Sir Thomas Fremantle



A-LEVEL

**MATHEMATICS**

##### Student’s Guide 2017

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# Introduction

## Studying Mathematics A Level at STFS

The changes to A-level Mathematics qualifications represent the biggest in a generation. You will be apart of this new transition, where the main aim was to create consistency across the UK.

Mathematics is one of the biggest facilitating subjects and it’s essential for many higher education courses and careers.

This specification has been designed for students to see the links between different areas of maths and to apply their maths skills across all areas.

## Support and resources to help you learn

Throughout the course you will be regular assessed within school via internal topic tests and homework tasks for both core and applied mathematics. This will enable us to put in place any interventions if required.

You will have three hours per week for core and two hours on applications with specialist subject teachers.

It is important that your notes, practice and methods are clearly organised, with your folder having THREE distinct sections:

* Core
* Statistics
* Mechanics

# Specification at a glance

This qualification is linear. Linear means that students will sit all their exams at the end of the course.

## Subject content

* [OT1: Mathematical argument, language and proof](#_bookmark8) (page 11)
* [OT2: Mathematical problem solving](#_bookmark9) (page 11)
* [OT3: Mathematical modelling](#_bookmark10) (page 12)
* [A: Proof](#_bookmark11) (page 12)
* [B: Algebra and functions](#_bookmark12) (page 13)
* [C: Coordinate geometry in the (x,y) plane](#_bookmark13) (page 14)
* [D: Sequences and series](#_bookmark14) (page 15)
* [E: Trigonometry](#_bookmark15) (page 15)
* [F: Exponentials and logarithms](#_bookmark16) (page 17)
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* [S: Moments](#_bookmark29) (page 25)

## Assessments

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| **Paper 1** |
| **What's assessed**Any content from:* A: Proof
* B: Algebra and functions
* C: Coordinate geometry
* D: Sequences and series
* E: Trigonometry
* F: Exponentials and logarithms
* G: Differentiation
* H: Integration
* I: Numerical methods
 |
| **How it's assessed*** Written exam: 2 hours
* 100 marks
* 33⅓ % of A-level
 |
| **Questions**A mix of question styles, from short, single-mark questions to multi-step problems. |



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| **Paper 2** |
| **What's assessed**Any content from Paper 1 and content from:* J: Vectors
* P: Quantities and units in mechanics
* Q: Kinematics
* R: Forces and Newton’s laws
* S: Moments
 |
| **How it's assessed*** Written exam: 2 hours
* 100 marks
* 33⅓ % of A-level
 |
| **Questions**A mix of question styles, from short, single-mark questions to multi-step problems. |



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| **Paper 3** |
| **What's assessed**Any content from Paper 1 and content from:* K: Statistical sampling
* L: Data presentation and Interpretation
* M: Probability
* N: Statistical distributions
* O: Statistical hypothesis testing
 |
| **How it's assessed*** Written exam: 2 hours
* 100 marks
* 33⅓ % of A-level
 |
| **Questions**A mix of question styles, from short, single-mark questions to multi-step problems. |

# Subject content

The subject content for A-level Mathematics is set out by the Department for Education (DfE) and is common across all exam boards. The content set out in this specification covers the complete A- level course of study.

## Overarching themes

A-level specifications in mathematics must require students to demonstrate the overarching knowledge and skills contained in sections **OT1**, **OT2** and **OT3**. These must be applied, along with associated mathematical thinking and understanding, across the whole of the detailed content set out in sections **A** to **S**.

Students must use the mathematical notation and must be able to recall the mathematical formulae and identities set out in the DfE subject content.

### OT1: Mathematical argument, language and proof

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|  | **Content** |
| OT1.1 | Construct and present mathematical arguments through appropriate use of diagrams; sketching graphs; logical deduction; precise statements involving correct use of symbols and connecting language, including: constant, coefficient, expression, equation, function, identity, index, term, variable. |
| OT1.2 | Understand and use mathematical language and syntax as set out in the content. |
| OT1.3 | Understand and use language and symbols associated with set theory, as set out in the content.Apply to solutions of inequalities and probability. |
| OT1.4 | Understand and use the definition of a function; domain and range of functions. |
| OT1.5 | Comprehend and critique mathematical arguments, proofs and justifications of methods and formulae, including those relating to applications of mathematics. |

### OT2: Mathematical problem solving

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|  | **Content** |
| OT2.1 | Recognise the underlying mathematical structure in a situation and simplify and abstract appropriately to enable problems to be solved. |
| OT2.2 | Construct extended arguments to solve problems presented in an unstructured form, including problems in context. |
| OT2.3 | Interpret and communicate solutions in the context of the original problem. |

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|  | **Content** |
| OT2.4 | Understand that many mathematical problems cannot be solved analytically, but numerical methods permit solution to a required level of accuracy. |
| OT2.5 | Evaluate, including by making reasoned estimates, the accuracy or limitations of solutions, including those obtained using numerical methods. |
| OT2.6 | Understand the concept of a mathematical problem solving cycle, including specifying the problem, collecting information, processing and representing information and interpreting results, which may identify the need to repeat the cycle. |
| OT2.7 | Understand, interpret and extract information from diagrams and construct mathematical diagrams to solve problems, including in mechanics. |

### OT3: Mathematical modelling

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|  | **Content** |
| OT3.1 | Translate a situation in context into a mathematical model, making simplifying assumptions. |
| OT3.2 | Use a mathematical model with suitable inputs to engage with and explore situations (for a given model or a model constructed or selected by the student). |
| OT3.3 | Interpret the outputs of a mathematical model in the context of the original situation (for a given model or a model constructed or selected by the student). |
| OT3.4 | Understand that a mathematical model can be refined by considering its outputs and simplifying assumptions; evaluate whether the model is appropriate. |
| OT3.5 | Understand and use modelling assumptions. |

