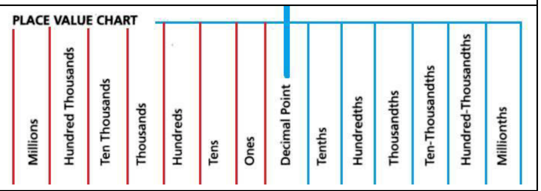
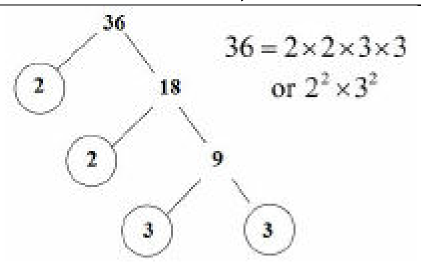
Topic: Accuracy

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. Estimate	To find something **close to the correct answer**.	An estimate for the height of a man is 1.8 metres.
7. 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'

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. $12 \div 4 \div 2 = 1.5, not\ 6$

Topic/Skill	Definition/Tips	Example
1. Multiple	The result of multiplying a number by an integer. The **times tables** of a number.	The first five multiples of 7 are: 7, 14, 21, 28, 35
2. Factor	A number that **divides exactly** into another number without a remainder. It is useful to write factors in pairs	The factors of 18 are: 1, 2, 3, 6, 9, 18 The factor pairs of 18 are: 1, 18 2, 9 3, 6
3. Lowest Common Multiple (LCM)	The **smallest** number that is in the **times tables** of each of the numbers given.	The LCM of 3, 4 and 5 is 60 because it is the smallest number in the 3, 4 and 5 times tables.
4. Highest Common Factor (HCF)	The **biggest** number that **divides exactly** into two or more numbers.	The HCF of 6 and 9 is 3 because it is the biggest number that divides into 6 and 9 exactly.
5. Prime Number	A number with **exactly two factors**. A number that can only be divided by itself and one. The number **1 is not prime**, as it only has one factor, not two.	The first ten prime numbers are: 2, 3, 5, 7, 11, 13, 17, 19, 23, 29
6. Prime Factor	A factor which is a prime number.	The prime factors of 18 are: 2, 3
7. Product of Prime Factors	Finding out which **prime numbers multiply** together to make the **original** number. Use a **prime factor tree.** Also known as 'prime factorisation'.	

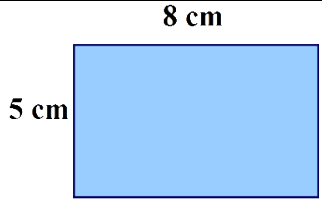
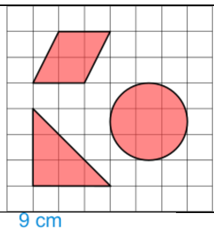
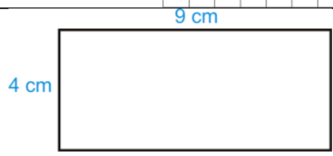
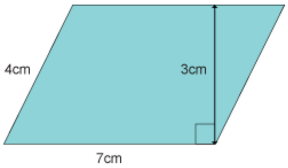
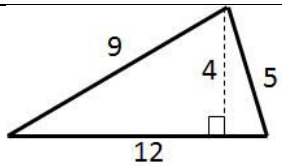
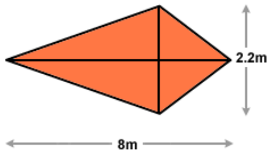
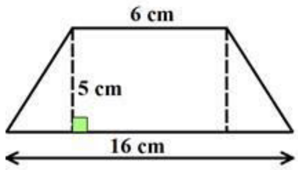
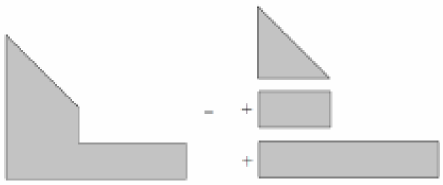
<table>
<tr><th>Topic/Skill</th><th>Definition/Tips</th><th>Example</th></tr>
<tr><td>1. Metric System</td><td>A system of measures based on:

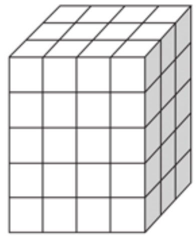
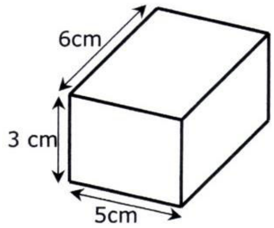
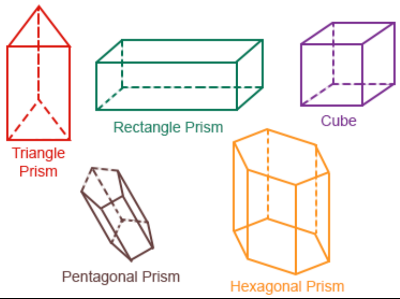
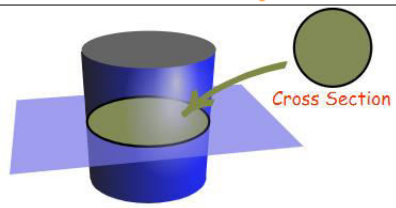
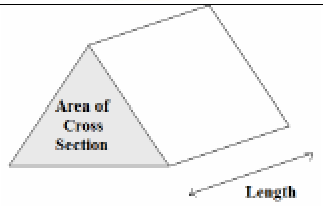
- the metre for length
- the kilogram for mass
- the second for time

