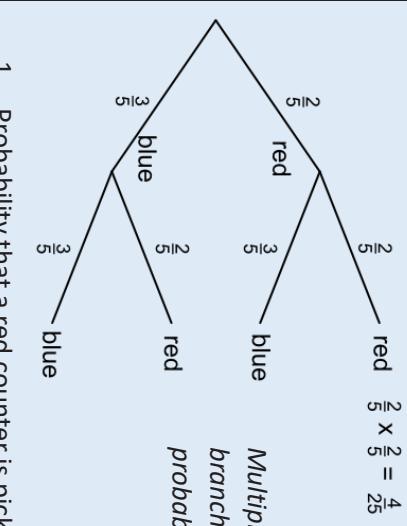
E.G. in this table 51.5th value which lies in group $8 < w \leq 12$ (using the cumulative frequency)

Weight of box (w kg)	Frequency
0 < w ≤ 4	11
4 < w ≤ 8	16
8 < w ≤ 12	29
12 < w ≤ 16	26
16 < w ≤ 20	20

Expected outcomes

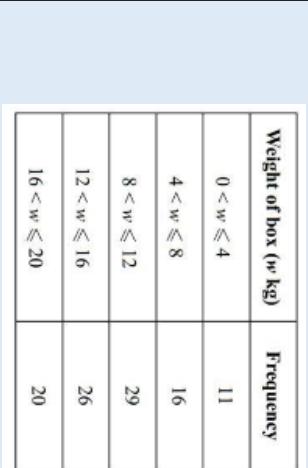
Expected outcome = probability \times number of trials

E.g. A biased spinner is spun 800 times. The probabilities it lands on each colour is below. The probability of it landing on red is the same as the probability of it landing on green. How many times would you expect yellow to come up.



Tree diagrams

$$red \quad \frac{2}{5} \times \frac{2}{5} = \frac{4}{25}$$



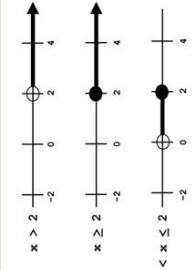
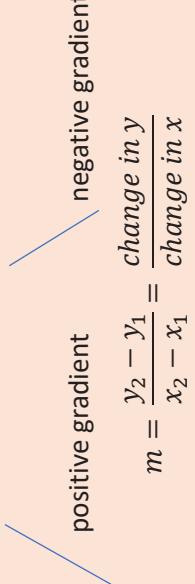
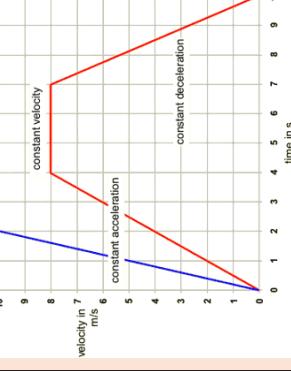
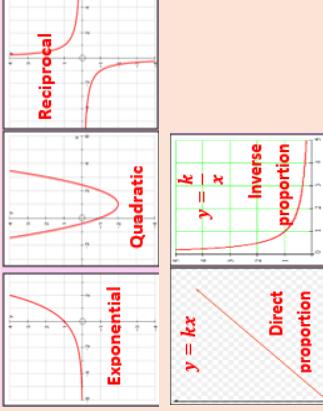
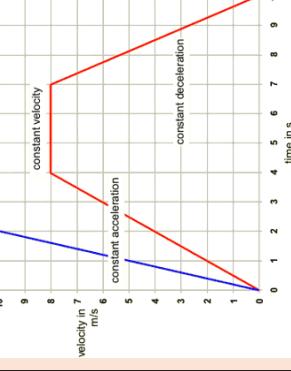
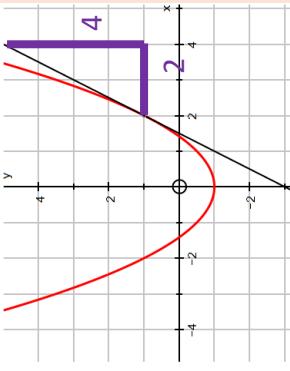
Multiply along the branches to find each probability.