## A: Proof

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|  | **Content** |
| A1 | * Understand and use the structure of mathematical proof, proceeding from given assumptions through a series of logical steps to a conclusion; use methods of proof, including proof by deduction, proof by exhaustion.
* Disproof by counter example.
* Proof by contradiction (including proof of the irrationality of √2 and the infinity of primes, and application to unfamiliar proofs).
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## B: Algebra and functions

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|  | **Content** |
| B1 | Understand and use the laws of indices for all rational exponents. |

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|  | **Content** |
| B2 | Use and manipulate surds, including rationalising the denominator. |

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|  | **Content** |
| B3 | Work with quadratic functions and their graphs; the discriminant of a quadratic function, including the conditions for real and repeated roots; completing the square; solution of quadratic equations including solving quadratic equations in a function of the unknown. |

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|  | **Content** |
| B4 | Solve simultaneous equations in two variables by elimination and by substitution, including one linear and one quadratic equation. |

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|  | **Content** |
| B5 | * Solve linear and quadratic inequalities in a single variable and interpret such inequalities graphically, including inequalities with brackets and fractions.
* Express solutions through correct use of ‘and’ and ‘or’, or through set notation.
* Represent linear and quadratic inequalities such as *y* > *x* + 1 and

*y* > *ax*2 + *bx* + *c* graphically. |

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|  | **Content** |
| B6 | * Manipulate polynomials algebraically, including expanding brackets and collecting like terms, factorisation and simple algebraic division; use of the factor theorem.
* Simplify rational expressions including by factorising and cancelling, and algebraic division (by linear expressions only).
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|  | **Content** |
| B7 | * Understand and use graphs of functions; sketch curves defined by simple equations including polynomials, the modulus of a linear function, *y* = *a*and

*x**y* = *a*(including their vertical and horizontal asymptotes); interpret algebraic*x*2solution of equations graphically; use intersection points of graphs to solve equations.* Understand and use proportional relationships and their graphs.
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|  | **Content** |
| B8 | Understand and use composite functions; inverse functions and their graphs. |

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|  | **Content** |
| B9 | Understand the effect of simple transformations on the graph of *y* = *f x* including sketching associated graphs:*y* = *a f x* , *y* = *f x* + *a*, *y* = *f x* + *a* , *y* = *f ax* , and combinations of these transformations. |

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|  | **Content** |
| B10 | Decompose rational functions into partial fractions (denominators not more complicated than squared linear terms and with no more than 3 terms, numerators constant or linear). |

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|  | **Content** |
| B11 | Use of functions in modelling, including consideration of limitations and refinements of the models. |

## C: Coordinate geometry in the (x,y) plane

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|  | **Content** |
| C1 | * Understand and use the equation of a straight line, including the forms:

*y* − *y*1 = *m x* − *x*1 *and ax* + *by* + *c* = 0 ; gradient conditions for two straight lines to be parallel or perpendicular.* Be able to use straight line models in a variety of contexts.
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|  | **Content** |
| C2 | Understand and use the coordinate geometry of the circle including using the equation of a circle in the form *x* − *a* 2 + *y* − *b* 2 = *r*2 ; completing the square to find the centre and radius of a circle; use of the following properties:* the angle in a semicircle is a right angle
* the perpendicular from the centre to a chord bisects the chord
* the radius of a circle at a given point on its circumference is perpendicular to the tangent to the circle at that point.
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|  | **Content** |
| C3 | Understand and use the parametric equations of curves and conversion between Cartesian and parametric forms. |

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|  | **Content** |
| C4 | Use parametric equations in modelling in a variety of contexts. |

## D: Sequences and series

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|  | **Content** |
| D1 | * Understand and use the binomial expansion of *a* + *bx n* for positive integer *n*; the notations *n*! and *n*C*r*; link to binomial probabilities.
* Extend to any rational n, including its use for approximation; be aware that the

expansion is valid for *bx* < 1 . (proof not required).*a* |

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|  | **Content** |
| D2 | Work with sequences including those given by a formula for the nth term and those generated by a simple relation of the form *x*n+1 = f(*x*n); increasing sequences; decreasing sequences; periodic sequences. |

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|  | **Content** |
| D3 | Understand and use sigma notation for sums of series. |

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|  | **Content** |
| D4 | Understand and work with arithmetic sequences and series, including the formulae for *n*th term and the sum to *n* terms. |

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|  | **Content** |
| D5 | Understand and work with geometric sequences and series including the formulae for the *n*th term and the sum of a finite geometric series; the sum to infinity of a convergent geometric series, including the use of |*r* | < 1; modulus notation. |

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|  | **Content** |
| D6 | Use sequences and series in modelling. |

## E: Trigonometry

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|  | **Content** |
| E1 | * Understand and use the definitions of sine, cosine and tangent for all arguments; the sine and cosine rules; the area of a triangle in the form

12 *ab*sin *C** Work with radian measure, including use for arc length and area of sector.
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|  | **Content** |
| E2 | Understand and use the standard small angle approximations of sine, cosine and tangent2sin *θ* ≈ *θ*, cos *θ* ≈ 1 − *θ* , tan *θ* ≈ *θ* where *θ*is in radians.2 |

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|  | **Content** |
| E3 | * Understand and use the sine, cosine and tangent functions; their graphs, symmetries and periodicity.
* Know and use exact values of sin and cos for 0, *π* , *π* , *π* , *π* , *π* and multiples

6 4 3 2thereof, and exact values of tan for 0, *π* , *π* , *π* , *π* and multiples thereof.6 4 3 |

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|  | **Content** |
| E4 | Understand and use the definitions of secant, cosecant and cotangent and of arcsin, arccos and arctan; their relationships to sine, cosine and tangent; understanding of their graphs; their ranges and domains. |

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|  | **Content** |
| E5 | * Understand and use tan *θ* = sin*θ*

cos*θ** Understand and use *sin*2*θ* + *cos*2*θ* = 1 ; *sec*2*θ* = 1 + *tan*2*θ* and

*cosec*2*θ* = 1 + *cot*2*θ* |

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|  | **Content** |
| E6 | * Understand and use double angle formulae; use of formulae for

sin *A* ± *B* , cos *A* ± *B* and tan *A* ± *B* ; understand geometrical proofs of these formulae.* Understand and use expressions for a cos *θ* + b sin *θ* in the equivalent forms of