Length: mm, cm, m, km
Mass: mg, g, kg
Volume: ml, cl, l</td><td>$1 kilometres = 1000\ metres$
$1\ metre = 100\ centimetres$
$1\ centimetre = 10\ millimetres$

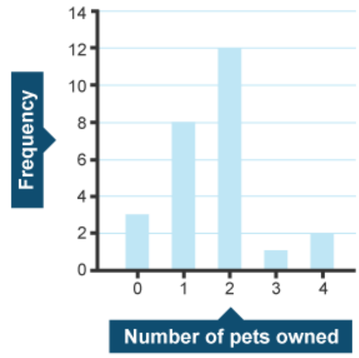
$1\ kilogram = 1000\ grams$</td></tr>
<tr><td>2. Imperial System</td><td>A system of weights and measures originally developed in England, usually based on human quantities

Length: inch, foot, yard, miles
Mass: lb, ounce, stone
Volume: pint, gallon</td><td>$1 lb = 16\ ounces$
$1\ foot = 12\ inches$
$1\ gallon = 8\ pints$</td></tr>
<tr><td>3. Metric and Imperial Units</td><td>Use the unitary method to convert between metric and imperial units.</td><td>$5\ miles \approx 8\ kilometres$
$1\ gallon \approx 4.5\ litres$
$2.2\ pounds \approx 1\ kilogram$
$1\ inch = 2.5\ centimetres$</td></tr>
</table>

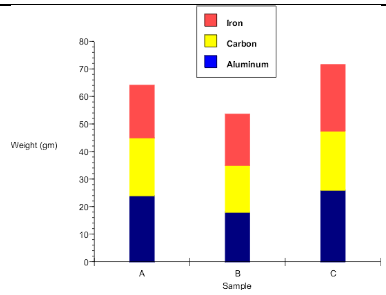
Topic/Skill	Definition/Tips	Example
1. Perimeter	The **total distance** around the **outside** of a shape. Units include: mm, cm, m etc.	 $P = 8 + 5 + 8 + 5 = 26cm$
2. Area	The amount of **space inside** a shape. Units include: mm^2, cm^2, m^2	
3. Area of a Rectangle	**Length x Width**	 $A = 36cm^2$
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.	

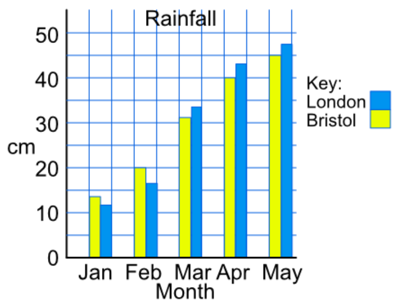
Topic/Skill	Definition/Tips	Example
1. Volume	Volume is a measure of the amount of space inside a solid shape. Units: mm^3, cm^3, m^3 etc.	
2. Volume of a Cube/Cuboid	$\boldsymbol{V = Length \times Width \times Height}$ $\boldsymbol{V = L \times W \times H}$ You can also use the Volume of a Prism formula 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	$\boldsymbol{V = Area\ of\ Cross\ Section \times Length}$ $\boldsymbol{V = A \times L}$	

<table>
<tr><th>Topic/Skill</th><th>Definition/Tips</th><th>Example</th></tr>
<tr><td>1. Frequency Table</td><td>A record of how often each value in a set of data occurs.</td><td>
<table>
<tr><th>Number of marks</th><th>Tally marks</th><th>Frequency</th></tr>
<tr><td>1</td><td>𝍸 ||</td><td>7</td></tr>
<tr><td>2</td><td>𝍸</td><td>5</td></tr>
<tr><td>3</td><td>𝍸 |</td><td>6</td></tr>
<tr><td>4</td><td>𝍸</td><td>5</td></tr>
<tr><td>5</td><td>|||</td><td>3</td></tr>
<tr><td>Total</td><td></td><td>26</td></tr>
</table>
</td></tr>
<tr><td>2. Bar Chart</td><td>Represents data as vertical blocks.

