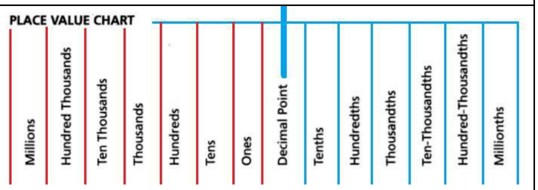
Topic/Skill	Definition/Tips	Example
1. Integer	A **whole number** that can be positive, negative or zero.	$-3, 0, 92$
2. Decimal	A number with a **decimal point** in it. Can be positive or negative.	$3.7, 0.94, -24.07$
3. Negative Number	A number that is **less than zero**. Can be decimals.	$-8, -2.5$
4. Addition	To find the **total**, or **sum**, of two or more numbers. 'add', 'plus', 'sum'	$3 + 2 + 7 = 12$
5. Subtraction	To find the **difference** between two numbers. To find out how many are left when some are taken away. 'minus', 'take away', 'subtract'	$10 - 3 = 7$
6. Multiplication	Can be thought of as **repeated addition**. 'multiply', 'times', 'product'	$3 \times 6 = 6 + 6 + 6 = 18$
7. Division	Splitting into equal parts or groups. The process of calculating the **number of times one number is contained within another one**. 'divide', 'share'	$20 \div 4 = 5$ $\frac{20}{4} = 5$
8. Remainder	The amount '**left over**' after dividing one integer by another.	The remainder of $20 \div 6$ is 2, because 6 divides into 20 exactly 3 times, with 2 left over.
9. BIDMAS	An acronym for the **order** you should do calculations in. BIDMAS stands for **'Brackets, Indices, Division, Multiplication, Addition and Subtraction'**. Indices are also known as 'powers' or 'orders'. With strings of division and multiplication, or strings of addition and subtraction, and no brackets, work from left to right.	$6 + 3 \times 5 = 21, not\ 45$ $5^2 = 25$, where the 2 is the index/power. $12 \div 4 \div 2 = 1.5, not\ 6$
10. Recurring Decimal	A decimal number that has **digits that repeat forever**. The part that repeats is usually shown by placing a dot above the digit that repeats, or	$\frac{1}{3} = 0.333\ldots = 0.\dot{3}$ $\frac{1}{7} = 0.142857142857\ldots = 0.\dot{1}4285\dot{7}$

	dots over the first and last digit of the repeating pattern.	$\frac{77}{600} = 0.128333\ldots = 0.128\dot{3}$

Topic: Accuracy

Topic/Skill	Definition/Tips	Example
1. Place Value	The **value** of where a **digit** is within a number.	In 726, the value of the 2 is 20, as it is in the ‘tens’ column.
2. Place Value Columns	The names of the columns that **determine the value of each digit**. The ‘ones’ column is also known as the ‘units’ column.	
3. Rounding	To make a number simpler but keep its value close to what it was. If the **digit to the right** of the rounding digit is **less than 5, round down**. If the **digit to the right** of the rounding digit is **5 or more, round up**.	74 rounded to the nearest ten is 70, because 74 is closer to 70 than 80. 152,879 rounded to the nearest thousand is 153,000.
4. Decimal Place	The **position** of a digit to the **right of a decimal point**.	In the number 0.372, the 7 is in the second decimal place. 0.372 rounded to two decimal places is 0.37, because the 2 tells us to round down. Careful with money - don’t write £27.4, instead write £27.40
5. Significant Figure	The significant figures of a number are the digits which **carry meaning** (ie. are significant) to the size of the number. The **first significant figure** of a number **cannot be zero**. In a number with a decimal, trailing zeros are not significant.	In the number 0.00821, the first significant figure is the 8. In the number 2.740, the 0 is not a significant figure. 0.00821 rounded to 2 significant figures is 0.0082. 19357 rounded to 3 significant figures is 19400. We need to include the two zeros at the end to keep the digits in the same place value columns.
6. Truncation	A method of approximating a decimal number by **dropping all decimal places** past a certain point **without rounding**.	3.14159265… can be truncated to 3.1415 (note that if it had been rounded, it would become 3.1416)
7. Error Interval	A **range of values** that a number could have taken before being rounded or truncated. An error interval is written using inequalities, with a **lower bound** and an **upper bound**.	0.6 has been rounded to 1 decimal place. The error interval is: $0.55 \leq x < 0.65$ The lower bound is 0.55 The upper bound is 0.65