*r*cos *θ* ± *α or r*sin *θ* ± *α* |

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|  | **Content** |
| E7 | Solve simple trigonometric equations in a given interval, including quadratic equations in sin, cos and tan and equations involving multiples of the unknown angle. |

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|  | **Content** |
| E8 | Construct proofs involving trigonometric functions and identities. |

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|  | **Content** |
| E9 | Use trigonometric functions to solve problems in context, including problems involving vectors, kinematics and forces. |

## F: Exponentials and logarithms

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|  | **Content** |
| F1 | * Know and use the function *ax*and its graph, where a is positive.
* Know and use the function *ex*and its graph.
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|  | **Content** |
| F2 | Know that the gradient of *ekx*is equal to *kekx*and hence understand why the exponential model is suitable in many applications. |

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|  | **Content** |
| F3 | * Know and use the definition of log*a x*as the inverse of *a*, where a is positive

*x*and *x* ≥ 0* Know and use the function ln *x*and its graph.
* Know and use ln *x*as the inverse function of *ex*
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|  | **Content** |
| F4 | Understand and use the laws of logarithms:log *x*+ log *y* = log *xy* ; log *x*− log *y* = log *x* ; *k*log *x* = log *xk a a a a a a y a a*(including, for example, *k* = − 1 *and k* = − 1 ).2 |

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|  | **Content** |
| F5 | Solve equations of the form *ax* = *b* |

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|  | **Content** |
| F6 | Use logarithmic graphs to estimate parameters in relationships of the form *y* = *axn*and *y* = *kbx* , given data for x and y. |

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|  | **Content** |
| F7 | Understand and use exponential growth and decay; use in modelling (examples may include the use of e in continuous compound interest, radioactive decay, drug concentration decay, exponential growth as a model for population growth); consideration of limitations and refinements of exponential models. |

## G: Differentiation

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|  | **Content** |
| G1 | * Understand and use the derivative of *f x*as the gradient of the tangent to the graph of *y* = *f x* at a general point (*x*, *y*); the gradient of the tangent as a limit; interpretation as a rate of change; sketching the gradient function for a given curve; second derivatives; differentiation from first principles for small positive integer powers of *x* and for sin*x* and cos*x*
* Understand and use the second derivative as the rate of change of gradient; connection to convex and concave sections of curves and points of inflection.
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|  | **Content** |
| G2 | * Differentiate *xn*, for rational values of *n*, and related constant multiples, sums and differences.
* Differentiate *ekx*and *akx*, sin *kx*, cos *kx*, tan *kx*and related sums, differences and constant multiples.
* Understand and use the derivative of ln *x*
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|  | **Content** |
| G3 | * Apply differentiation to find gradients, tangents and normals, maxima and minima and stationary points, points of inflection.
* Identify where functions are increasing or decreasing.
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|  | **Content** |
| G4 | Differentiate using the product rule, the quotient rule and the chain rule, including problems involving connected rates of change and inverse functions. |

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|  | **Content** |
| G5 | Differentiate simple functions and relations defined implicitly or parametrically, for first derivative only. |

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|  | **Content** |
| G6 | Construct simple differential equations in pure mathematics and in context, (contexts may include kinematics, population growth and modelling the relationship between price and demand). |

## H: Integration

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|  | **Content** |
| H1 | Know and use the Fundamental Theorem of Calculus. |

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|  | **Content** |
| H2 | * Integrate *xn*(excluding n = -1), and related sums, differences and constant multiples.
* Integrate *ekx*, 1, sin *kx*, cos *kx*and related sums, differences and constant

*x*multiples. |

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|  | **Content** |
| H3 | Evaluate definite integrals; use a definite integral to find the area under a curve and the area between two curves. |

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|  | **Content** |
| H4 | Understand and use integration as the limit of a sum. |

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|  | **Content** |
| H5 | * Carry out simple cases of integration by substitution and integration by parts; understand these methods as the inverse processes of the chain and product rules respectively.
* (Integration by substitution includes finding a suitable substitution and is limited to cases where one substitution will lead to a function which can be integrated; integration by parts includes more than one application of the method but excludes reduction formulae).
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|  | **Content** |
| H6 | Integrate using partial fractions that are linear in the denominator. |

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|  | **Content** |
| H7 | Evaluate the analytical solution of simple first order differential equations with separable variables, including finding particular solutions (Separation of variables may require factorisation involving a common factor). |

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|  | **Content** |
| H8 | Interpret the solution of a differential equation in the context of solving a problem, including identifying limitations of the solution; includes links to kinematics. |

## I: Numerical methods

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|  | **Content** |
| I1 | * Locate roots of *f x* = 0 by considering changes of sign of *f x*in an interval of x on which *f x*is sufficiently well-behaved.
* Understand how change of sign methods can fail.
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|  | **Content** |
| I2 | * Solve equations approximately using simple iterative methods; be able to draw associated cobweb and staircase diagrams.
* Solve equations using the Newton-Raphson method and other recurrence relations of the form *xn* + 1 = *g xn*
* Understand how such methods can fail.
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|  | **Content** |
| I3 | Understand and use numerical integration of functions, including the use of the trapezium rule and estimating the approximate area under a curve and limits that it must lie between. |

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|  | **Content** |
| I4 | Use numerical methods to solve problems in context. |

## J: Vectors

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|  | **Content** |
| J1 | Use vectors in two dimensions and in three dimensions. |

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|  | **Content** |
| J2 | Calculate the magnitude and direction of a vector and convert between component form and magnitude/direction form. |

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|  | **Content** |
| J3 | Add vectors diagrammatically and perform the algebraic operations of vector addition and multiplication by scalars, and understand their geometrical interpretations. |

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|  | **Content** |
| J4 | Understand and use position vectors; calculate the distance between two points represented by position vectors. |

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|  | **Content** |
| J5 | Use vectors to solve problems in pure mathematics and in context, including forces and kinematics. |

## K: Statistical sampling

For sections K to O students must demonstrate the ability to use calculator technology to compute summary statistics and access probabilities from standard statistical distributions.