$x-axis$ shows the type of data
$y-axis$ shows the frequency for each type of data
Each bar should be the same width
There should be gaps between each bar
Remember to label each axis.</td><td>


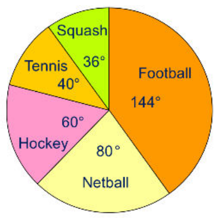
</td></tr>
<tr><td>3. Types of Bar Chart</td><td>Compound/Composite Bar Charts show data stacked on top of each other.

Comparative/Dual Bar Charts show data side by side.</td><td>




Dual Bar Chart
</td></tr>
<tr><td>4. Pie Chart</td><td>Used for showing how data breaks down into its constituent parts.

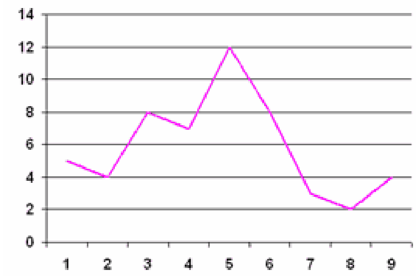
When drawing a pie chart, divide 360° by the total frequency. This will tell you how many degrees to use for the frequency of each category.

Remember to label the category that each sector in the pie chart represents.</td><td>


If there are 40 people in a survey, then each person will be worth 360÷40=9° of the pie chart.
</td></tr>
</table>

<table>
<tr>
<td>5. Pictogram</td>
<td>Uses pictures or symbols to show the value of the data.

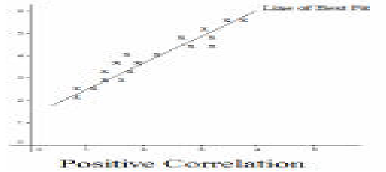
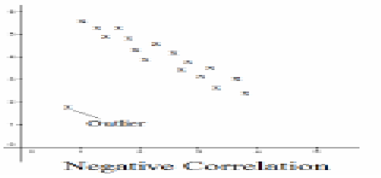
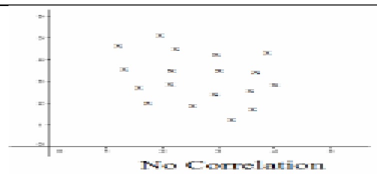
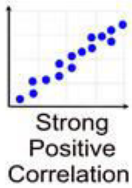
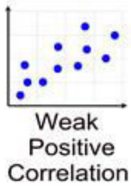
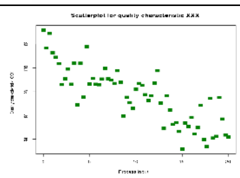
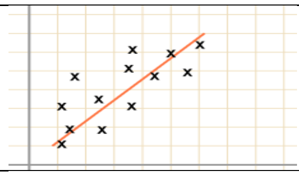
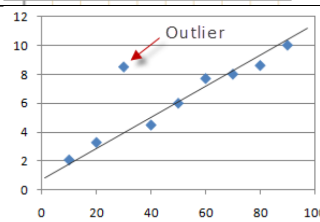
A pictogram must have a key.</td>
<td>
</td>
</tr>
<tr>
<td>6. Line Graph</td>
<td>A graph that uses points connected by straight lines to show how data changes in values.

This can be used for time series data, which is a series of data points spaced over uniform time intervals in time order.</td>
<td>
</td>
</tr>
<tr>
<td>7. Two Way Tables</td>
<td>A table that organises data around two categories.

Fill out the information step by step using the information given.

Make sure all the totals add up for all columns and rows.</td>
<td>Question: Complete the 2 way table below.
<table>
<tr><th></th><th>Left Handed</th><th>Right Handed</th><th>Total</th></tr>
<tr><td>Boys</td><td>10</td><td></td><td>58</td></tr>
<tr><td>Girls</td><td></td><td></td><td></td></tr>
<tr><td>Total</td><td></td><td>84</td><td>100</td></tr>
</table>
Answer: Step 1, fill out the easy parts (the totals)
<table>
<tr><th></th><th>Left Handed</th><th>Right Handed</th><th>Total</th></tr>
<tr><td>Boys</td><td>10</td><td>48</td><td>58</td></tr>
<tr><td>Girls</td><td></td><td></td><td>42</td></tr>
<tr><td>Total</td><td>16</td><td>84</td><td>100</td></tr>
</table>
Answer: Step 2, fill out the remaining parts
<table>
<tr><th></th><th>Left Handed</th><th>Right Handed</th><th>Total</th></tr>
<tr><td>Boys</td><td>10</td><td>48</td><td>58</td></tr>
<tr><td>Girls</td><td>6</td><td>36</td><td>42</td></tr>
<tr><td>Total</td><td>16</td><td>84</td><td>100</td></tr>
</table></td>
</tr>
</table>