- Probability that a red counter is picked both times $P(RR) = \frac{2}{5} \times \frac{2}{5} = \frac{4}{25}$
- Probability that the counters are different colours $= P(RB) + P(BR) = \frac{2}{5} \times \frac{3}{5} + \frac{3}{5} \times \frac{2}{5} = \frac{12}{25}$

$$\text{Expected yellow} = 0.16 \times 800 = 128$$

$$P(Y) = (1 - 0.48 - 0.2) \div 2 = 0.32 \div 2 = 0.16$$

Algebra - Higher

<p>Quadratic Formula</p> $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$ <p>Linear Inequalities</p> 	<p>Algebraic proof – toolkit</p> <p>Even numbers: $2n, 2n+2, 2n+4, \dots$ Odd numbers: $2n+1, 2n+3, 2n+5, \dots$</p> <p>Sum: add Product: multiply Difference: subtract Show it's a multiple: factorise Show it's even: show it's a multiple of 2 Show it's odd: show it's a multiple of 2, plus 1</p>	<p>Straight line graphs</p> $y = mx + c$ <p>$m = \text{gradient}$</p> <p>$c = y - \text{intercept}$</p>  <p>$m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{\text{change in } y}{\text{change in } x}$</p>
<p>Velocity / Time Graphs</p> 	<p>Gradient = acceleration Area = distance travelled</p>	<p>Completing the square</p> <p>Quadratic expression factorised by completing the square:</p> $(x + a)^2 + b$ <p>Turning point of graph occurs at $(-a, b)$</p>
<p>Solve quadratic inequalities</p> <p>e.g solve $x^2 + 5x - 24 \geq 0$</p> <ol style="list-style-type: none"> Factorise: $(x + 8)(x - 3) \geq 0$ Solve: $x = -8, x = 3$ Sketch the graph Values that satisfy the inequality $x \leq -8, x \geq 3$ <p>Iteration – showing a root lies between 2 points: If there is a change in sign for y for two particular values of x then we can say there is a root between these values of x and we can say that the equation $f(x) = 0$ will have a solution between these two values of x.</p>	<p>Graphs that need to be recognised:</p> 	<p>Equation of a circle centre $(0, 0)$</p> $x^2 + y^2 = r^2$ <p>Functions</p> <p>$f(4)$: Substitute 4 into $f(x)$ i.e. replace all values of x in $f(x)$ with the entire function $g(x)$</p>
<p>Gradients of curves</p> 	<p>Gradient of a curve at a point = gradient of the tangent at the point</p>	<p>Turning point and roots of a quadratic equation</p> 

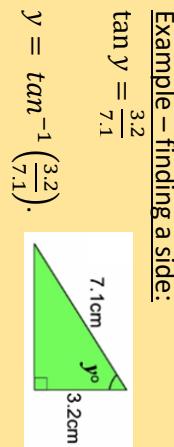
Trigonometry

$$\frac{O}{H} C \frac{A}{H} T \frac{O}{A}$$

Example – finding a side:

$$\sin 37 = \frac{x}{5}$$

$$x = 5 \times \sin 37^\circ$$

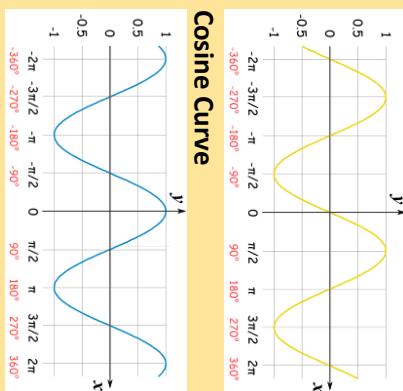
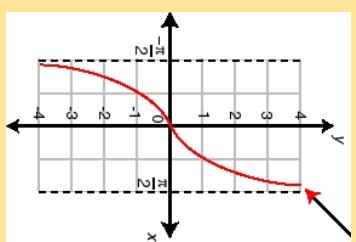
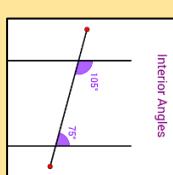
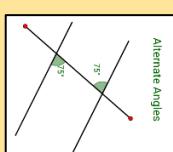
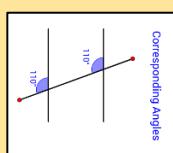
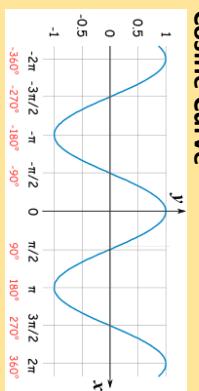


Example – finding a side:

$$\tan y = \frac{3.2}{7.1}$$



$$y = \tan^{-1}\left(\frac{3.2}{7.1}\right).$$

Sine Curve

Tangent: Curve

Angles in parallel lines

Cosine Curve


Corresponding angles are equal
Alternate angles are equal
Co-interior angles add to 180.

