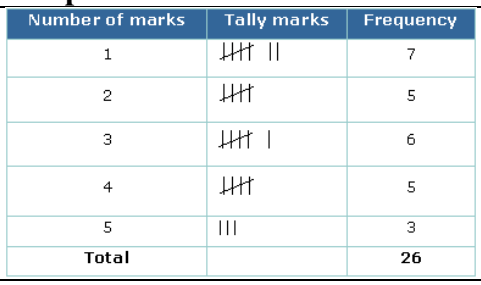
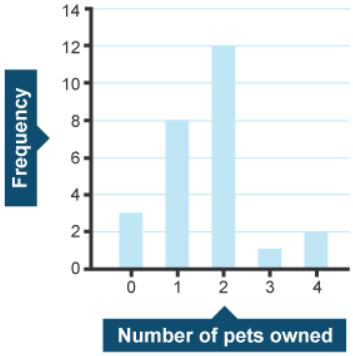
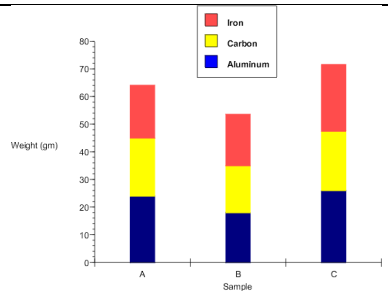
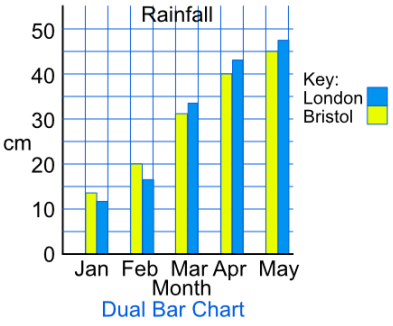
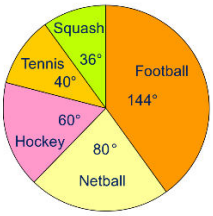
Topic/Skill	Definition/Tips	Example
1. Integer	A **whole number** that can be positive, negative or zero.	$-3, 0, 92$
2. Decimal	A number with a **decimal point** in it. Can be positive or negative.	$3.7, 0.94, -24.07$
3. Negative Number	A number that is **less than zero**. Can be decimals.	$-8, -2.5$
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 dots over the first and last digit of the	$\frac{1}{3} = 0.333 \ldots = 0.\dot{3}$ $\frac{1}{7} = 0.142857142857 \ldots = 0.\dot{1}42857\dot{7}$

	repeating pattern.	$\frac{77}{600} = 0.128333 \ldots = 0.128\dot{3}$

Topic:
Algebra

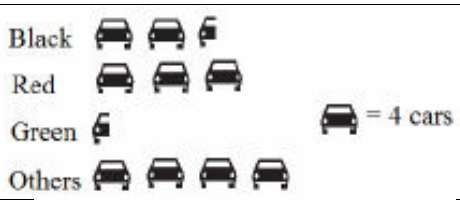
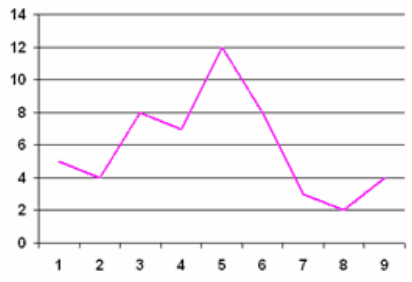
Topic/Skill	Definition/Tips	Example
1. Expression	A mathematical statement written using **symbols**, **numbers** or **letters**,	$3x + 2$ or $5y^2$
2. Equation	A statement showing that **two expressions are equal**	$2y - 17 = 15$
3. Identity	An equation that is **true for all values** of the variables 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. 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 100^{th} 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 = $4n - 1$

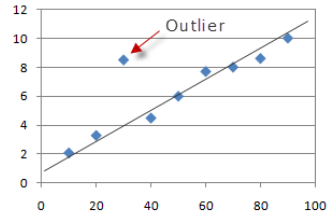
Topic/Skill	Definition/Tips	Example
1. Frequency Table	A record of **how often each value** in a set of data **occurs**.	
2. Bar Chart	Represents data as vertical blocks. $\boldsymbol{x-axis}$ shows the **type** of data $\boldsymbol{y-axis}$ shows the **frequency** for each type of data Each bar should be the **same width** There should be **gaps** between each bar Remember to **label** each axis.	
3. Types of Bar Chart	**Compound/Composite** Bar Charts show data stacked on top of each other. **Comparative/Dual** Bar Charts show data side by side.	 
4. Pie Chart	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.	 If there are 40 people in a survey, then each person will be worth 360÷40=9° of the pie chart.