Topic: Scatter Graphs

Topic/Skill	Definition/Tips	Example
1. Correlation	Correlation between two sets of data means they are **connected** in some way.	There is correlation between temperature and the number of ice creams sold.
2. Causality	When one variable **influences** another variable.	The more hours you work at a particular job (paid hourly), the higher your income <u>from that job</u> will be.
3. Positive Correlation	As one value **increases** the other value **increases**.	
4. Negative Correlation	As one value **increases** the other value **decreases**.	
5. No Correlation	There is **no linear relationship** between the two.	
6. Strong Correlation	When two sets of data are **closely linked**.	
7. Weak Correlation	When two sets of data have correlation, but are **not closely linked**.	
8. Scatter Graph	A graph in which values of **two variables** are plotted along two axes to **compare** them and see if there is any **connection** between them.	
9. Line of Best Fit	A **straight line** that **best represents the data** on a scatter graph.	
10. Outlier	A value that 'lies outside' most of the other values in a set of data. An outlier is **much smaller or much larger** than the other values in a set of data.	

Topic: Summarising Data

<table>
<tr><th>Topic/Skill</th><th>Definition/Tips</th><th>Example</th></tr>
<tr><td>1. Types of Data</td><td>Qualitative Data – non-numerical data
Quantitative Data – numerical data

Continuous Data – data that can take any numerical value within a given range.
Discrete Data – data that can take only specific values within a given range.</td><td>Qualitative Data – eye colour, gender etc.

Continuous Data – weight, voltage etc.

Discrete Data – number of children, shoe size etc.</td></tr>
<tr><td>2. Grouped Data</td><td>Data that has been bundled in to categories.

Seen in grouped frequency tables, histograms, cumulative frequency etc.</td><td><table><tr><th>Foot length, l, (cm)</th><th>Number of children</th></tr><tr><td>$10 \leqslant l < 12$</td><td>5</td></tr><tr><td>$12 \leqslant l < 17$</td><td>53</td></tr></table></td></tr>
<tr><td>3. Primary /Secondary Data</td><td>Primary Data – collected yourself for a specific purpose.

Secondary Data – collected by someone else for another purpose.</td><td>Primary Data – data collected by a student for their own research project.

Secondary Data – Census data used to analyse link between education and earnings.</td></tr>
<tr><td>4. Mean</td><td>Add up the values and divide by how many values there are.</td><td>The mean of 3, 4, 7, 6, 0, 4, 6 is
$\frac{3+4+7+6+0+4+6}{7} = 5$</td></tr>
<tr><td>5. Mean from a Table</td><td>1. Find the midpoints (if necessary)
2. Multiply Frequency by values or midpoints
3. Add up these values
4. Divide this total by the Total Frequency

If grouped data is used, the answer will be an estimate.</td><td><table><tr><th>Height in cm</th><th>Frequency</th><th>Midpoint</th><th>F × M</th></tr><tr><td>$0 < h \leq 10$</td><td>8</td><td>5</td><td>8×5=40</td></tr><tr><td>$10 < h \leq 30$</td><td>10</td><td>20</td><td>10×20=200</td></tr><tr><td>$30 < h \leq 40$</td><td>6</td><td>35</td><td>6×35=210</td></tr><tr><td>Total</td><td>24</td><td>Ignore!</td><td>450</td></tr></table>Estimated Mean height: 450 ÷ 24 = 18.75cm</td></tr>
<tr><td>6. Median Value</td><td>The middle value.

Put the data in order and find the middle one.
If there are two middle values, find the number half way between them by adding them together and dividing by 2.</td><td>Find the median of: 4, 5, 2, 3, 6, 7, 6

Ordered: 2, 3, 4, 5, 6, 6, 7

Median = 5</td></tr>
<tr><td>7. Median from a Table</td><td>Use the formula $\frac{(n+1)}{2}$ to find the position of the median.

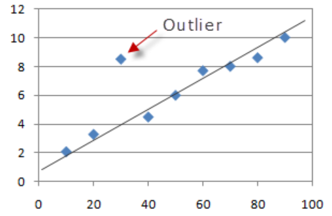
n is the total frequency.</td><td>If the total frequency is 15, the median will be the $\left(\frac{15+1}{2}\right) = 8th$ position</td></tr>
<tr><td>8. Mode /Modal Value</td><td>Most frequent/common.

Can have more than one mode (called bi-modal or multi-modal) or no mode (if all values appear once)</td><td>Find the mode: 4, 5, 2, 3, 6, 4, 7, 8, 4

Mode = 4</td></tr>
<tr><td>9. Range</td><td>Highest value subtract the Smallest value

Range is a ‘measure of spread’. The smaller</td><td>Find the range: 3, 31, 26, 102, 37, 97.