	Note that the lower bound inequality can be 'equal to', but the upper bound cannot be 'equal to'.	
8. Estimate	To find something **close to the correct answer**.	An estimate for the height of a man is 1.8 metres.
9. Approximation	When using approximations to estimate the solution to a calculation, **round each number in the calculation to 1 significant figure**. ≈ means 'approximately equal to'	$\frac{348+692}{0.526} \approx \frac{300+700}{0.5} = 2000$ 'Note that dividing by 0.5 is the same as multiplying by 2'
10. Rational Number	A number of the form $\frac{p}{q}$, where p **and** q **are integers** and $q \neq 0$. A number that cannot be written in this form is called an 'irrational' number	$\frac{4}{9}, 6, -\frac{1}{3}, \sqrt{25}$ are examples of rational numbers. $\pi, \sqrt{2}$ are examples of an irrational numbers.
11. Surd	The **irrational number** that is a **root of a positive integer,** whose value cannot be determined exactly. Surds have **infinite non-recurring decimals**.	$\sqrt{2}$ is a surd because it is a root which cannot be determined exactly. $\sqrt{2} = 1.41421356 \ldots$ which never repeats.
12. Rules of Surds	$\sqrt{ab} = \sqrt{a} \times \sqrt{b}$ $\sqrt{\frac{a}{b}} = \frac{\sqrt{a}}{\sqrt{b}}$ $a\sqrt{c} \pm b\sqrt{c} = (a \pm b)\sqrt{c}$ $\sqrt{a} \times \sqrt{a} = a$	$\sqrt{48} = \sqrt{16} \times \sqrt{3} = 4\sqrt{3}$ $\sqrt{\frac{25}{36}} = \frac{\sqrt{25}}{\sqrt{36}} = \frac{5}{6}$ $2\sqrt{5} + 7\sqrt{5} = 9\sqrt{5}$ $\sqrt{7} \times \sqrt{7} = 7$
13. Rationalise a Denominator	The process of rewriting a fraction so that the **denominator contains only rational numbers**.	$\frac{\sqrt{3}}{\sqrt{2}} = \frac{\sqrt{3} \times \sqrt{2}}{\sqrt{2} \times \sqrt{2}} = \frac{\sqrt{6}}{2}$ $\frac{6}{3+\sqrt{7}} = \frac{6(3-\sqrt{7})}{(3+\sqrt{7})(3-\sqrt{7})}$ $= \frac{18-6\sqrt{7}}{9-7}$ $= \frac{18-6\sqrt{7}}{2} = 9 - 3\sqrt{7}$

Topic/Skill	Definition/Tips	Example
1. Solve	To find the **answer**/value of something **Use inverse operations** on both sides of the equation (balancing method) until you find the value for the letter.	Solve $2x - 3 = 7$ Add 3 on both sides $2x = 10$ Divide by 2 on both sides $x = 5$
2. Inverse	**Opposite**	The inverse of addition is subtraction. The inverse of multiplication is division.
3. Rearranging Formulae	**Use inverse operations** on both sides of the formula (balancing method) until you find the expression for the letter.	Make x the subject of $y = \frac{2x-1}{z}$ Multiply both sides by z $yz = 2x - 1$ Add 1 to both sides $yz + 1 = 2x$ Divide by 2 on both sides $\frac{yz + 1}{2} = x$ We now have x as the subject.
4. Writing Formulae	**Substitute letters for words** in the question.	Bob charges £3 per window and a £5 call out charge. $C = 3N + 5$ Where N=number of windows and C=cost
5. Substitution	**Replace letters with numbers**. Be careful of $5x^2$. You need to square first, then multiply by 5.	$a = 3, b = 2$ and $c = 5$. Find: 1. $2a = 2 \times 3 = 6$ 2. $3a - 2b = 3 \times 3 - 2 \times 2 = 5$ 3. $7b^2 - 5 = 7 \times 2^2 - 5 = 23$