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|  | **Content** |
| K1 | * Understand and use the terms ‘population’ and ‘sample’.
* Use samples to make informal inferences about the population.
* Understand and use sampling techniques, including simple random sampling and opportunity sampling.
* Select or critique sampling techniques in the context of solving a statistical problem, including understanding that different samples can lead to different conclusions about the population.
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## L: Data presentation and interpretation

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|  | **Content** |
| L1 | * Interpret diagrams for single-variable data, including understanding that area in a histogram represents frequency.
* Connect to probability distributions.
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|  | **Content** |
| L2 | * Interpret scatter diagrams and regression lines for bivariate data, including recognition of scatter diagrams which include distinct sections of the population (calculations involving regression lines are excluded).
* Understand informal interpretation of correlation.
* Understand that correlation does not imply causation.
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|  | **Content** |
| L3 | * Interpret measures of central tendency and variation, extending to standard deviation.
* Be able to calculate standard deviation, including from summary statistics.
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|  | **Content** |
| L4 | * Recognise and interpret possible outliers in data sets and statistical diagrams.
* Select or critique data presentation techniques in the context of a statistical problem.
* Be able to clean data, including dealing with missing data, errors and outliers.
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## M: Probability

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|  | **Content** |
| M1 | * Understand and use mutually exclusive and independent events when calculating probabilities.
* Link to discrete and continuous distributions.
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|  | **Content** |
| M2 | * Understand and use conditional probability, including the use of tree diagrams, Venn diagrams, two-way tables.
* Understand and use the conditional probability formula.
* *P A B* = *P A* ∩ *B*

*P B* |

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|  | **Content** |
| M3 | Modelling with probability, including critiquing assumptions made and the likely effect of more realistic assumptions. |

## N: Statistical distributions

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|  | **Content** |
| N1 | Understand and use simple, discrete probability distributions (calculation of mean and variance of discrete random variables is excluded), including the binomial distribution, as a model; calculate probabilities using the binomial distribution. |

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|  | **Content** |
| N2 | * Understand and use the Normal distribution as a model; find probabilities using the Normal distribution.
* Link to histograms, mean, standard deviation, points of inflection and the binomial distribution.
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|  | **Content** |
| N3 | Select an appropriate probability distribution for a context, with appropriate reasoning, including recognising when the binomial or Normal model may not be appropriate. |

## O: Statistical hypothesis testing

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|  | **Content** |
| O1 | Understand and apply the language of statistical hypothesis testing, developed through a binomial model: null hypothesis, alternative hypothesis, significance level, test statistic, 1-tail test, 2-tail test, critical value, critical region, acceptance region, *p*-value]; extend to correlation coefficients as measures of how close data points lie to a straight line and be able to interpret a given correlation coefficient using a given *p*-value or critical value (calculation of correlation coefficients is excluded). |

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|  | **Content** |
| O2 | * Conduct a statistical hypothesis test for the proportion in the binomial distribution and interpret the results in context.
* Understand that a sample is being used to make an inference about the population and appreciate that the significance level is the probability of incorrectly rejecting the null hypothesis.
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|  | **Content** |
| O3 | Conduct a statistical hypothesis test for the mean of a Normal distribution with known, given or assumed variance and interpret the results in context. |

## P: Quantities and units in mechanics

|  |  |
| --- | --- |
|  | **Content** |
| P1 | * Understand and use fundamental quantities and units in the S.I. system: length, time, mass.
* Understand and use derived quantities and units: velocity, acceleration, force, weight, moment.
 |

## Q: Kinematics

|  |  |
| --- | --- |
|  | **Content** |
| Q1 | Understand and use the language of kinematics: position; displacement; distance travelled; velocity; speed; acceleration. |

|  |  |
| --- | --- |
|  | **Content** |
| Q2 | Understand, use and interpret graphs in kinematics for motion in a straight line: displacement against time and interpretation of gradient; velocity against time and interpretation of gradient and area under the graph. |

|  |  |
| --- | --- |
|  | **Content** |
| Q3 | Understand, use and derive the formulae for constant acceleration for motion in a straight line; extend to 2 dimensions using vectors. |

|  |  |
| --- | --- |
|  | **Content** |
| Q4 | Use calculus in kinematics for motion in a straight line:2*v* = *dr dv d r**dt* , *a* = *dt* = *dt*2 , *r* = ∫*v dt*,*v* = ∫*a dt* ; extend to 2 dimensions using vectors. |

|  |  |
| --- | --- |
|  | **Content** |
| Q5 | Model motion under gravity in a vertical plane using vectors; projectiles. |

## R: Forces and Newton’s laws

|  |  |
| --- | --- |
|  | **Content** |
| R1 | Understand the concept of a force; understand and use Newton’s first law. |

|  |  |
| --- | --- |
|  | **Content** |
| R2 | Understand and use Newton’s second law for motion in a straight line (restricted to forces in two perpendicular directions or simple cases of forces given as 2D vectors); extend to situations where forces need to be resolved (restricted to 2 dimensions). |

|  |  |
| --- | --- |
|  | **Content** |
| R3 | * Understand and use weight and motion in a straight line under gravity; gravitational acceleration, *g*, and its value in S.I. units to varying degrees of accuracy.
* (The inverse square law for gravitation is not required and *g* may be assumed to be constant, but students should be aware that *g* is not a universal constant but depends on location).
 |

|  |  |
| --- | --- |
|  | **Content** |
| R4 | Understand and use Newton’s third law; equilibrium of forces on a particle and motion in a straight line (restricted to forces in two perpendicular directions or simple cases of forces given as 2D vectors); application to problems involving smooth pulleys and connected particles; resolving forces in 2 dimensions; equilibrium of a particle under coplanar forces. |

|  |  |
| --- | --- |
|  | **Content** |
| R5 | Understand and use addition of forces; resultant forces; dynamics for motion in a plane. |

|  |  |
| --- | --- |
|  | **Content** |
| R6 | Understand and use the *F* ≤ *μR* model for friction; coefficient of friction; motion of a body on a rough surface; limiting friction and statics. |

## S: Moments

|  |  |
| --- | --- |
|  | **Content** |
| S1 | Understand and use moments in simple static contexts. |

## Use of data in statistics

As set out in the Department for Education’s *Mathematics: AS and A-level content* document, students studying A-level Mathematics must:

* become familiar with one or more specific large data set(s) in advance of the final assessment (these data must be real and sufficiently rich to enable the concepts and skills of data presentation and interpretation in the specification to be explored)
* use technology such as spreadsheets or specialist statistical packages to explore the data set(s)
* interpret real data presented in summary or graphical form
* use data to investigate questions arising in real contexts. This requirement is common to all exam boards.