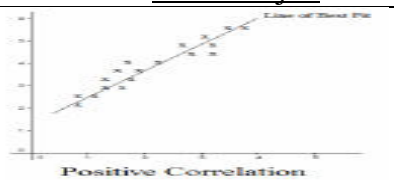
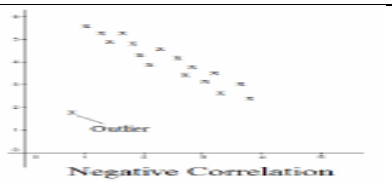
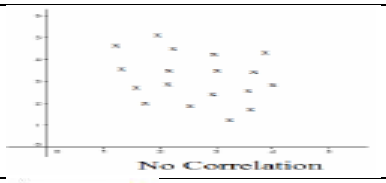
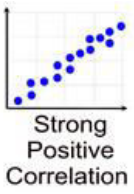
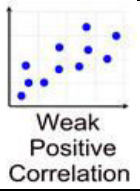
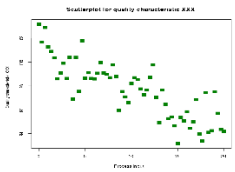
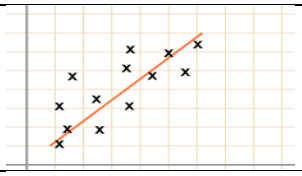
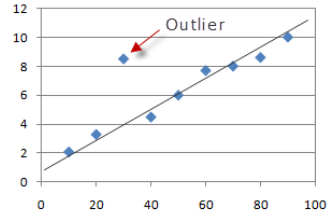
Number of marks	Tally marks	Frequency
1	𝍸 ||	7
2	𝍸	5
3	𝍸 |	6
4	𝍸	5
5	|||	3
Total		26

Dual Bar Chart

5. Pictogram	Uses **pictures** or symbols to **show the value** of the data. A pictogram must have a **key**.	
6. Line Graph	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**.	
7. Two Way Tables	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.	**Question: Complete the 2 way table below.** Left Handed / Right Handed / Total Boys: 10 / / 58 Girls: / / / Total: / 84 / 100 **Answer: Step 1, fill out the easy parts (the totals)** Boys: 10 / *48* / 58 Girls: / / *42* Total: *16* / 84 / 100 **Answer: Step 2, fill out the remaining parts** Boys: 10 / *48* / 58 Girls: *6* / *36* / *42* Total: *16* / 84 / 100
8. Box Plots	The minimum, lower quartile, median, upper quartile and maximum are shown on a box plot. A box plot can be drawn independently or from a cumulative frequency diagram.	Students sit a maths test. The highest score is 19, the lowest score is 8, the median is 14, the lower quartile is 10 and the upper quartile is 17. Draw a box plot to represent this information. 
9. Comparing Box Plots	Write two sentences. 1. Compare the **averages** using the **medians** for two sets of data. 2. Compare the **spread** of the data using the **range or IQR** for two sets of data. The <u>smaller</u> the range/IQR, the <u>more consistent</u> the data. You must compare box plots **in the context of the problem**.	'On average, students in class A were more successful on the test than class B because their median score was higher.' 'Students in class B were more consistent than class A in their test scores as their IQR was smaller.'