Subject: Maths

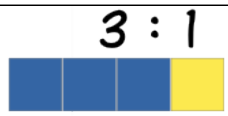
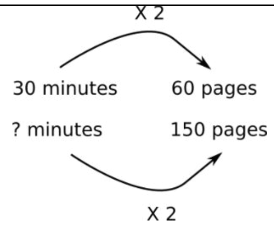
Topic: Proofs

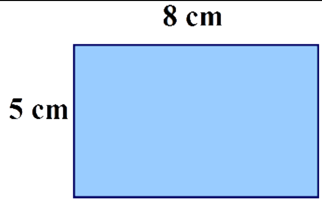
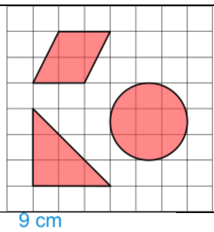
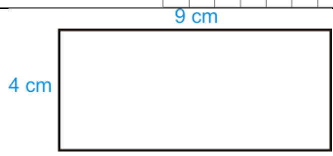
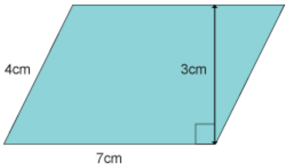
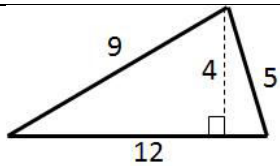
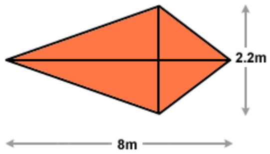
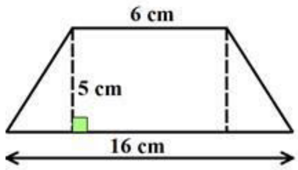
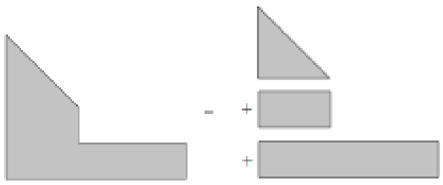
Topic/Skill	**Definition/Tips**	**Example**
1. Expression	A mathematical statement written using **symbols**, **numbers** or **letters**,	$3x + 2$ or $5y^2$
2. Equation	A statement showing that **two expressions are equal**	$2y – 17 = 15$
3. Identity	An equation that is **true for all values** of the variables An identity uses the symbol: ≡	$2x \equiv x+x$
4. Formula	Shows the **relationship** between **two or more variables**	Area of a rectangle = length x width or A= LxW
5. Coefficient	A **number** used to **multiply** a **variable**. It is the number that comes before/in front of a letter.	6z 6 is the coefficient z is the variable
6. Odds and Evens	An **even** number is a **multiple of 2** An **odd** number is an integer which is **not a multiple of 2**.	If n is an integer (whole number): An even number can be represented by **2n** or **2m** etc. An odd number can be represented by **2n-1** or **2n+1** or **2m+1** etc.
7. Consecutive Integers	Whole numbers that follow each other in order.	If n is an integer: **n, n+1, n+2** etc. are consecutive integers.
8. Square Terms	A term that is produced by multiply another term by itself.	If n is an integer: n^2, m^2 etc. are square integers
9. Sum	The sum of two or more numbers is the value you get when you add them together.	The sum of 4 and 6 is 10
10. Product	The product of two or more numbers is the value you get when you multiply them together.	The product of 4 and 6 is 24
11. Multiple	To show that an expression is a **multiple** of a number, you need to show that you can **factor out the number**.	$4n^2 + 8n - 12$ is a multiple of 4 because it can be written as: $4(n^2 + 2n - 3)$