Range = 102-3 = 99</td></tr>
</table>

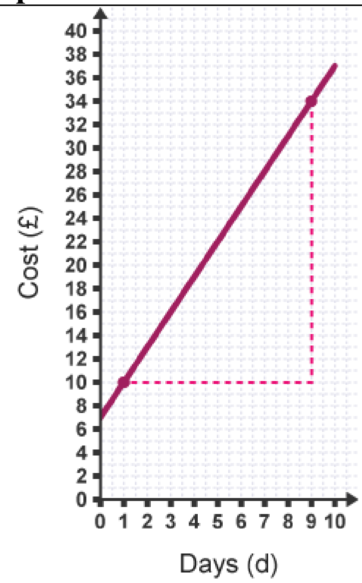
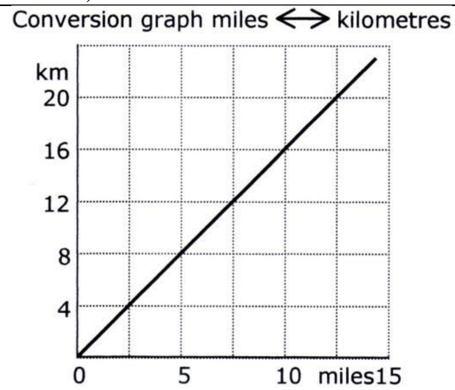
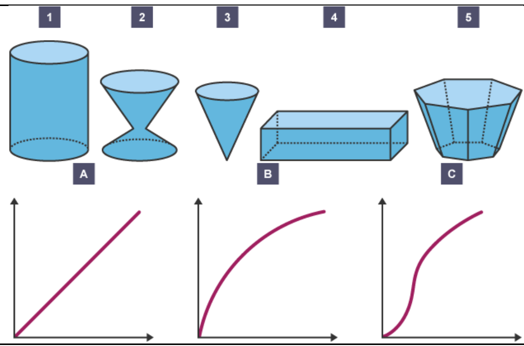
	the range the more consistent the data.	
10. Outlier	A value that '**lies outside**' most of the other values in a set of data. An outlier is **much smaller or much larger** than the other values in a set of data.	

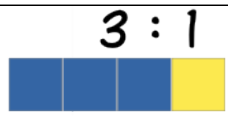
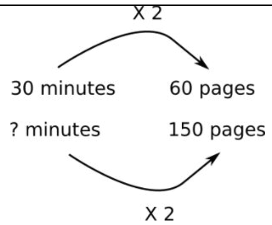
Topic: Algebra

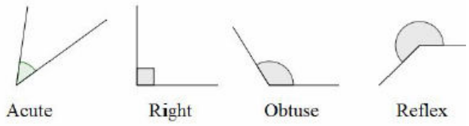
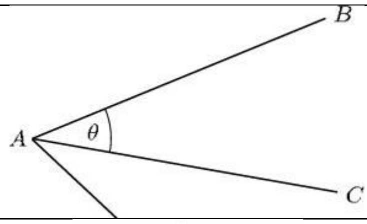
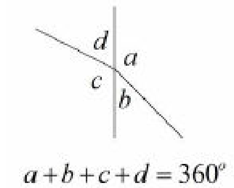
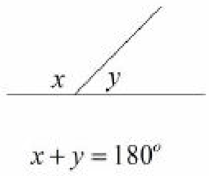
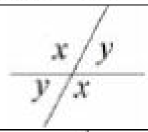
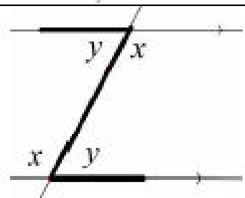
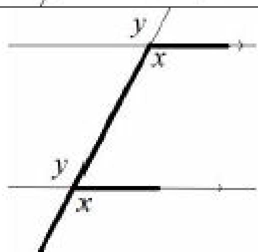
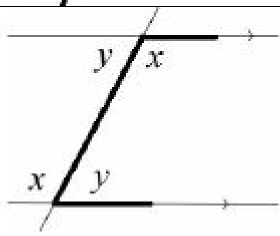
Topic/Skill	Definition/Tips	Example
1. Expression	A mathematical statement written using **symbols**, **numbers** or **letters**,	$3x + 2$ or $5y^2$
2. Equation	A statement showing that **two expressions are equal**	$2y – 17 = 15$
3. Identity	An equation that is **true for all values** of the variables 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. Simplifying Expressions	**Collect 'like terms'.** Be careful with negatives. x^2 and x are not like terms.	$2x + 3y + 4x - 5y + 3$ $= 6x - 2y + 3$ $3x + 4 - x^2 + 2x - 1 = 5x - x^2 + 3$
6. x times x	The answer is x^2 not $2x$.	Squaring is multiplying by itself, not by 2.
7. $p \times p \times p$	The answer is p^3 not $3p$	If p=2, then p^3=2x2x2=8, not 2x3=6
8. $p + p + p$	The answer is 3p not p^3	If p=2, then 2+2+2=6, not $2^3 = 8$
9. Expand	To expand a bracket, **multiply** each term **in the bracket** by the expression **outside** the bracket.	$3(m + 7) = 3x + 21$
10. Factorise	The **reverse** of **expanding**. Factorising is writing an expression as a product of terms by '**taking out' a common factor**.	$6x - 15 = 3(2x - 5)$, where 3 is the common factor.