Topic/Skill	Definition/Tips	Example
1. Types of Data	**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.	Qualitative Data – eye colour, gender etc. Continuous Data – weight, voltage etc. Discrete Data – number of children, shoe size etc.
2. Grouped Data	Data that has been **bundled in to categories**. Seen in grouped frequency tables, histograms, cumulative frequency etc.	<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>
3. Primary /Secondary Data	**Primary** Data – **collected yourself** for a specific purpose. **Secondary** Data – **collected by someone else** for another purpose.	Primary Data – data collected by a student for their own research project. Secondary Data – Census data used to analyse link between education and earnings.
4. Mean	**Add** up the values and **divide** by how many values there are.	The mean of 3, 4, 7, 6, 0, 4, 6 is $\frac{3+4+7+6+0+4+6}{7} = 5$
5. Mean from a Table	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**.	<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
6. Median Value	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**.	Find the median of: 4, 5, 2, 3, 6, 7, 6 Ordered: 2, 3, 4, **5**, 6, 6, 7 Median = 5
7. Median from a Table	Use the formula $\frac{(n+1)}{2}$ to find the position of the median. n is the total frequency.	If the total frequency is 15, the median will be the $\left(\frac{15+1}{2}\right) = 8th$ position
8. Mode /Modal Value	**Most** frequent/common. Can have more than one mode (called bi-modal or multi-modal) or no mode (if all values appear once)	Find the mode: 4, 5, 2, 3, 6, 4, 7, 8, 4 Mode = 4
9. Range	**Highest value subtract the Smallest value** Range is a 'measure of spread'. The smaller	Find the range: 3, 31, 26, 102, 37, 97. Range = 102-3 = 99

	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.	
11. Lower Quartile	**Divides** the **bottom half** of the data into **two halves**. $\mathbf{LQ} = \boldsymbol{Q_1} = \frac{(n+1)}{4}\boldsymbol{th}$ **value**	Find the lower quartile of: 2, **3**, 4, 5, 6, 6, 7 $Q_1 = \frac{(7+1)}{4} = 2nd$ value → 3
12. Lower Quartile	**Divides** the **top half** of the data into **two halves**. $\mathbf{UQ} = \boldsymbol{Q_3} = \frac{3(n+1)}{4}\boldsymbol{th}$ **value**	Find the upper quartile of: 2, 3, 4, 5, 6, **6**, 7 $Q_3 = \frac{3(7+1)}{4} = 6th$ value → 6
13. Interquartile Range	The **difference** between the **upper quartile and lower quartile.** $\boldsymbol{IQR} = \boldsymbol{Q_3} - \boldsymbol{Q_1}$ The **smaller** the **interquartile range**, the **more consistent** the data.	Find the IQR of: 2, 3, 4, 5, 6, 6, 7 $IQR = Q_3 - Q_1 = 6 - 3 = 3$

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.	

Subject: Maths

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

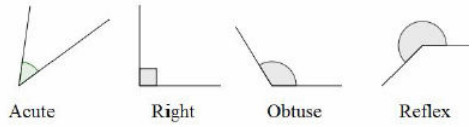
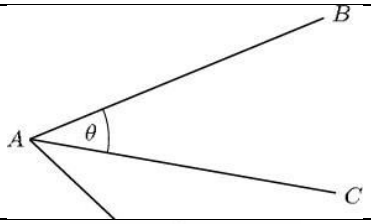
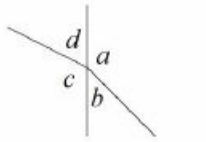
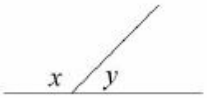
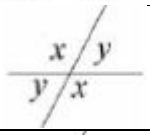
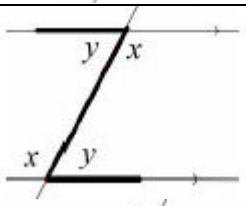
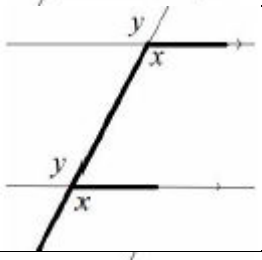
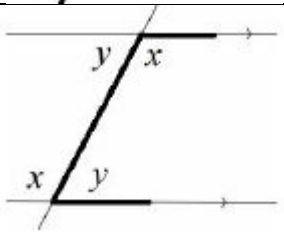
	and keep the **denominator the same**.	$\frac{2}{3} = \frac{10}{15}$ $\frac{4}{5} = \frac{12}{15}$ $\frac{10}{15} + \frac{12}{15} = \frac{22}{15} = 1\frac{7}{15}$
12. Multiplying Fractions	**Multiply** the **numerators** together and **multiply** the **denominators** together.	$\frac{3}{8} \times \frac{2}{9} = \frac{6}{72} = \frac{1}{12}$
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.	$\frac{3}{4} \div \frac{5}{6} = \frac{3}{4} \times \frac{6}{5} = \frac{18}{20} = \frac{9}{10}$