Simple vector notation

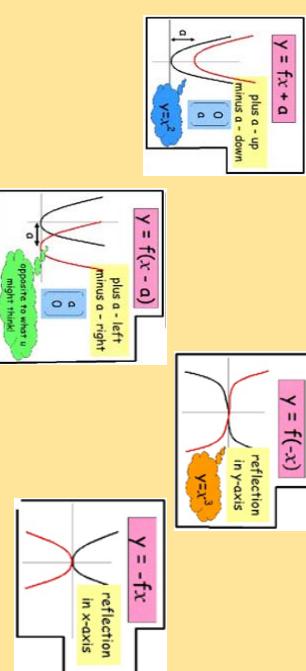
$$\begin{pmatrix} a \\ b \end{pmatrix}$$

a : movement along the x-axis (left or right)
 b : movement along the y-axis (up or down)
 $-a$: movement left
 $-b$: movement down

Operations with vectors

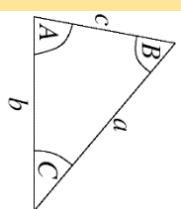
$$\begin{pmatrix} 2 \\ 6 \end{pmatrix} + \begin{pmatrix} 7 \\ -3 \end{pmatrix} = \begin{pmatrix} 9 \\ 3 \end{pmatrix}$$

$$\text{If } b = \begin{pmatrix} 4 \\ -2 \end{pmatrix}, \text{ then } 3b = \begin{pmatrix} 12 \\ -6 \end{pmatrix}$$

Transformation of a graph

Sine rule

$$\text{angles: } \frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$$

$$\text{sides: } \frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$$


Cosine rule

$$a^2 = b^2 + c^2 - 2bc \cos A$$

Area of a triangle

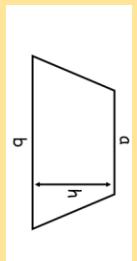
$$\frac{1}{2}ab \sin C$$

Angles in regular polygons

$$n = \text{number of sides}$$

$$\text{Interior angle} + \text{Exterior angle} = 180^\circ$$

$$\text{Area of a trapezium} \\ A = \frac{1}{2}(a + b)h$$


Volume & surface area
Learn the cylinder

$$V = \pi r^2 h$$

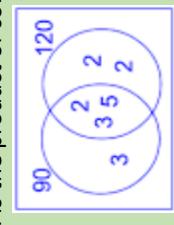
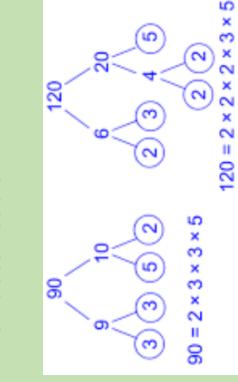
$$SA = 2\pi r^2 + \pi d l$$

Corresponding angles are equal
Alternate angles are equal
Co-interior angles add to 180.