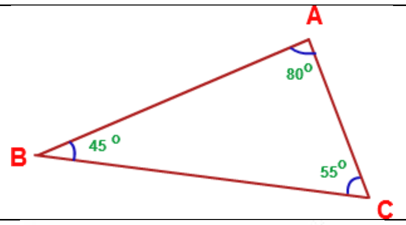
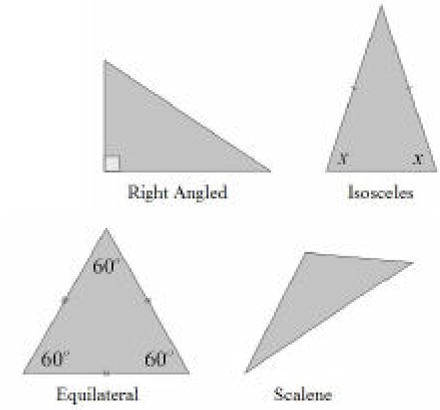
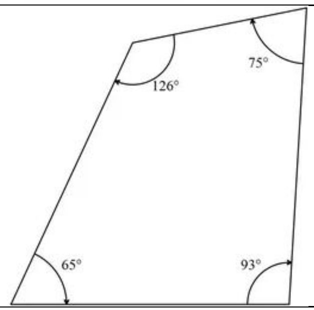
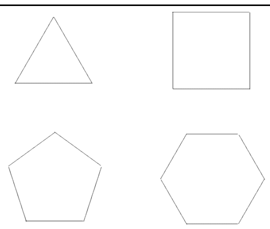
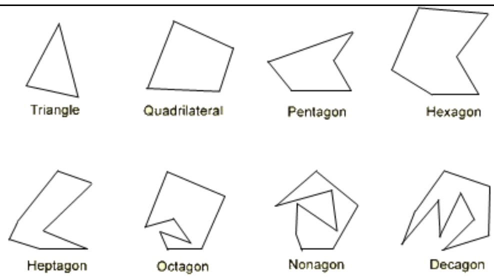
Topic/Skill	Definition/Tips	Example
1. Solve	To find the **answer**/value of something **Use inverse operations** on both sides of the equation (balancing method) until you find the value for the letter.	Solve $2x - 3 = 7$ Add 3 on both sides $2x = 10$ Divide by 2 on both sides $x = 5$
2. Inverse	**Opposite**	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. $7b^2 - 5 = 7 \times 2^2 - 5 = 23$

Topic: Real Life Graphs

Topic/Skill	Definition/Tips	Example
1. Real Life Graphs	Graphs that are supposed to model some real-life situation. The actual meaning of the values depends on the labels and units on each axis. The **gradient** might have a contextual meaning. The **y-intercept** might have a contextual meaning. The **area** under the graph might have a contextual meaning.	 A graph showing the cost of hiring a ladder for various numbers of days. The gradient shows the cost per day. It costs £3/day to hire the ladder. The y-intercept shows the additional cost/deposit/fixed charge (something not linked to how long the ladder is hired for). The additional cost is £7.
2. Conversion Graph	A line graph to **convert one unit to another**. Can be used to convert units (eg. miles and kilometres) or currencies ($ and £) Find the value you know on one axis, read up/across to the conversion line and read the equivalent value from the other axis.	 $8\ km = 5\ miles$
3. Depth of Water in Containers	Graphs can be used to show how the depth of water changes as different shaped containers are filled with water at a constant rate.	

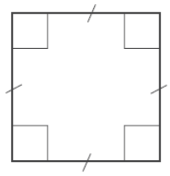
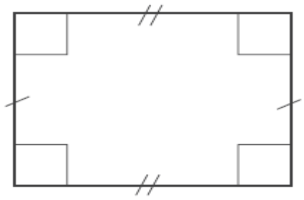
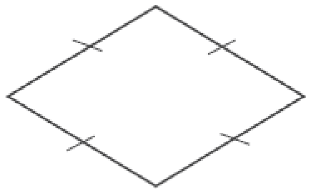
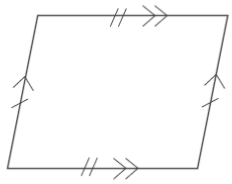
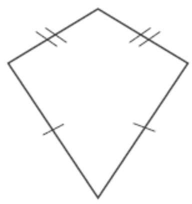
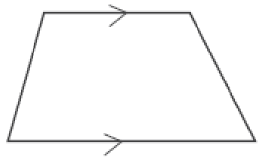
Topic/Skill	Definition/Tips	Example
1. Ratio	Ratio compares the size of **one part** to **another part**. Written using the ':' symbol.	
2. Proportion	Proportion compares the size of **one part** to the size of the **whole**. Usually written as a fraction.	In a class with 13 boys and 9 girls, the proportion 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. Types of Angles	**Acute angles** are less than 90°. **Right angles** are exactly 90°. **Obtuse angles** are greater than 90° but less than 180°. **Reflex angles** are greater than 180° but less than 360°.	
2. Angle Notation	Can use **one lower-case** letters, eg. θ or x Can use **three upper-case** letters, eg. BAC	
3. Angles at a Point	**Angles around a point add up to 360°**.	
4. Angles on a Straight Line	**Angles around a point on a straight line add up to 180°**.	
5. Opposite Angles	**Vertically opposite angles are equal**.	
6. Alternate Angles	**Alternate angles are equal**. They look like Z angles, but never say this in the exam.	
7. Corresponding Angles	**Corresponding angles are equal**. They look like F angles, but never say this in the exam.	
8. Co-Interior Angles	**Co-Interior angles add up to 180°**. They look like C angles, but never say this in the exam.	

