A-level maths

A level Mathematics and Further Mathematics

Some of these are the same, which ones?

$$x^{-1}$$
 $\frac{4}{9}$
 $\frac{1}{2x^{4}}$
 $\frac{2}{x^{4}}$
 $\frac{2}{x^{4}}$
 $\frac{2}{3}$
 $\frac{2}{3}$

What does the course look like?

A-level Maths papers

| | Paper 1 | Paper 2 | Paper 3 |
|---------|--|--|---|
| Time | 2 hours | 2 hours | 2 hours |
| Marks | 100 | 100 (two sections of 50 marks) | 100 (two sections of 50 marks) |
| Content | Assesses the following content only: Proof Algebra and functions Coordinate geometry Sequences and series Trigonometry Exponentials and logarithms Differentiation Integration Numerical methods. | May assess any content from paper 1. Will assess the following: Vectors Quantities and units in mechanics Kinematics Forces and Newton's law Moments. | May assess any content from paper 1. Will assess the following: Statistical sampling Data presentation and interpretation Probability Statistical distributions Statistical hypothesis testing. |

More info

- · All exams are at the end of year 13
- · All exams are calculator papers
- · You do not get a choice regarding Mechanics/Statseveryone does both! You will do a little bit of each on in both years amongst your Core work
- We recommend the Casio Class Whiz fx-991EX calculator. You will need this calculator (or more advanced) for stats work.
- · Graphical calculators are useful but not essential (and a lot more expensive)

Pure maths

- This is the name given to a lot of the maths you have studied up to this point. Many of the topics you will look at in A-levels you have already done at GCSE, for example:
- Surds
- Quadratics
- Simultaneous Equations
- Trigonometry
- Indices
- Equations and Inequalities
- Some (but not all!) of these topics will be studied in greater depth than at GCSE.

Pure maths

- Other topics will be new to you (you may recognise some of these if you did GCSE further maths)
- Differentiation and Integration
- · Coordinate Geometry
- Series
- Exponentials and Logarithms

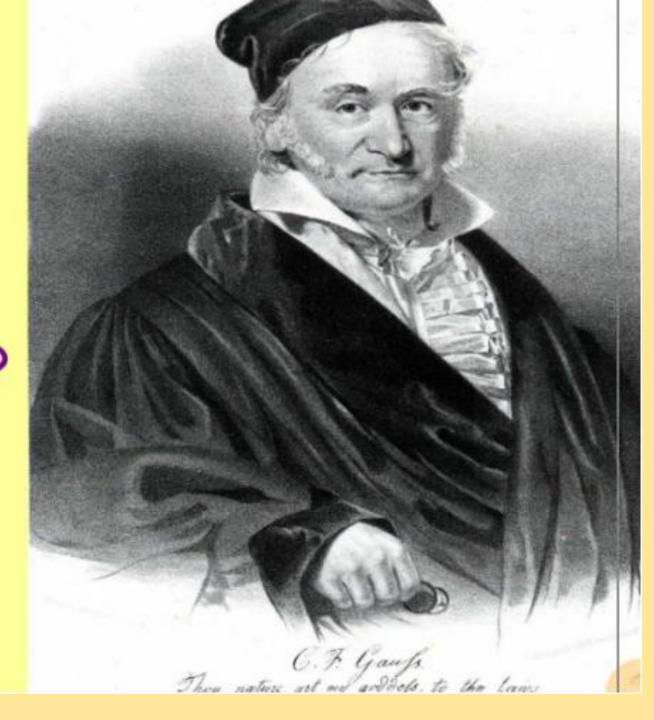
Mechanics

- This is a bit like GCSE/AS level physics, and quite different to GCSE maths. It involves:
 - STATICS/ FORCES
 - KINEMATICS- the study of motion displacement, speed, acceleration
 - VECTORS
 - MOMENTUM
 - NEWTON'S LAWS
 - PROJECTILES

Statistics

- Much of this you saw at GCSE, but will be taken into greater depth at A-level:
 - Sampling
 - Data Presentation and interpretation (e.g. cumulative frequency/box plots)
 - Statistical distributions
 - Probability
 - Hypothesis testing
 - Large data sets

Are you smarter than an 8 year old?



•What is the sum of the numbers 1 to 100?

•Show workings!