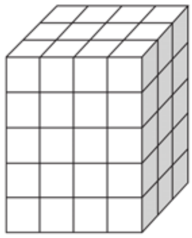
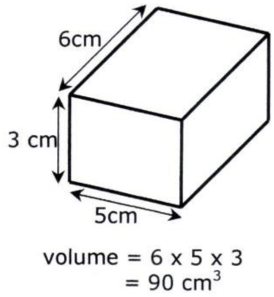
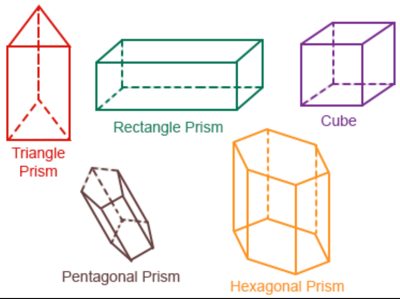
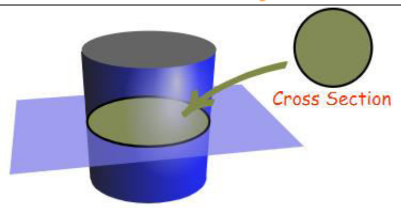
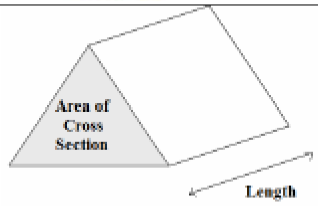
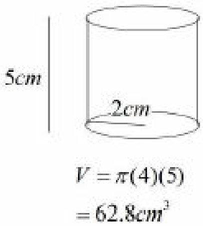
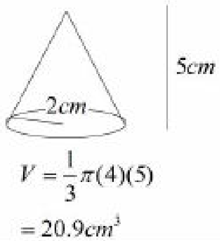
Topic/Skill	Definition/Tips	Example
1. Iteration	The act of **repeating a process** over and over again, often with the aim of **approximating** a desired result more closely. **Recursive** Notation: $x_{n+1} = \sqrt{3x_n + 6}$	$x_1 = 4$ $x_2 = \sqrt{3 \times 4 + 6} = 4.242640 \ldots$ $x_3 = \sqrt{3 \times 4.242640 \ldots + 6}$ $= 4.357576 \ldots$

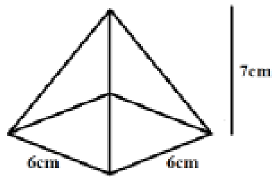
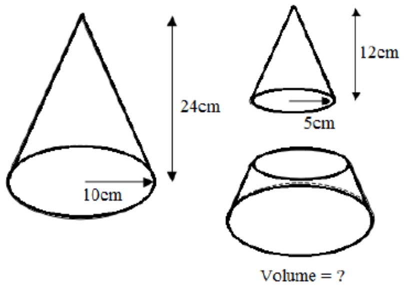
Topic/Skill	Definition/Tips	Example
1. Algebraic Fraction	A fraction whose **numerator** and **denominator** are **algebraic expressions**.	$\frac{6x}{3x-1}$
2. Adding/ Subtracting Algebraic Fractions	For $\frac{a}{b} \pm \frac{c}{d}$, the **common denominator** is bd $\frac{a}{b} \pm \frac{c}{d} = \frac{ad}{bd} \pm \frac{bc}{bd} = \frac{ad \pm bc}{bd}$	$\frac{1}{x} + \frac{x}{2y}$ $= \frac{1(2y)}{2xy} + \frac{x(x)}{2xy}$ $= \frac{2y + x^2}{2xy}$
3. Multiplying Algebraic Fractions	**Multiply** the **numerators together** and the **denominators together**. $\frac{a}{b} \times \frac{c}{d} = \frac{ac}{bd}$	$\frac{x}{3} \times \frac{x+2}{x-2}$ $= \frac{x(x+2)}{3(x-2)}$ $= \frac{x^2 + 2x}{3x - 6}$
4. Dividing Algebraic Fractions	**Multiply** the first fraction by the **reciprocal of the second fraction**. $\frac{a}{b} \div \frac{c}{d} = \frac{a}{b} \times \frac{d}{c} = \frac{ad}{bc}$	$\frac{x}{3} \div \frac{2x}{7}$ $= \frac{x}{3} \times \frac{7}{2x}$ $= \frac{7x}{6x} = \frac{7}{6}$
5. Simplifying Algebraic Fractions	**Factorise** the numerator and denominator and **cancel common factors**.	$\frac{x^2 + x - 6}{2x - 4} = \frac{(x+3)(x-2)}{2(x-2)} = \frac{x+3}{2}$

