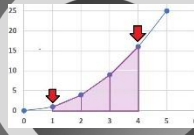


KS4

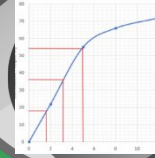
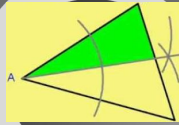
Algebraic methods

- Graph transformation
- Using the iterative method
- Area under a curve
- Using the tangent



Geometric Reasoning

- Constructions and loci
- Algebraic proof
- Geometric proof



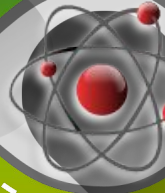
Statistics

- Box plots
- Cumulative frequency graphs
- Histograms

Y11

3D Geometry

- Nets of 3D shapes
- Surface area
- Volume of prism
- Volume of pyramids, cones and spheres



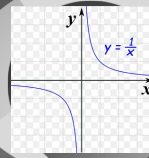
Working with number

- Index laws
- Surds
- Using and calculating in standard form

Vectors

- Column vector notation
- Vector notation
- Resultant vectors
- Parallel and co-linear vectors

$$\begin{pmatrix} 1 \\ 2 \end{pmatrix}$$

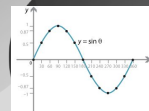
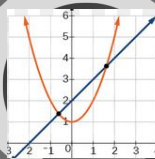


Algebraic Functions

- Function notation
- Inverse and composite functions
- Cubic and reciprocal graphs
- Equation of a circle

Developing algebra

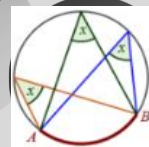
- Manipulating expressions
- Linear and non-linear inequalities
- Solutions to non-linear simultaneous equations



Proportional Reasoning

- Direct and Inverse Proportion
- Pythagoras Theorem on 3D objects
- Trigonometric Graphs

Y10



- Circle Theorems
- Deriving Circle Theorems

Angle Reasoning

Using circle theorems to find missing angles

Probability review