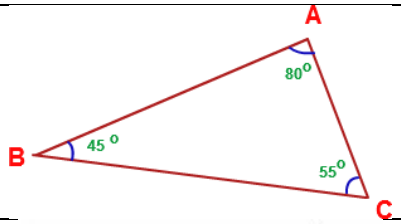
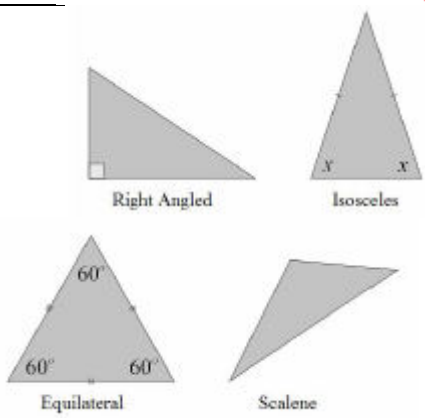
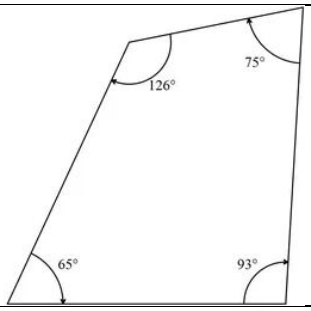
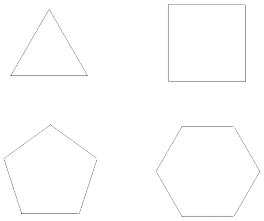
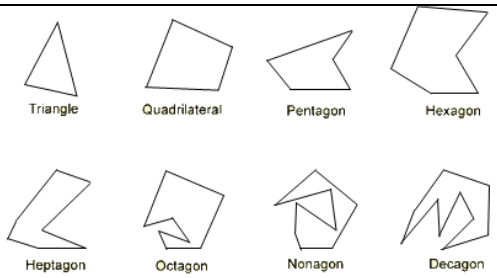
Topic: Basic Percentages

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.	$14\% = \frac{14}{100} = \frac{7}{50}$

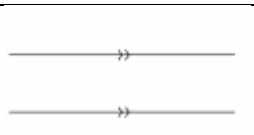
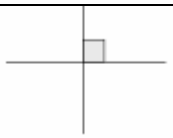
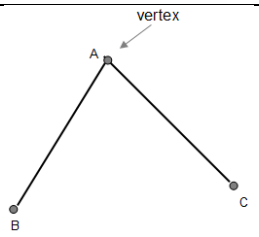
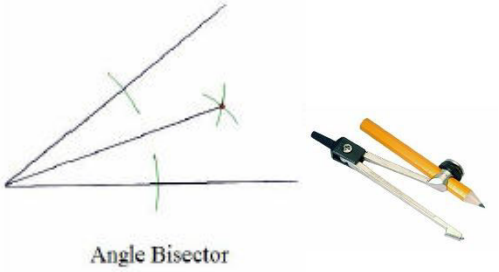
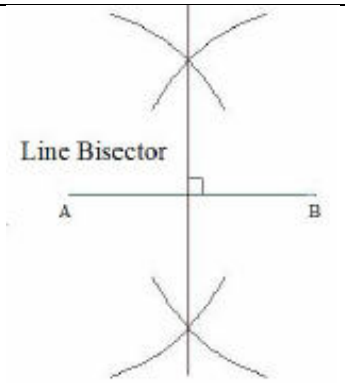
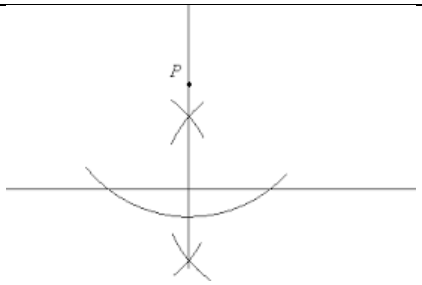
Topic: Calculating with Percentages