Topic/Skill	Definition/Tips	Example
1. Metric System	A system of measures based on: - the metre for length - the kilogram for mass - the second for time **Length: mm, cm, m, km** **Mass: mg, g, kg** **Volume: ml, cl, l**	$1 kilometres = 1000\ metres$ $1\ metre = 100\ centimetres$ $1\ centimetre = 10\ millimetres$ $1\ kilogram = 1000\ grams$
2. Imperial System	A system of weights and measures originally developed in England, usually based on human quantities **Length: inch, foot, yard, miles** **Mass: lb, ounce, stone** **Volume: pint, gallon**	$1 lb = 16\ ounces$ $1\ foot = 12\ inches$ $1\ gallon = 8\ pints$
3. Metric and Imperial Units	Use the **unitary method** to convert between metric and imperial units.	$5\ miles \approx 8\ kilometres$ $1\ gallon \approx 4.5\ litres$ $2.2\ pounds \approx 1\ kilogram$ $1\ inch = 2.5\ centimetres$

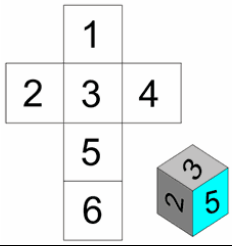
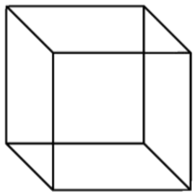
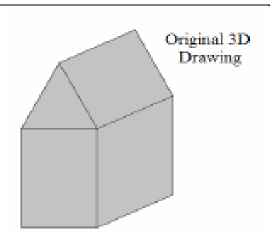
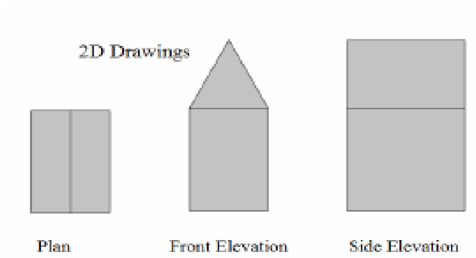
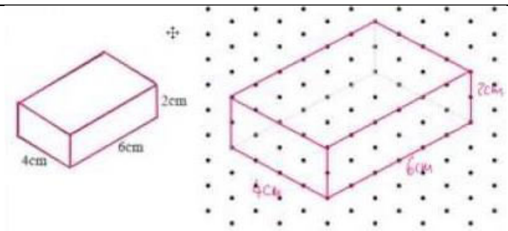
Topic/Skill	Definition/Tips	Example
1. Ratio	Ratio compares the size of **one part** to **another part**. Written using the ':' symbol.	
2. Proportion	Proportion compares the size of **one part** to the size of the **whole**. Usually written as a fraction.	In a class with 13 boys and 9 girls, the proportion of boys is $\frac{13}{22}$ and the proportion of girls is $\frac{9}{22}$
3. Simplifying Ratios	**Divide** all parts of the ratio by a **common factor**.	5 : 10 = 1 : 2 (divide both by 5) 14 : 21 = 2 : 3 (divide both by 7)
4. Ratios in the form $1 : n$ or $n : 1$	**Divide** both parts of the ratio by one of the numbers to make **one part equal 1**.	$5 : 7 = 1 : \frac{7}{5}$ in the form 1 : n $5 : 7 = \frac{5}{7} : 1$ in the form n : 1
5. Sharing in a Ratio	**1. Add** the total parts of the ratio. **2. Divide** the amount to be shared by this value to find the value of one part. **3. Multiply** this value by each part of the ratio. Use only if you **know the total**.	Share £60 in the ratio 3 : 2 : 1. 3 + 2 + 1 = 6 60 ÷ 6 = 10 3 x 10 = 30, 2 x 10 = 20, 1 x 10 = 10 £30 : £20 : £10
6. Proportional Reasoning	Comparing two things using **multiplicative reasoning** and applying this to a new situation. Identify one multiplicative link and use this to find missing quantities.	
7. Unitary Method	Finding the **value of a single unit** and then finding the necessary value by **multiplying** the single unit value.	3 cakes require 450g of sugar to make. Find how much sugar is needed to make 5 cakes. 3 cakes = 450g So 1 cake = 150g (÷ by 3) So 5 cakes = 750 g (x by 5)
8. Ratio already shared	Find what **one part** of the ratio is worth using the **unitary method**.	Money was shared in the ratio 3:2:5 between Ann, Bob and Cat. Given that Bob had £16, found out the total amount of money shared. £16 = 2 parts So £8 = 1 part 3 + 2 + 5 = 10 parts, so 8 x 10 = £80
9. Best Buys	Find the **unit cost** by **dividing** the **price by the quantity**. The **lowest** number is the best value.	8 cakes for £1.28 → 16p each (÷by 8) 13 cakes for £2.05 → 15.8p each (÷by 13) Pack of 13 cakes is best value.