9. Angles in a Triangle	**Angles in a triangle add up to 180°.**	
10. Types of Triangles	**Right Angle** Triangles have a **90°** angle in. **Isosceles** Triangles have **2 equal sides** and **2 equal base angles**. **Equilateral** Triangles have **3 equal sides** and **3 equal angles (60°)**. **Scalene** Triangles have **different sides** and **different angles**. **Base angles in an isosceles triangle are equal.**	
11. Angles in a Quadrilateral	**Angles in a quadrilateral add up to 360°.**	
12. Polygon	A **2D** shape with **only straight edges**.	Rectangle, Hexagon, Decagon, Kite etc.
13. Regular	A shape is regular if all the **sides** and all the **angles** are **equal**.	
14. Names of Polygons	**3**-sided = **Triangle** **4**-sided = **Quadrilateral** **5**-sided = **Pentagon** **6**-sided = **Hexagon** **7**-sided = **Heptagon**/Septagon **8**-sided = **Octagon** **9**-sided = **Nonagon** **10**-sided = **Decagon**	
15. Sum of Interior Angles	$\boldsymbol{(n-2)\times 180}$ where n is the number of sides.	Sum of Interior Angles in a Decagon = $(10-2)\times 180 = 1440°$
16. Size of Interior Angle in a Regular Polygon	$\boldsymbol{\frac{(n-2)\times 180}{n}}$ You can also use the formula:	Size of Interior Angle in a Regular Pentagon = $\frac{(5-2)\times 180}{5} = 108°$

	$\mathbf{180} - \boldsymbol{Size\ of\ Exterior\ Angle}$	
17. Size of Exterior Angle in a Regular Polygon	$\frac{\mathbf{360}}{\boldsymbol{n}}$ You can also use the formula: $\mathbf{180} - \boldsymbol{Size\ of\ Interior\ Angle}$	Size of Exterior Angle in a Regular Octagon = $\frac{360}{8} = 45°$

Topic: Properties of Polygons

Topic/Skill	Definition/Tips	Example
1. Square	• **Four equal sides** • **Four right angles** • **Opposite sides parallel** • **Diagonals bisect** each other at **right angles** • **Four lines** of **symmetry** • **Rotational symmetry** of **order four**	
2. Rectangle	• **Two pairs** of **equal sides** • **Four right angles** • **Opposite sides parallel** • **Diagonals bisect** each other**, not at right angles** • **Two lines** of **symmetry** • **Rotational symmetry** of **order two**	
3. Rhombus	• **Four equal sides** • **Diagonally opposite angles are equal** • **Opposite sides parallel** • **Diagonals bisect** each other at **right angles** • **Two lines** of **symmetry** • **Rotational symmetry** of **order two**	
4. Parallelogram	• **Two pairs** of **equal sides** • **Diagonally opposite angles are equal** • **Opposite sides parallel** • **Diagonals bisect** each other**, not at right angles** • **No lines** of **symmetry** • **Rotational symmetry** of **order two**	
5. Kite	• **Two pairs** of **adjacent sides** of **equal** length • **One pair** of **diagonally opposite angles are equal** (where different length sides meet) • **Diagonals intersect** at **right angles, but do not bisect** • **One line** of **symmetry** • **No rotational symmetry**	
6. Trapezium	• **One pair** of **parallel sides** • **No lines of symmetry** • **No rotational symmetry** Special Case: Isosceles Trapeziums have one line of symmetry.	