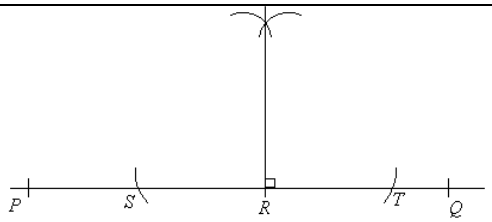
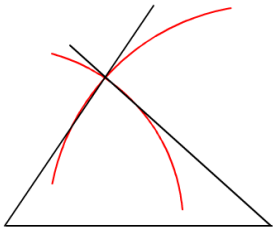
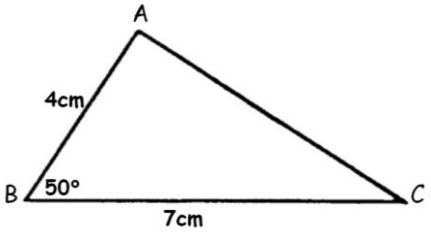
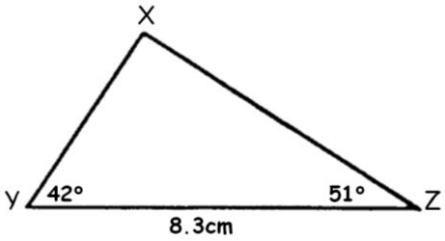
Topic/Skill	Definition/Tips	Example
1. Increase or Decrease by a Percentage	Non-calculator: **Find the percentage** and **add** or **subtract** it from the **original** amount. Calculator: Find the **percentage multiplier** and multiply.	<u>Increase 500 by 20% (Non Calc):</u> 10% of 500 = 50 so 20% of 500 = 100 500 + 100 = 600 <u>Decrease 800 by 17% (Calc):</u> 100%-17%=83% 83% ÷ 100 = 0.83 0.83 x 800 = 664

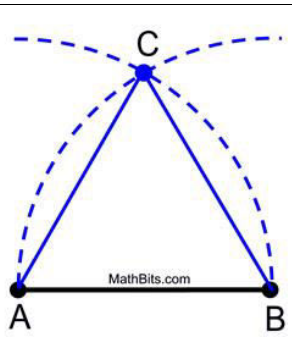
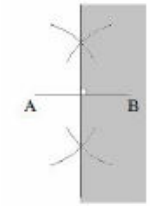
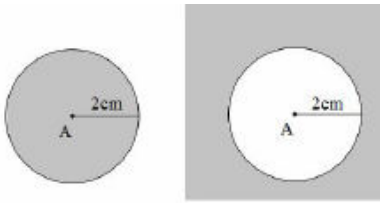
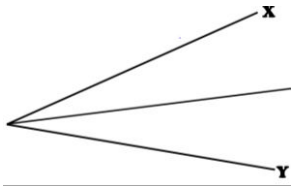
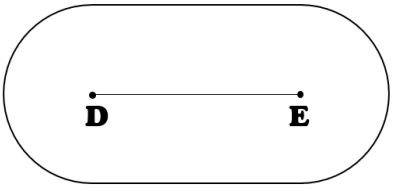
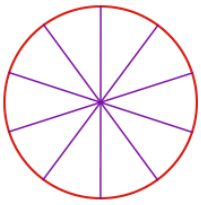
Topic/Skill	Definition/Tips	Example
1. Types of Angles	**Acute angles** are less than 90°. **Right angles** are exactly 90°. **Obtuse angles** are greater than 90° but less than 180°. **Reflex angles** are greater than 180° but less than 360°.	
2. Angle Notation	Can use **one lower-case** letters, eg. θ or x Can use **three upper-case** letters, eg. BAC	
3. Angles at a Point	**Angles around a point add up to 360°**.	 $a+b+c+d=360^o$
4. Angles on a Straight Line	**Angles around a point on a straight line add up to 180°**.	 $x+y=180^o$
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.	