<h3>Transformations – rotation – describing:</h3> <p>Always use tracing paper. Describe:</p> <ol style="list-style-type: none"> It's a rotation Size of rotation in degrees Orientations: clockwise or anticlockwise Centre of rotation given as a coordinate (x,y) <p>Transformation – translation Vector $(\begin{pmatrix} 6 \\ -4 \end{pmatrix})$ 6 right, 4 down</p>	<h3>Transformations – enlargement - describing:</h3> <ol style="list-style-type: none"> It's an enlargement The scale factor (if the image is smaller than the object the scale factor is fractional e.g. $\frac{1}{2}$) The centre of enlargement given as a coordinate 	<h3>Circle Theorems</h3> <ul style="list-style-type: none"> Angle at the centre is twice the angle at the circumference Angles in a semicircle are 90°. Angles in the same segment are equal. Opposite angles of a cyclic quadrilateral add up to 180. Chord Diameter 90° Chord Alternate segment theorem.
<p>Congruent triangles</p> <ul style="list-style-type: none"> SSS (Side – Side – Side) RHS (right angle – Hypotenuse – Side) ASA (Angle – Side – Angle) AAS (Angle – Angle – Side) 	<p>Circles</p> <ul style="list-style-type: none"> Sector Area = $\frac{\theta}{360} \pi r^2$ Circumference = πd Area = πr^2 Tangent Chord Diameter Radius Arc Sector Chord Segment Perimeter Chord 	<p>Pythagoras' Theorem</p> $a^2 + b^2 = c^2$ <p>Only applies to right angled triangles. Can be used to find the height of an isosceles triangle</p> <p>Sector Area = $\frac{\theta}{360} \pi r^2$ Arc length = $\frac{\theta}{360} \pi d$</p> <p>Can be used to find the length distance between two coordinates</p>
<p>Similar shapes</p> <p>Same shape, different sizes The ratio of the lengths of corresponding sides are equal</p> <p>Length scale factor = x</p> <p>Area scale factor = x^2</p> <p>Volume scale factor = x^3</p>	<p>Similar shapes</p> <p>Same shape, different sides The ratio of the lengths of corresponding sides are equal</p> <p>Length scale factor = x</p> <p>Area scale factor = x^2</p> <p>Volume scale factor = x^3</p>	<p>Tangents from an external point are equal in length.</p> <p>The tangent to a circle is perpendicular (90°) to the radius</p>

Number Ratio and Proportion - Higher

<p>Estimate Round each value to one significant figure</p>	<p>Recurring Decimals Form two equations where the digits following the decimal point are the same, and therefore can be cancelled</p>	<p>Percentages</p> <p>Finding percentages of an amount</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td>1%</td> <td>$\div 100$</td> </tr> <tr> <td>5%</td> <td>$\div 20$</td> </tr> <tr> <td>20%</td> <td>$\div 5$</td> </tr> <tr> <td>25%</td> <td>$\div 4$</td> </tr> <tr> <td>50%</td> <td>$\div 2$</td> </tr> </table>	1%	$\div 100$	5%	$\div 20$	20%	$\div 5$	25%	$\div 4$	50%	$\div 2$
1%	$\div 100$											
5%	$\div 20$											
20%	$\div 5$											
25%	$\div 4$											
50%	$\div 2$											
<p>Standard form $a \times 10^n$, where $1 \leq a < 10$</p>	<p>Reciprocal Reciprocal of 7 is $\frac{1}{7}$, reciprocal of $\frac{2}{3}$ is $\frac{3}{2}$ etc</p>	<p>Sequences</p> <p>Fibonacci sequence: 1, 1, 2, 3, 5, 8, 13, 21</p> <p>Geometric Sequence: each term is multiplied by the same constant to get the next number. e.g. 3, 12, 48, 191, ... (x by 4 each time)</p>										
<p>Manipulating surds</p> <p>Find a factor that is a square number $\sqrt{96} = \sqrt{16 \times 6} = 4\sqrt{6}$</p>	<p>Simplifying Surds</p> <p>$\sqrt{ab} = \sqrt{a} \times \sqrt{b}$</p> $\sqrt{\frac{a}{b}} = \frac{\sqrt{a}}{\sqrt{b}}$	<p>Upper and lower bounds Look at the value above and below for the same place value. LB and UB will be half way between these points</p> <p>e.g. 17 rounded to the nearest integer</p> <p>e.g. 24.6 rounded to one decimal place.</p> <p>LB = 24.55, UB = 24.65</p>										
<p>Rationalising Surds</p> <p>Rationalise by removing any surds from the denominator</p> <p>E.G with surd.</p> $\frac{2\sqrt{3}}{\sqrt{5}} = \frac{2\sqrt{3} \times \sqrt{5}}{\sqrt{5} \times \sqrt{5}} = \frac{2\sqrt{15}}{\sqrt{25}} = \frac{2\sqrt{15}}{5}$ <p>E.G with surd expressions multiply by top and bottom by the denominator with the opposite sign.</p>	<p>Fractions</p> <p>Add and Subtract – ensure the fractions have the same denominator before adding numerators</p> $\frac{4}{5} - \frac{1}{3} = \frac{12}{15} - \frac{5}{15} = \frac{7}{15}$ <p>Multiply – multiply numerators and denominators</p> $\frac{4}{5} \times \frac{1}{3} = \frac{4}{15}$	<p>Percentages</p> <p>Multiplicators: To find the multiplier for a percentage, divide by 100</p> <p>Calculator: $Original\ Amount \times multiplier = new\ amount$</p> <p>Non-calculator: find the increase or decrease and add to the original amount</p> <p>Finding percentage increase or decrease (profit/loss)</p> $\frac{value\ of\ increase/decrease}{Original} \times 100$										
<p>Divide – take reciprocal of the second fraction and then multiply the new numerators and denominators</p> $\frac{4}{5} \div \frac{1}{3} = \frac{4}{5} \times \frac{3}{1} = \frac{12}{5} = 2\frac{2}{5}$	<p>Writing an amount as a percentage of the original</p> $\frac{Amount}{Original} \times 100$ <p>Reverse Percentage – finding the original amount</p> $Original\ Amount = \frac{New\ Amount}{multiplier}$											

