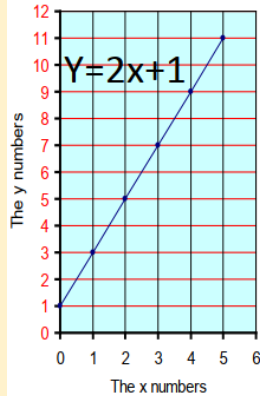


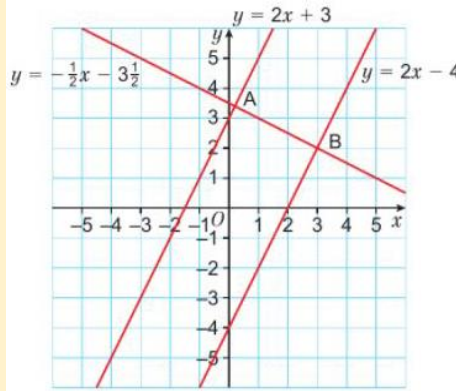
Linear Equations
 $y = mx + c$

where m is the gradient

c is where the graph crosses the y



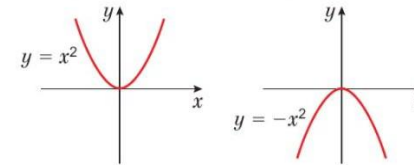
Parallel lines have same gradient



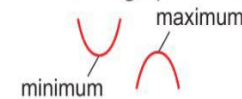
Perpendicular lines have gradients that multiply to give -1
When a graph has gradient m , the perpendicular line to that will have gradient $-\frac{1}{m}$

Velocity – time graph
Straight line – means constant acceleration

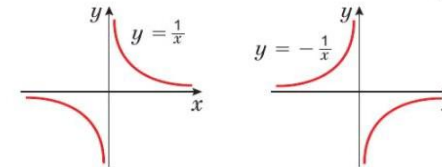
A **quadratic equation** contains a term in x^2 but no higher power of x .
The graph of a quadratic equation is a curved shape called a **parabola**.



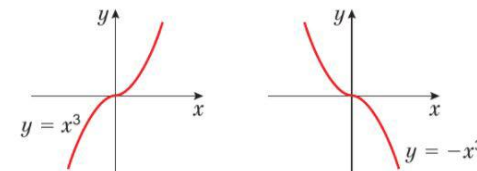
A quadratic graph has either a **minimum point** or a **maximum point** where the graph turns.



Reciprocal functions are in the form $\frac{k}{x}$ where k is a number.



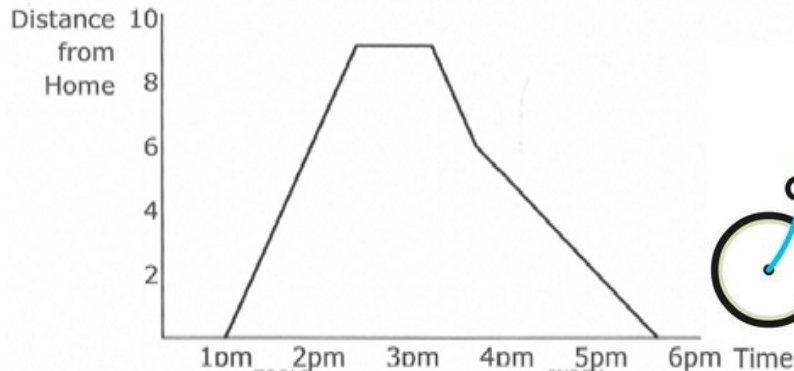
A **cubic function** contains a term in x^3 but no higher power of x .
It can also have terms in x^2 and x and number terms.



A distance – time graph represents a journey. The gradient is the speed

Try to draw a graph which reflects this cyclist's journey

At 1pm she starts off on a journey of 9 miles. She gets there by 2:30pm
She stays there for 45 minutes.
Then she travels for 3 miles in direction of home which takes 30 minutes.
The cyclist then gets a puncture and takes 2hrs to do the last 6 miles home.



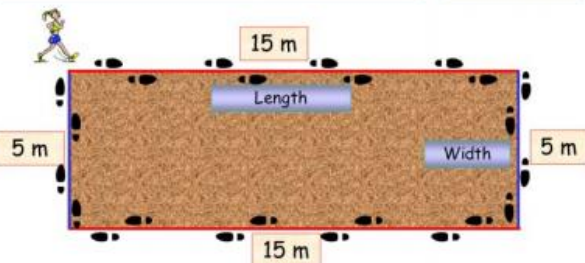
Direct proportion is shown by a straight line graph through the origin
The equation of a circle with centre $(0,0)$ and radius r is $x^2 + y^2 = r^2$

Links: [V191](#) - [V171](#) - [V197](#) - [V196](#)

Perimeter

The **perimeter** of a shape is the **distance** around the outside.