Topic/Skill	Definition/Tips	Example
1. Perimeter	The **total distance** around the **outside** of a shape. Units include: mm, cm, m etc.	 $P = 8 + 5 + 8 + 5 = 26cm$
2. Area	The amount of **space inside** a shape. Units include: mm^2, cm^2, m^2	
3. Area of a Rectangle	**Length x Width**	 $A = 36cm^2$
4. Area of a Parallelogram	**Base x Perpendicular Height** Not the slant height.	 $A = 21cm^2$
5. Area of a Triangle	**Base x Height ÷ 2**	 $A = 24cm^2$
6. Area of a Kite	Split in to **two triangles** and use the method above.	 $A = 8.8m^2$
7. Area of a Trapezium	$\frac{(\boldsymbol{a}+\boldsymbol{b})}{\mathbf{2}} \times \boldsymbol{h}$ "Half the sum of the parallel side, times the height between them. That is how you calculate the area of a trapezium"	 $A = 55cm^2$
8. Compound Shape	A shape made up of a **combination of other known shapes** put together.	

Topic/Skill	Definition/Tips	Example
1. Volume	Volume is a measure of the amount of space inside a solid shape. Units: mm^3, cm^3, m^3 etc.	
2. Volume of a Cube/Cuboid	$\boldsymbol{V = Length \times Width \times Height}$ $\boldsymbol{V = L \times W \times H}$ You can also use the Volume of a Prism formula for a cube/cuboid.	
3. Prism	A prism is a 3D shape whose **cross section is the same** throughout.	
4. Cross Section	The **cross section** is the **shape** that **continues** all the way **through the prism**.	
5. Volume of a Prism	$\boldsymbol{V = Area\ of\ Cross\ Section \times Length}$ $\boldsymbol{V = A \times L}$	
6. Volume of a Cylinder	$\boldsymbol{V = \pi r^2 h}$	
7. Volume of a Cone	$\boldsymbol{V = \frac{1}{3}\pi r^2 h}$	

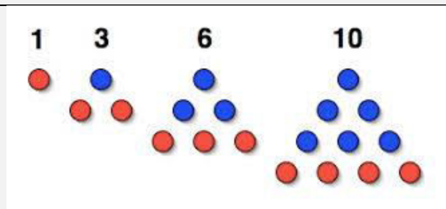
8. Volume of a Pyramid	$$\boldsymbol{Volume = \frac{1}{3}Bh}$$ where B = area of the base	 $$V = \frac{1}{3} \times 6 \times 6 \times 7 = 84cm^3$$
9. Volume of a Sphere	$$\boldsymbol{V = \frac{4}{3}\pi r^3}$$ Look out for hemispheres – just halve the volume of a sphere.	Find the volume of a sphere with diameter 10cm. $$V = \frac{4}{3}\pi(5)^3 = \frac{500\pi}{3}cm^3$$
10. Frustums	A frustum is a solid (usually a cone or pyramid) with the **top removed**. Find the volume of the whole shape, then take away the volume of the small cone/pyramid removed at the top.	 $$V = \frac{1}{3}\pi(10)^2(24) - \frac{1}{3}\pi(5)^2(12)$$ $$= 700\pi cm^3$$