Proof

Let
$$S = 1 + 2 + 3 + 4 + 5 + + 100$$

Reverse
$$S = 100 + 99 + 98 + 97 + ... 3 + 2 + 1$$

the sum

$$2S = 100 \times 101$$

$$S = 5050$$

Carl Gauss was just 8 years old when he solved that problem back in 1885!!!

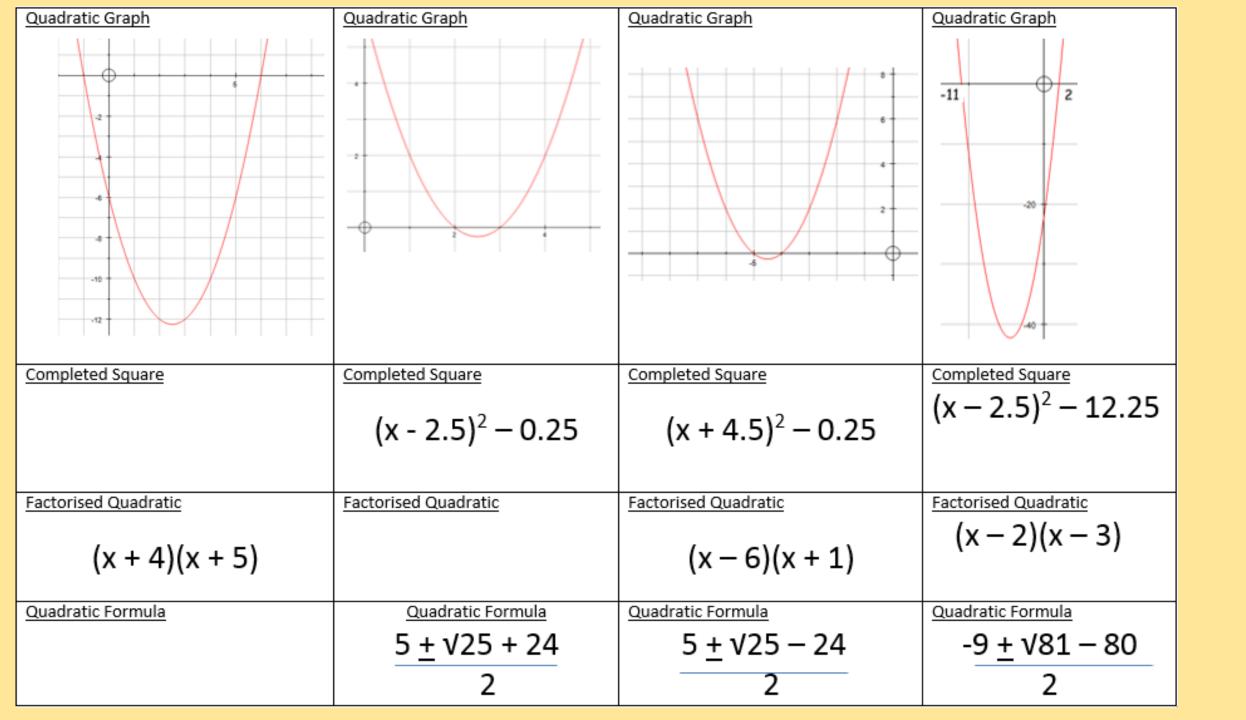


• Can you find out other things that Gauss helped to discover about mathematics?

There is an 'in our time' podcast on him on the BBC sounds app.

Quadratic matching activity

 Can you match the correct graph with its factorised form, completed square form, and quadratic formula?



Maths at A-level

- Maths is a very enjoyable, but extremely challenging A-level.
- You can expect to receive 2 homeworks per week (one from each side of the course).
- In addition to this you are expected to complete your own independent work.
- There is a fantastic maths team who are always willing to put the time in to help you out.
- You can usually find someone at break or lunch in the maths office.
- After school help sessions run <u>at least</u> once a week.

Another problem for you...

- You are given 8 balls. One is slightly heavier than the others.
- You are given a set of scales, which can hold as many balls as you like.
- What is the minimum number of weighings needed to find which is the heavy ball?

The answer is not 3!!!

Can you do better?

- The answers to all problems here are available from Mr Barnhurst, along with the answers to any queries about the course.
- Email barnhurst@qegs.email