### Data set

We have selected one data set that will feature in statistics questions throughout the lifetime of this specification.

The data set is an extract of a dataset that underpins DEFRA ‘Family Food 2014 report’ (published in 2015). The dataset contains information on purchased quantities of household food & drink by Government Office Region from 2001 until 2014. The specific extract that students need to be familiar with for the exam will only be available via the AQA website.

As part of our assessment monitoring procedure, we may decide to refresh or replace this data set during the lifetime of the specification. We will provide two years notice in advance of the first exam in which any change to the specified data set is assessed

The data set must be used in teaching to allow students to perform tasks that build familiarity with the contexts, the main features of the data and the ways in which technology can help explore the data. Students should also be able to demonstrate the ability to analyse a subset or features of the data using a calculator with standard statistical functions.

For the data set that students should be familiar with and supporting resources, visit [aqa.org.uk/](http://www.aqa.org.uk/7357) [7357](http://www.aqa.org.uk/7357)

# Scheme of assessment

Our A-level exams in Mathematics include questions that allow students to demonstrate their ability to:

* recall information
* draw together information from different areas of the specification
* apply their knowledge and understanding in practical and theoretical contexts.

## Aims

Courses based on this specification must encourage students to:

* understand mathematics and mathematical processes in a way that promotes confidence, fosters enjoyment and provides a strong foundation for progress to further study
* extend their range of mathematical skills and techniques
* understand coherence and progression in mathematics and how different areas of mathematics are connected
* apply mathematics in other fields of study and be aware of the relevance of mathematics to the world of work and to situations in society in general
* use their mathematical knowledge to make logical and reasoned decisions in solving problems both within pure mathematics and in a variety of contexts, and communicate the mathematical rationale for these decisions clearly
* reason logically and recognise incorrect reasoning
* generalise mathematically
* construct mathematical proofs
* use their mathematical skills and techniques to solve challenging problems which require them to decide on the solution strategy
* recognise when mathematics can be used to analyse and solve a problem in context
* represent situations mathematically and understand the relationship between problems in context and mathematical models that may be applied to solve them
* draw diagrams and sketch graphs to help explore mathematical situations and interpret solutions
* make deductions and inferences and draw conclusions by using mathematical reasoning
* interpret solutions and communicate their interpretation effectively in the context of the problem
* read and comprehend mathematical arguments, including justifications of methods and formulae, and communicate their understanding
	+ read and comprehend articles concerning applications of mathematics and communicate their understanding
	+ use technology such as calculators and computers effectively and recognise when such use may be inappropriate
	+ take increasing responsibility for their own learning and the evaluation of their own mathematical development.

## Assessment objectives

Assessment objectives (AOs) are set by Ofqual and are the same across all A-level Mathematics specifications and all exam boards.

The exams will measure how students have achieved the following assessment objectives.

* AO1: Use and apply standard techniques. Learners should be able to:
	+ select and correctly carry out routine procedures;
	+ accurately recall facts, terminology and definitions.
* AO2: Reason, interpret and communicate mathematically. Learners should be able to:
	+ construct rigorous mathematical arguments (including proofs);
	+ make deductions and inferences;
	+ assess the validity of mathematical arguments;
	+ explain their reasoning;
	+ use mathematical language and notation correctly.

Where questions/tasks targeting this assessment objective will also credit students for the ability to ‘use and apply standard techniques’ (AO1) and/or to ‘solve problems within mathematics and in other contexts’ (AO3) an appropriate proportion of the marks for the question/task must be attributed to the corresponding assessment objective(s).

* AO3: Solve problems within mathematics and in other contexts. Learners should be able to:
	+ translate problems in mathematical and non-mathematical contexts into mathematical processes;
	+ interpret solutions to problems in their original context, and, where appropriate, evaluate their accuracy and limitations;
	+ translate situations in context into mathematical models;
	+ use mathematical models;
	+ evaluate the outcomes of modelling in context, recognise the limitations of models and, where appropriate, explain how to refine them.

Where questions/tasks targeting this assessment objective will also credit students for the ability to ‘use and apply standard techniques’ (AO1) and/or to ‘reason, interpret and communicate mathematically’ (AO2) an appropriate proportion of the marks for the question/task must be attributed to the corresponding assessment objective(s).

### 4.2.1 Assessment objective weightings for A-level Mathematics

|  |  |  |
| --- | --- | --- |
| **Assessment objectives (AOs)** | **Component weightings (approx %)** | **Overall weighting (approx %)** |
| **Paper 1** | **Paper 2** | **Paper 3** |
| AO1 | 50 | 50 | 50 | 50 |
| AO2 | 25 | 25 | 25 | 25 |
| AO3 | 25 | 25 | 25 | 25 |
| Overall weighting of components | 33⅓ | 33⅓ | 33⅓ | 100 |

## 4.3 Assessment weightings

The marks awarded on the papers will be scaled to meet the weighting of the components. Students’ final marks will be calculated by adding together the scaled marks for each component. Grade boundaries will be set using this total scaled mark. The scaling and total scaled marks are shown in the table below.

|  |  |  |  |
| --- | --- | --- | --- |
| **Component** | **Maximum raw mark** | **Scaling factor** | **Maximum scaled mark** |
| Paper 1 | 100 | x1 | 100 |
| Paper 2 | 100 | x1 | 100 |
| Paper 3 | 100 | x1 | 100 |
| Total scaled mark: | 300 |

Appendix A:

#### mathematical notation for AS and A level qualifications in mathematics and further mathematics

##### The tables below set out the notation that must be used by AS and A level mathematics and further mathematics specifications. Students will be expected to understand this notation without need for further explanation.