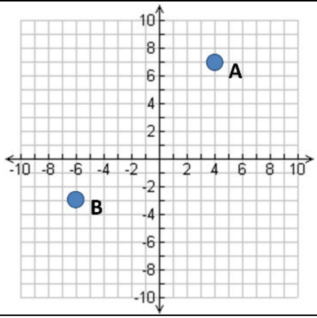
Topic: 2D Representations of 3D Shapes

Topic/Skill	Definition/Tips	Example
1. Net	A pattern that you can **cut and fold** to make a **model** of a **3D shape**.	
2. Properties of Solids	**Faces = flat surfaces** **Edges = sides/lengths** **Vertices = corners**	A cube has 6 faces, 12 edges and 8 vertices. 
3. Plans and Elevations	This takes 3D drawings and produces 2D drawings. **Plan View**: from **above** **Side Elevation**: from the **side** **Front Elevation**: from the **front**	 
4. Isometric Drawing	A method for visually **representing 3D objects in 2D**.	

Topic: Sequences

Topic/Skill	Definition/Tips	Example
1. Linear Sequence	A number pattern with a **common difference**.	2, 5, 8, 11… is a linear sequence
2. Term	**Each value** in a sequence is called a term.	In the sequence 2, 5, 8, 11…, 8 is the third term of the sequence.
3. Term-to-term rule	A rule which allows you to **find the next term** in a sequence if you **know the previous term**.	First term is 2. Term-to-term rule is 'add 3' Sequence is: 2, 5, 8, 11…
4. nth term	A rule which allows you to **calculate the term** that is in the **nth position** of the sequence. Also known as the 'position-to-term' rule. **n** refers to the **position** of a term in a sequence.	nth term is $3n - 1$ The 100th term is $3 \times 100 - 1 = 299$
5. Finding the nth term of a linear sequence	1. Find the **difference**. 2. **Multiply that by n.** 3. Substitute $n = 1$ to **find out what number you need to add or subtract to get the first number in the sequence**.	Find the nth term of: 3, 7, 11, 15… 1. Difference is +4 2. Start with $4n$ 3. $4 \times 1 = 4$, so we need to subtract 1 to get 3. nth term = $4n - 1$
6. Fibonacci type sequences	A sequence where the next number is found by **adding up the previous two terms**	The Fibonacci sequence is: $1,1,2,3,5,8,13,21,34 \ldots$ An example of a Fibonacci-type sequence is: $4, 7, 11, 18, 29 \ldots$
7. Geometric Sequence	A sequence of numbers where each term is found by **multiplying the previous one** by a number called the **common ratio, r**.	An example of a geometric sequence is: $2, 10, 50, 250 \ldots$ The common ratio is 5 Another example of a geometric sequence is: $81, -27, 9, -3, 1 \ldots$ The common ratio is $-\frac{1}{3}$
8. Quadratic Sequence	A sequence of numbers where the **second difference is constant**. A quadratic sequence will have a n^2 term.	2 6 12 20 30 42 +4 +6 +8 +10 +12 +2 +2 +2 +2
9. nth term of a geometric sequence	$\boldsymbol{ar^{n-1}}$ where a is the first term and r is the common ratio	The nth term of $2, 10, 50, 250$ …. Is $2 \times 5^{n-1}$

10. nth term of a quadratic sequence	1. Find the first and second differences. 2. Halve the second difference and multiply this by n^2. 3. Substitute $n = 1,2,3,4 \ldots$ into your expression so far. 4. Subtract this set of numbers from the corresponding terms in the sequence from the question. 5. Find the nth term of this set of numbers. 6. Combine the nth terms to find the overall nth term of the quadratic sequence. Substitute values in to check your nth term works for the sequence.	Find the nth term of: 4, 7, 14, 25, 40.. Answer: Second difference = +4 → nth term = $2n^2$ Sequence: 4, 7, 14, 25, 40 $2n^2$ 2, 8, 18, 32, 50 Difference: 2, -1, -4, -7, -10 Nth term of this set of numbers is $-3n + 5$ Overall nth term: $2n^2 - 3n + 5$
11. Triangular numbers	The sequence which comes from a pattern of dots that form a triangle. $1, 3, 6, 10, 15, 21 \ldots$	

<table>
<tr><th>Topic/Skill</th><th>Definition/Tips</th><th>Example</th></tr>
<tr><td>1. Coordinates</td><td>Written in pairs. The first term is the x-coordinate (movement across). The second term is the y-coordinate (movement up or down)</td><td>