<p>Growth & Decay / Compound interest</p> <p><i>original amount × multiplier^{time}</i></p> <p>Where the multiplier is the percentage, increase or decrease from 100%, converted to a decimal.</p> <p>e.g. 30% decrease is 70% = 0.7 30% increase is 130% = 1.3</p>	<p>Dividing by decimals:</p> <ol style="list-style-type: none"> 1. Write the calculation as a fraction 2. Form an equivalent fraction to makes integers (multiply by powers of 10) 3. Use short division (bus stop) to calculate <p>e.g. $460 \div 0.4 = \frac{460}{0.4} = \frac{4600}{4} = 1150$</p>	<p>Conversions</p> <table border="0"> <tr> <td>10 millimetres = 1 centimetre</td><td>15 minutes = 0.25</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>100 centimetres = 1 metre</td><td>30 minutes = 0.5</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>1000 metres = 1 kilometre</td><td>45 minutes = 0.75</td></tr> <tr> <td>hours</td><td></td></tr> <tr> <td>1000cm³ = 1 litre</td><td>1000g = 1 kilogram</td></tr> <tr> <td>1000ml = 1 litre</td><td>1000kg = 1 tonne</td></tr> </table>	10 millimetres = 1 centimetre	15 minutes = 0.25	hours		100 centimetres = 1 metre	30 minutes = 0.5	hours		1000 metres = 1 kilometre	45 minutes = 0.75	hours		1000cm ³ = 1 litre	1000g = 1 kilogram	1000ml = 1 litre	1000kg = 1 tonne
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1000ml = 1 litre	1000kg = 1 tonne																	
<p>Compound Units (rearrange as necessary)</p> <p>$Speed = \frac{Distance}{Time}$</p> <p>$Area = \frac{Force}{Pressure}$</p> <p>$Density = \frac{Mass}{Volume}$</p>	<p>Error Intervals</p> <p>least possible value $\leq x <$ greatest possible value</p> <p>e.g. A fence is 30 m long to the nearest 10 m. $25 \text{ m} \leq l < 35 \text{ m}$</p> <p>Truncation</p> <p>Truncation is a method of approximating a decimal number by dropping all decimal places past a certain point without rounding.</p> <p>e.g. Truncate 3.14159265 to 4 decimal places. $= 3.1415$</p>	<p>Negative numbers</p> <p>Adding and subtracting: (vertical number lines help)</p> <p>-3 - 5 = -8 -3 + 5 = 2 -3 - 5 = -3 + 5 = 2 -3 - + 5 = -3 - 5 = -8 -3 + - 5 = -3 - 5 = -8</p> <p>Multiplying and dividing:</p> <p>Different signs – answer will be negative + x - = -, - x + = - Same signs – answer will be positive - x - = +</p> <p>Roundings to significant figures</p> <p>Start from the first non-zero number and round as normal, but ensure the place value is correct</p> <p>e.g. 345,635 to 2SF = 350,000 0.0060821 to 3SF = 0.0608</p>																
	<p>Product rule</p> <p>If there are m ways to do one thing and n ways to do another, then there are m × n ways to do both</p>	<p>Order of operations</p> <p>Bracket Indices Division and Multiplication Addition and Subtraction</p>																
		<p>HCF and LCM of 90 and 120 (Factor Tree & Venn Diagram)</p> <p>HCF is the product of common factors LCM is the product of common factors and remaining factors.</p> <p>HCF: $2 \times 3 \times 5$ LCM: $2^3 \times 3^2 \times 5$</p> 																
	<p>Index Laws</p> $a^n \times a^m = a^{n+m}$ $a^n \div a^m = a^{n-m}$ $(a^n)^m = a^{nm}$ $a^0 = 1$ $a^{-n} = \frac{1}{a^n}$ $\frac{n}{a^m} = \sqrt[m]{a^n}$	<p>Prime Factorisation</p>  $90 = 2 \times 3 \times 3 \times 5$ $120 = 2 \times 2 \times 2 \times 3 \times 5$																