##### Mathematics students will not be expected to understand notation that relates only to further mathematics content. Further mathematics students will be expected to understand all notation in the list.

##### For further mathematics, the notation for the core content is listed under sub headings indicating ‘further mathematics only’. In this subject, awarding organisations are required to include, in their specifications, content that is additional to the core content. They will therefore need to add to the notation list accordingly.

##### AS students will be expected to understand notation that relates to AS content, and will not be expected to understand notation that relates only to A level content.

|  |  |
| --- | --- |
| **1** | **Set Notation** |
| 1.1 |  | is an element of |
| 1.2 |  | is not an element of |
| 1.3 |  | is a subset of |
| 1.4 |  | is a proper subset of |
| 1.5 | *x*1, *x*2 , | the set with elements *x*1, *x*2 ,  |
| 1.6 | {𝑥: … } | the set of all *x* such that  |
| 1.7 | n( *A*) | the number of elements in set *A* |
| 1.8 |  | the empty set |
| 1.9 | ** | the universal set |
| 1.10 | *A* | the complement of the set *A* |
| 1.11 | ℕ | the set of natural numbers,1, 2, 3,  |
| 1.12 | ℤ | the set of integers,0,  1,  2,  3,  |
| 1.13 | ℤ+ | the set of positive integers,1, 2, 3,  |

|  |  |  |
| --- | --- | --- |
| 1.14 | ℤ ****0 | the set of non-negative integers,{0, 1, 2, 3, …} |
| 1.15 | ℝ | the set of real numbers |
| 1.16 | ℚ | the set of rational numbers, *p* : *p* , *q*   *q*   |
| 1.17 |  | union |
| 1.18 |  | intersection |
| 1.19 | (*x*, *y*) | the ordered pair *x* , *y* |
| 1.20 | [*a*, *b*] | the closed interval*x*  : *a*  *x*  *b* |
| 1.21 | [*a*, *b*) | the interval *x*  : *a*  *x*  *b* |
| 1.22 | (*a*, *b*] | the interval *x*  : *a*  *x*  *b* |
| 1.23 | (*a*, *b*) | the open interval*x*  : *a*  *x*  *b* |
| **1** | **Set Notation (Further Mathematics only)** |
| 1.24 | ℂ | the set of complex numbers |
| **2** | **Miscellaneous Symbols** |
| 2.1 |  | is equal to |
| 2.2 |  | is not equal to |
| 2.3 |  | is identical to or is congruent to |
| 2.4 |  | is approximately equal to |
| 2.5 |  | infinity |
| 2.6 | ∝ | is proportional to |
| 2.7 | ∴ | therefore |
| 2.8 | ∵ | because |
| 2.9 | < | is less than |
| 2.10 | ⩽ , ≤ | is less than or equal to, is not greater than |
| 2.11 | > | is greater than |
| 2.12 | ⩾ , ≥ | is greater than or equal to, is not less than |
| 2.13 | *p*  *q* | *p* implies *q* (if *p* then *q* ) |
| 2.14 | *p*  *q* | *p* is implied by *q* (if *q* then *p* ) |
| 2.15 | *p*  *q* | *p* implies and is implied by *q* ( *p*is equivalent to *q* ) |
| 2.16 | *a* | first term for an arithmetic or geometric sequence |

|  |  |  |
| --- | --- | --- |
| 2.17 | *l* | last term for an arithmetic sequence |
| 2.18 | *d* | common difference for an arithmetic sequence |
| 2.19 | *r* | common ratio for a geometric sequence |
| 2.20 | *Sn* | sum to *n* terms of a sequence |
| 2.21 | *S* | sum to infinity of a sequence |

|  |  |
| --- | --- |
| **3** | **Operations** |
| 3.1 | *a*  *b* | *a* plus *b* |
| 3.2 | *a*  *b* | *a* minus *b* |
| 3.3 | *a*  *b*, *ab*, *a*.*b* | *a* multiplied by *b* |
| 3.4 | *a**a ÷ b,**b* | *a* divided by *b* |
| 3.5 | *n**ai**i*1 | *a*1  *a*2   *an* |
| 3.6 | *n**ai**i*1 | *a*1  *a*2  *an* |
| 3.7 | *a* | the non-negative square root of *a* |
| 3.8 | *a* | the modulus of *a* |
| 3.9 | *n*! | *n* factorial: *n*!  *n* (*n* 1) ... 2 1, *n* ; 0!=1 |
| 3.10 |  *n*  , *nC* , *n Cr* *r*  *r* | the binomial coefficient *n*! for *n*, *r* ∊ ℤ **** , *r* ⩽ *n**r*!(*n*  *r*)! 0or *n*(*n* 1)(*n*  *r*  1) for *n*  ℚ, *r* ∊ ℤ *****r*! 0 |
| **4** | **Functions** |
| 4.1 | f(*x*) | the value of the function f at *x* |
| 4.2 | f : *x*  *y* | the function f maps the element *x* to the element *y* |
| 4.3 | f 1 | the inverse function of the function f |
| 4.4 | gf | the composite function of f and g which is defined bygf (*x*)  g(f(*x*)) |
| 4.5 | lim f(*x*)*x**a* | the limit of f(*x*) as *x* tends to *a* |
| 4.6 | *x*, δ*x* | an increment of *x* |
| 4.7 | d*y* d*x* | the derivative of *y* with respect to *x* |
| 4.8 | d*n y*d*xn* | the *n* th derivative of *y* with respect to *x* |
| 4.9 | f (*x*), f (*x*), , f (*n*) (*x*) | the first, second, ..., *n*th derivatives of f(*x*) with respect to *x* |
| 4.10 | *x*, *x*,  | the first, second, ... derivatives of *x* with respect to *t* |
| 4.11 |  *y* d*x* | the indefinite integral of *y* with respect to *x* |
| 4.12 | *b**a y* d*x* | the definite integral of *y* with respect to *x* between the limits *x*  *a* and *x*  *b* |
| **5** | **Exponential and Logarithmic Functions** |