A: (4,7)
B: (-6,-3)</td></tr>
<tr><td>2. Midpoint of a Line</td><td>Method 1: add the x coordinates and divide by 2, add the y coordinates and divide by 2

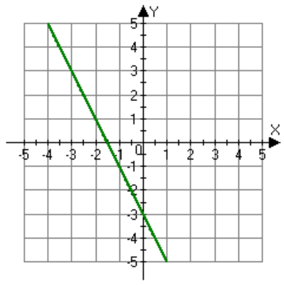
Method 2: Sketch the line and find the values half way between the two x and two y values.</td><td>Find the midpoint between (2,1) and (6,9)

$\frac{2+6}{2} = 4$ and $\frac{1+9}{2} = 5$

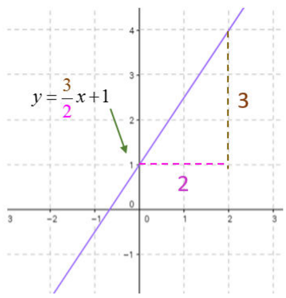
So, the midpoint is (4,5)</td></tr>
<tr><td>3. Linear Graph</td><td>Straight line graph.

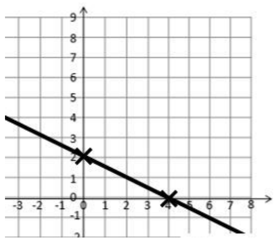
The general equation of a linear graph is
$\boldsymbol{y = mx + c}$

where m is the gradient and c is the y-intercept.

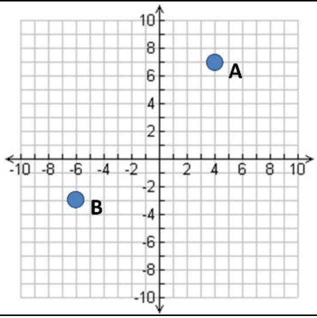
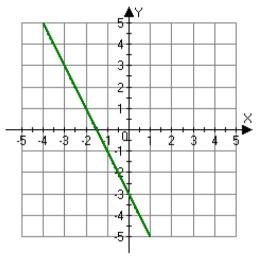
The equation of a linear graph can contain an x-term, a y-term and a number.</td><td>Example:

Other examples:
$x = y$
$y = 4$
$x = -2$
$y = 2x - 7$
$y + x = 10$
$2y - 4x = 12$</td></tr>
<tr><td>4. Plotting Linear Graphs</td><td>Method 1: Table of Values
Construct a table of values to calculate coordinates.

Method 2: Gradient-Intercept Method (use when the equation is in the form $y = mx + c$)
1. Plots the y-intercept
2. Using the gradient, plot a second point.
3. Draw a line through the two points plotted.

Method 3: Cover-Up Method (use when the equation is in the form $ax + by = c$)
1. Cover the x term and solve the resulting equation. Plot this on the $x - axis$.
2. Cover the y term and solve the resulting equation. Plot this on the $y - axis$.
3. Draw a line through the two points plotted.</td><td><table><tr><td>x</td><td>-3</td><td>-2</td><td>-1</td><td>0</td><td>1</td><td>2</td><td>3</td></tr><tr><td>y= x +3</td><td>0</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td></tr></table>



$2x + 4y = 8$</td></tr>
</table>

Topic: Graphs and Graph Transformations

Topic/Skill	Definition/Tips	Example
1. Coordinates	Written in **pairs**. The **first** term is the **x-coordinate** (movement **across**). The **second** term is the **y-coordinate** (movement **up or down**)	 A: (4,7) B: (-6,-3)
2. Linear Graph	**Straight line** graph. The **equation** of a linear graph can contain an **x-term**, a **y-term** and a **number**.	Example:  Other examples: $x = y$ $y = 4$ $x = -2$ $y = 2x - 7$ $y + x = 10$ $2y - 4x = 12$
3. Quadratic Graph	A **'U-shaped'** curve called a **parabola**. The equation is of the form $y = \boldsymbol{ax^2 + bx + c}$, where a, b and c are numbers, $\boldsymbol{a \neq 0}$. If $\boldsymbol{a < 0}$**,** the parabola is **upside down**.