Topic/Skill	Definition/Tips	Example
1. Fraction	A mathematical expression representing the **division** of one integer by another. Fractions are written as **two numbers separated by a horizontal line**.	$\frac{2}{7}$ is a 'proper' fraction. $\frac{9}{4}$ is an 'improper' or 'top-heavy' fraction.
2. Numerator	The **top** number of a fraction.	In the fraction $\frac{3}{5}$, 3 is the numerator.
3. Denominator	The **bottom** number of a fraction.	In the fraction $\frac{3}{5}$, 5 is the denominator.
4. Unit Fraction	A fraction where the **numerator is one** and the denominator is a positive integer.	$\frac{1}{2}, \frac{1}{3}, \frac{1}{4}$ $etc.$ are examples of unit fractions.
5. Reciprocal	The reciprocal of a number is **1 divided by the number**. The reciprocal of x is $\frac{1}{x}$ **When we multiply a number by its reciprocal we get 1**. This is called the 'multiplicative inverse'.	The reciprocal of 5 is $\frac{1}{5}$ The reciprocal of $\frac{2}{3}$ is $\frac{3}{2}$, because $\frac{2}{3} \times \frac{3}{2} = 1$
6. Mixed Number	A number formed of both an **integer part** and a **fraction part**.	$3\frac{2}{5}$ is an example of a mixed number.
7. Simplifying Fractions	**Divide the numerator and denominator by the highest common factor**.	$\frac{20}{45} = \frac{4}{9}$
8. Equivalent Fractions	Fractions which represent the **same value**.	$\frac{2}{5} = \frac{4}{10} = \frac{20}{50} = \frac{60}{150}$ $etc.$
9. Comparing Fractions	To compare fractions, they each need to be rewritten so that they have a **common denominator**. **Ascending** means **smallest to biggest**. **Descending** means **biggest to smallest**.	Put in to ascending order : $\frac{3}{4}, \frac{2}{3}, \frac{5}{6}, \frac{1}{2}$. Equivalent: $\frac{9}{12}, \frac{8}{12}, \frac{10}{12}, \frac{6}{12}$ Correct order: $\frac{1}{2}, \frac{2}{3}, \frac{3}{4}, \frac{5}{6}$
10. Fraction of an Amount	**Divide** by the **bottom**, **times** by the **top**	Find $\frac{2}{5}$ of £60 $60 \div 5 = 12$ $12 \times 2 = 24$
11. Adding or Subtracting Fractions	Find the **LCM of the denominators** to find a common denominator. Use equivalent fractions to change each fraction to the **common denominator**. Then just **add or subtract the numerators**	$\frac{2}{3} + \frac{4}{5}$ Multiples of 3: 3, 6, 9, 12, **15**.. Multiples of 5: 5, 10, **15**.. LCM of 3 and 5 = 15

	and keep the **denominator the same**.	$\frac{2}{3} = \frac{10}{15}$ $\frac{4}{5} = \frac{12}{15}$ $\frac{10}{15} + \frac{12}{15} = \frac{22}{15} = 1\frac{7}{15}$
12. Multiplying Fractions	**Multiply** the **numerators** together and **multiply** the **denominators** together.	$\frac{3}{8} \times \frac{2}{9} = \frac{6}{72} = \frac{1}{12}$
13. Dividing Fractions	**'Keep it, Flip it, Change it – KFC'** Keep the first fraction the same Flip the second fraction upside down Change the divide to a multiply Multiply by the reciprocal of the second fraction.	$\frac{3}{4} \div \frac{5}{6} = \frac{3}{4} \times \frac{6}{5} = \frac{18}{20} = \frac{9}{10}$

Topic/Skill	Definition/Tips	Example
1. Percentage	**Number of parts per 100.**	31% means $\frac{31}{100}$
2. Finding 10%	To find **10%**, **divide by 10**	10% of £36 = 36÷10=£3.60
3. Finding 1%	To find **1%**, **divide by 100**	1% of £8 = 8÷100 = £0.08
4. Percentage Change	$\frac{\boldsymbol{Difference}}{\boldsymbol{Original}} \times \mathbf{100\%}$	A games console is bought for £200 and sold for £250. % change = $\frac{50}{200} \times 100 = 25\%$
5. Fractions to Decimals	**Divide the numerator by the denominator** using the bus stop method.	$\frac{3}{8} = 3 \div 8 = 0.375$
6. Decimals to Fractions	**Write as a fraction** over 10, 100 or 1000 and simplify.	$0.36 = \frac{36}{100} = \frac{9}{25}$
7. Percentages to Decimals	**Divide by 100**	$8\% = 8 \div 100 = 0.08$
8. Decimals to Percentages	**Multiply by 100**	$0.4 = 0.4 \times 100\% = 40\%$
9. Fractions to Percentages	Percentage is just a fraction out of 100. **Make the denominator 100 using equivalent fractions.** When the denominator doesn't go in to 100, use a calculator and **multiply the fraction by 100.**	$\frac{3}{25} = \frac{12}{100} = 12\%$ $\frac{9}{17} \times 100 = 52.9\%$
10. Percentages to Fractions	Percentage is just a fraction out of 100. **Write the percentage over 100** and simplify.	$14\% = \frac{14}{100} = \frac{7}{50}$