|  |  |  |
| --- | --- | --- |
| 5.1 | e | base of natural logarithms |
| 5.2 | e*x* , exp *x* | exponential function of *x* |
| 5.3 | log*a x* | logarithm to the base *a* of *x* |
| 5.4 | ln *x*, loge *x* | natural logarithm of *x* |
| **6** | **Trigonometric Functions** |
| 6.1 | sin, cos, tan, cosec, sec, cot | the trigonometric functions |
| 6.2 | sin1, cos1, tan1arcsin, arccos, arctan | the inverse trigonometric functions |
| 6.3 | ° | degrees |
| 6.4 | rad | radians |
| **6** | **Trigonometric and Hyperbolic Functions (Further Mathematics only)** |
| 6.5 | cosec1, sec1, cot1arccosec, arcsec, arccot | the inverse trigonometric functions |
| 6.6 | sinh, cosh, tanh, cosech, sech, coth | the hyperbolic functions |
| 6.7 | sinh1, cosh1, tanh1cosech1, sech1, coth1arsinh, arcosh, artanh, arcosech, arcsech, arcoth  | the inverse hyperbolic functions |
| 7 | **Complex Numbers (Further Mathematics only)** |
| 7.1 | i , j | square root of 1 |
| 7.2 | *x*  i*y* | complex number with real part *x* and imaginary part *y* |
| 7.3 | *r* (cos**  i sin** ) | modulus argument form of a complex number with modulus 𝑟 and argument 𝜃 |
| 7.4 | *z* | a complex number, *z*  *x*  i*y*  *r*(cos**  isin** ) |
| 7.5 | Re *z*  | the real part of *z* , Re *z*   *x* |
| 7.6 | Im *z*  | the imaginary part of *z* , Im *z*   *y* |
| 7.7 | *z* | the modulus of *z* , *z*  *x*2  *y*2 |
| 7.8 | arg(𝑧) | the argument of *z* , arg(𝑧) = 𝜃, −𝜋 < 𝜃 ≤ 𝜋 |
| 7.9 | *z* \* | the complex conjugate of *z* , *x*  i*y* |
| **8** | **Matrices (Further Mathematics only)** |

|  |  |  |
| --- | --- | --- |
| 8.1 | **M** | a matrix **M** |
| 8.2 | **0** | zero matrix |
| 8.3 | **I** | identity matrix |
| 8.4 | **M**1 | the inverse of the matrix **M** |
| 8.5 | **M**T | the transpose of the matrix **M** |
| 8.6 | Δ, det **M** or⎹ **M** ⎸ | the determinant of the square matrix **M** |
| 8.7 | **Mr** | Image of column vector **r** under the transformation associated with the matrix **M** |
| **9** | **Vectors** |
| 9.1 | **a**, a, a | the vector **a**, a, a ; these alternatives apply throughout section 9 |
| 9.2 | AB | the vector represented in magnitude and direction by the directed line segment AB |
| 9.3 | **a**ˆ | a unit vector in the direction of **a** |
| 9.4 | **i**, **j**, **k** | unit vectors in the directions of the cartesian coordinate axes |
| 9.5 | **a** , *a* | the magnitude of **a** |
| 9.6 | AB , AB | the magnitude of AB |
| 9.7 |  *a*   , *a***i**  *b***j** *b*  | column vector and corresponding unit vector notation |
| 9.8 | **r** | position vector |
| 9.9 | **s** | displacement vector |
| 9.10 | **v** | velocity vector |
| 9.11 | **a** | acceleration vector |

|  |  |
| --- | --- |
| **9** | **Vectors (Further Mathematics only)** |
| 9.12 | **a.b** | the scalar product of **a** and **b** |
| **10** | **Differential Equations (Further Mathematics only)** |
| 10.1 | *ω* | angular speed |
| **11** | **Probability and Statistics** |
| 11.1 | *A*, *B*, *C*, etc. | events |
| 11.2 | *A*  *B* | union of the events *A* and *B* |
| 11.3 | *A*  *B* | intersection of the events *A* and *B* |
| 11.4 | P( *A*) | probability of the event *A* |
| 11.5 | *A* | complement of the event *A* |
| 11.6 | P( *A* | *B*) | probability of the event *A* conditional on the event *B* |
| 11.7 | *X* , *Y* , *R*, etc. | random variables |
| 11.8 | *x*, *y*, *r*, etc. | values of the random variables *X* , *Y* , *R* etc. |
| 11.9 | *x*1, *x*2 ,  | observations |
| 11.10 | *f*1, *f*2 ,  | frequencies with which the observations *x*1, *x*2 , occur |
| 11.11 | p(*x*), P(*X = x*) | probability function of the discrete random variable *X* |
| 11.12 | *p*1, *p*2 ,  | probabilities of the values *x*1, *x*2 ,  of the discrete random variable *X* |
| 11.13 | E( *X* ) | expectation of the random variable *X* |
| 11.14 | Var( *X* ) | variance of the random variable *X* |
| 11.15 | ~ | has the distribution |
| 11.16 | B(*n*, *p*) | binomial distribution with parameters *n* and *p*, where *n* is the number of trials and *p* is the probability of success in a trial |
| 11.17 | *q* | *q*  1 *p* for binomial distribution |
| 11.18 | N(**, ** 2 ) | Normal distribution with mean ** and variance ** 2 |
| 11.19 | *Z* ~ N 0,1 | standard Normal distribution |
| 11.20 | ** | probability density function of the standardised Normal variable with distribution N(0, 1) |
| 11.21 |  | corresponding cumulative distribution function |
| 11.22 | ** | population mean |
| 11.23 | ** 2 | population variance |
| 11.24 | ** | population standard deviation |
| 11.25 | 𝑥̅ | sample mean |