Frequency Polygons

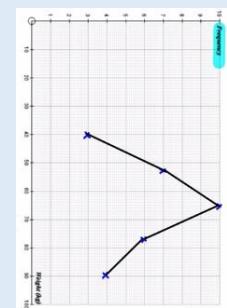
- Plot frequency at the mid-point
- Join with straight lines

Weight w (kg)	Frequency
$30 \leq w < 50$	3
$50 \leq w < 75$	7
$75 \leq w < 80$	10
$80 \leq w < 100$	6
$100 \leq w < 110$	4

Histograms


$$FD = \text{Frequency density}$$

$$FD = \frac{\text{Frequency}}{\text{Class Width}}$$


Cumulative Frequency Diagrams and Box Plots

total cumulative frequency

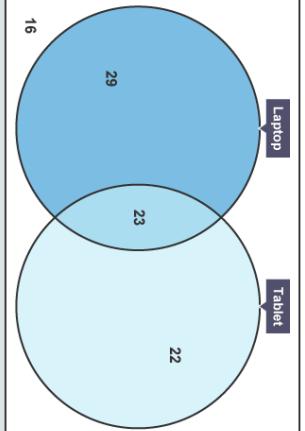


Averages from a frequency table
 Mean: $\frac{\sum f_w}{\sum f}$; where, w is the midpoint of the group.

Median group: find which group the $\frac{n+1}{2}^{th}$ value lies.
 Where, n is the total frequency.

E.G. in this table 51.5th value which lies in group $8 < w \leq 12$ (using the cumulative frequency)

Weight of box (w kg)	Frequency
$0 < w \leq 4$	11
$4 < w \leq 8$	16
$8 < w \leq 12$	29
$12 < w \leq 16$	26
$16 < w \leq 20$	20

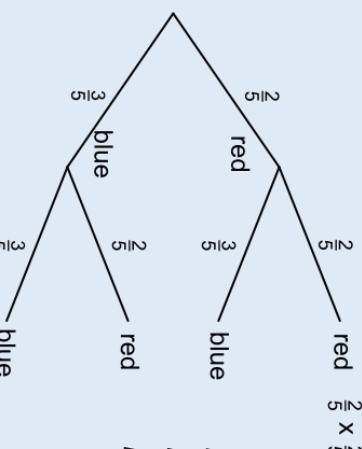
Venn Diagrams


Information given:
 90 pupils were surveyed
 52 said they owned a laptop.
 45 said they owned a tablet.
 23 said they owned both.

Expected outcomes
 Relative frequency: $frequency \div total\ trials$

Expected outcome = probability \times number of trials

E.g. A biased spinner is spun 800 times. The probabilities it lands on each colour is below. The probability of it landing on red is the same as the probability of it landing on green. How many times would you expect yellow to come up.



$$\frac{2}{5} \times \frac{2}{5} = \frac{4}{25}$$

Multiply along the branches to find each probability.

Tree diagrams

Result	Red	Green	Brown	Yellow
Probability	0.48	0.2		

$$P(Y) = (1 - 0.48 - 0.2) \div 2 = 0.32 \div 2 = 0.16$$

$$\text{Expected yellow} = 0.16 \times 800 = 128$$

- Probability that a red counter is picked both times $P(RR) = \frac{2}{5} \times \frac{2}{5} = \frac{4}{25}$
- Probability that the counters are different colours $P(RB) + P(BR) = \frac{2}{5} \times \frac{3}{5} + \frac{3}{5} \times \frac{2}{5} = \frac{12}{25}$

$$A - \text{all elements in } A$$

$$A' - \text{all elements not in } A$$

$$B - \text{all elements in } B$$

$$B' - \text{all elements not in } B$$

$$A \cup B - \text{all the elements in } A \text{ or } B \text{ or both}$$

$$A \cap B - \text{all the elements in both } A \text{ and } B$$