Rectangles



Perimeter = 15 m + 5 m + 15 m + 5 m = 40 m

The Area of a Circle

$A = \pi r^2$

Find the area of the $\frac{1}{4}$ and $\frac{3}{4}$ circles.

3



$A = \frac{1}{4}\pi r^2$
 $= \frac{1}{4} \times \pi \times 6^2$
 $= 28.3 \text{ cm}^2$ (1 dp)

4

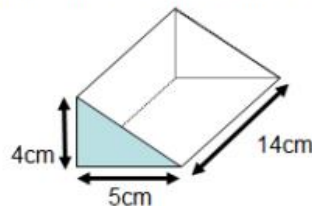


$A = \frac{3}{4}\pi r^2$
 $= \frac{3}{4} \times \pi \times 8.5^2$
 $= 170.2 \text{ cm}^2$ (1 dp)

VOLUME is how many cubic units fit **inside** a shape.

For a prism* **Volume = Area x length**

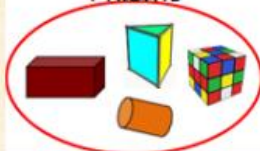
*a shape that is the same all the way along its length



$A = \frac{1}{2} \times 4 \times 5 = 10 \text{ cm}^2$ $V = A \times L = 10 \times 14 = 140 \text{ cm}^3$

So, always start by working out the **area** on front of the shape – this has to be the same all the way along the length (i.e. it has to be a prism).

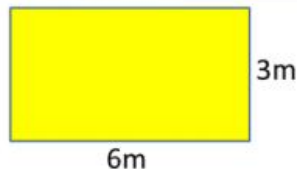
PRISMS



NOT PRISMS



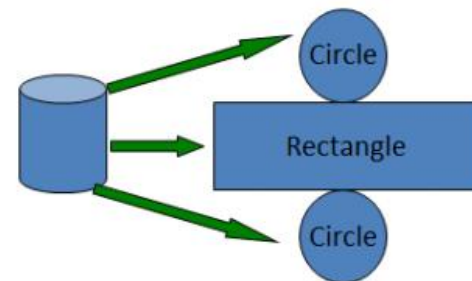
Error bounds:



The lengths have been measured to the nearest metre

- What the minimum and maximum values that the base and height could be?
 $5.5 \leq \text{base} < 6.5\text{m}$ $2.5 \leq \text{height} < 3.5\text{m}$
- What the minimum and maximum values that the **perimeter** could be?
 $16\text{m} \leq \text{perimeter} < 20\text{m}$
- What the minimum and maximum values that the **area** could be?
 $13.75\text{m}^2 \leq \text{area} < 22.75\text{m}^2$

SURFACE AREA is how many square units fit onto the **outside** of a shape.



It's helpful to think of the net of the shape: the surface area is just the area of all the bits of the net added together.

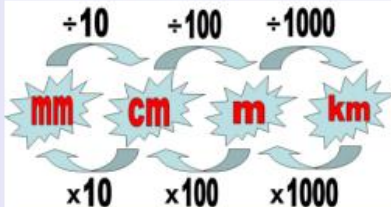
e.g. A cube of side length 5cm:



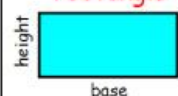
Area of one face = 5 x 5 = 25 cm²

Total surface area = 25 x 6 = 150 cm²

Metric conversions:

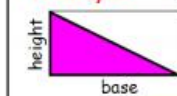


rectangle

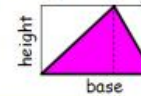


Area = base x height

a triangle is half the area of a rectangle

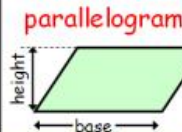


Area = $\frac{\text{base} \times \text{height}}{2}$

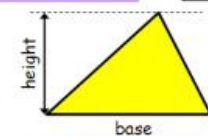


AREA

Always use the **perpendicular height**

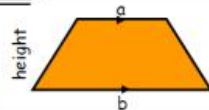


Area = base x height



trapezium

Area = $\frac{(a + b) \times h}{2}$



circle