|  |  |  |
| --- | --- | --- |
| 11.26 | 𝑠2 | sample variance |
| 11.27 | 𝑠 | sample standard deviation |
| 11.28 | H0 | Null hypothesis |
| 11.29 | H1 | Alternative hypothesis |
| 11.30 | *r* | product moment correlation coefficient for a sample |
| 11.31 | 𝜌 | product moment correlation coefficient for a population |
| **12** | **Mechanics** |
| 12.1 | kg | kilograms |
| 12.2 | m | metres |
| 12.3 | km | kilometres |
| 12.4 | m/s, m s-1 | metres per second (velocity) |
| 12.5 | m/s2, m s-2 | metres per second per second (acceleration) |
| 12.6 | 𝐹 | Force or resultant force |
| 12.7 | N | Newton |
| 12.8 | N m | Newton metre (moment of a force) |
| 12.9 | 𝑡 | time |
| 12.10 | 𝑠 | displacement |
| 12.11 | 𝑢 | initial velocity |
| 12.12 | 𝑣 | velocity or final velocity |
| 12.13 | 𝑎 | acceleration |
| 12.14 | 𝑔 | acceleration due to gravity |
| 12.15 | 𝜇 | coefficient of friction |

Appendix B:

#### mathematical formulae and identities

##### Students must be able to use the following formulae and identities for AS and A level mathematics, without these formulae and identities being provided, either in these forms or in equivalent forms. These formulae and identities may only be provided where they are the starting point for a proof or as a result to be proved.

###### Pure Mathematics

###### Quadratic Equations

*ax*2  *bx*  *c*  0 has roots

*b*  *b*2  4*ac*

2*a*

###### Laws of Indices

𝑎𝑥𝑎𝑦 ≡ 𝑎𝑥+𝑦

𝑎𝑥 ÷ 𝑎𝑦 ≡ 𝑎𝑥−𝑦

(𝑎𝑥)𝑦 ≡ 𝑎𝑥𝑦

###### Laws of Logarithms

*x*  *an*  *n*  log *x* for *a*  0 and

*a*

log*a x*  log*a y*  log*a* (*xy*) log *x*  log *y*  log  *x* 

*a a a*  

 *y* 

*x*  0

*k* log*a x*  log*a* *xk* 

###### Coordinate Geometry

A straight line graph, gradient *m* passing through  *x*1, *y*1 

*y*  *y*1  *m*  *x*  *x*1 

has equation

Straight lines with gradients *m*1 and *m*2 are perpendicular when *m*1*m*2  1

###### Sequences

General term of an arithmetic progression:

𝑢𝑛 = 𝑎 + (𝑛 − 1)𝑑

General term of a geometric progression:

𝑢𝑛 = 𝑎𝑟𝑛−1

###### Trigonometry

In the triangle ABC

Sine rule:

*a*

sin *A*

 *b*

sin *B*

 *c*

sin *C*

Cosine rule:

Area = 1 *ab* sin *C*

2

*a*2  *b*2  *c*2  2*bc* cos *A*

cos 2 *A*  sin 2 *A*  1 sec 2 *A*  1  tan 2 *A* cosec2*A*  1  cot 2 *A*

sin 2 *A*  2 sin *A* cos *A*

cos 2 *A*  cos2 *A*  sin2 *A*

tan 2 *A* 

2 tan *A*

1  tan2 *A*

###### Mensuration

Circumference and Area of circle, radius *r* and diameter *d*:

*C*  2* r*  * d A*  * r* 2

Pythagoras’ Theorem: In any right-angled triangle where *a*, *b* and *c* are the lengths of the sides and *c* is the hypotenuse:

*c*2  *a*2  *b*2

Area of a trapezium = 1 (*a*  *b*)*h* , where *a* and *b* are the lengths of the parallel sides and *h* is their

2

perpendicular separation.

Volume of a prism = area of cross section × length

For a circle of radius *r*, where an angle at the centre of *θ* radians subtends an arc of length *s* and encloses an associated sector of area *a*:

*s*  *r*

*a*  1 *r*2**

2

###### Calculus and Differential Equations

Differentiation

Function Derivative

*xn*

sin *kx* cos *kx* e *kx*

*nxn*  1

*k* cos *kx*

*k* sin *kx*

*k*e*kx*

ln *x* 1

*x*

f (*x*)  g(*x*)

f (*x*)g(*x*)

f (g(*x*))

f (*x*)  g(*x*)

f (*x*)g(*x*)  f (*x*)g(*x*)

f (g(*x*))g(*x*)

Integration

Function Integral

*xn* 1

*n*  1

*xn*1  *c*, *n*  1

cos *kx* 1 sin *kx*  *c*

*k*

sin *kx*

* 1 cos *kx*  *c k*

e *kx* 1 e*kx*  *c*

*k*

1

*x*

f (*x*)  g(*x*) f (g(*x*))g(*x*)

ln *x*  *c*, *x*  0

f (*x*)  g(*x*)  *c*

f (g(*x*))  *c*

*b*

Area under a curve = *y* d*x* ( *y*  0)

*a*

###### Vectors

|𝑥𝐢 + 𝑦𝐣 + 𝑧𝐤| = �(𝑥2 + 𝑦2 + 𝑧2)

###### Mechanics

###### Forces and Equilibrium

Weight = mass  *g*

Friction: *F*  *µR*

Newton’s second law in the form: *F*  *ma*

###### Kinematics

For motion in a straight line with variable acceleration:

*v*  d*r*

d*t*

*a*  d*v* 

d*t*

d2*r*

d*t* 2

*r*  *v* d*t v*  *a* d*t*

###### Statistics

The mean of a set of data:

*x*    

*x fx*

*n*  *f*

The standard Normal variable:

*Z*  *X*  ** where

**

*X* ~ N **,** 2 