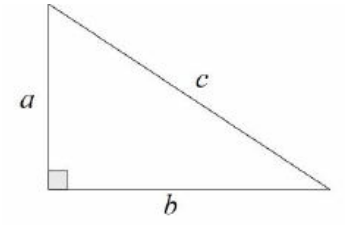
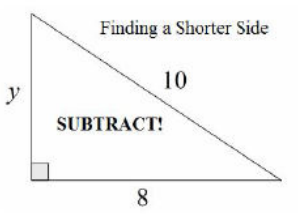
9. Angles in a Triangle	**Angles in a triangle add up to 180°.**	
10. Types of Triangles	**Right Angle** Triangles have a **90°** angle in. **Isosceles** Triangles have **2 equal sides** and **2 equal base angles**. **Equilateral** Triangles have **3 equal sides** and **3 equal angles (60°)**. **Scalene** 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	$(\boldsymbol{n-2})\times\mathbf{180}$ 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	$\dfrac{(\boldsymbol{n-2})\times\mathbf{180}}{\boldsymbol{n}}$ You can also use the formula:	Size of Interior Angle in a Regular Pentagon = $\dfrac{(5-2)\times 180}{5} = 108°$

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

Topic/Skill	Definition/Tips	Example
1. Parallel	Parallel lines never meet.	
2. Perpendicular	Perpendicular lines are at right angles. There is a 90° angle between them.	
3. Vertex	A corner or a point where two lines meet.	
4. Angle Bisector	**Angle Bisector: Cuts the angle in half**. 1. Place the sharp end of a pair of compasses on the vertex. 2. Draw an arc, marking a point on each line. 3. Without changing the compass put the compass on each point and mark a centre point where two arcs cross over. 4. Use a ruler to draw a line through the vertex and centre point.	
5. Perpendicular Bisector	**Perpendicular Bisector: Cuts a line in half and at right angles**. 1. Put the sharp point of a pair of compasses on A. 2. Open the compass over half way on the line. 3. Draw an arc above and below the line. 4. Without changing the compass, repeat from point B. 5. Draw a straight line through the two intersecting arcs.	
6. Perpendicular from an External Point	The **perpendicular distance** from a point to a line is the **shortest distance** to that line. 1. Put the sharp point of a pair of compasses on the point. 2. Draw an arc that crosses the line twice. 3. Place the sharp point of the compass on one of these points, open over half way and draw an arc above and below the line. 4. Repeat from the other point on the line.	

	5. Draw a straight line through the two intersecting arcs.	
7. Perpendicular from a Point on a Line	Given line PQ and point R on the line: 1. Put the sharp point of a pair of compasses on point R. 2. Draw two arcs either side of the point of equal width (giving points S and T) 3. Place the compass on point S, open over halfway and draw an arc above the line. 4. Repeat from the other arc on the line (point T). 5. Draw a straight line from the intersecting arcs to the original point on the line.	
8. Constructing Triangles (Side, Side, Side)	1. Draw the base of the triangle using a ruler. 2. Open a pair of compasses to the width of one side of the triangle. 3. Place the point on one end of the line and draw an arc. 4. Repeat for the other side of the triangle at the other end of the line. 5. Using a ruler, draw lines connecting the ends of the base of the triangle to the point where the arcs intersect.	
9. Constructing Triangles (Side, Angle, Side)	1. Draw the base of the triangle using a ruler. 2. Measure the angle required using a protractor and mark this angle. 3. Remove the protractor and draw a line of the exact length required in line with the angle mark drawn. 4. Connect the end of this line to the other end of the base of the triangle.	
10. Constructing Triangles (Angle, Side, Angle)	1. Draw the base of the triangle using a ruler. 2. Measure one of the angles required using a protractor and mark this angle. 3. Draw a straight line through this point from the same point on the base of the triangle. 4. Repeat this for the other angle on the other end of the base of the triangle.	

11. Constructing an Equilateral Triangle (also makes a 60° angle)	1. Draw the base of the triangle using a ruler. 2. Open the pair of compasses to the exact length of the side of the triangle. 3. Place the sharp point on one end of the line and draw an arc. 4. Repeat this from the other end of the line. 5. Using a ruler, draw lines connecting the ends of the base of the triangle to the point where the arcs intersect.	
12. Loci and Regions	A **locus** is a **path of points that follow a rule**. For the locus of points **closer to B than A**, create a **perpendicular bisector** between A and B and shade the side closer to B. For the locus of points **equidistant from A**, use a compass to draw a **circle**, centre A. For the locus of points **equidistant to line X and line Y**, create an **angle bisector**. For the locus of points a set **distance from a line**, create **two semi-circles** at either end joined by **two parallel lines**.	 Points Closer to B than A  Points less than 2cm from A Points more than 2cm from A  
13. Equidistant	A point is equidistant from a set of objects if the **distances between that point and each of the objects is the same**.	

Topic/Skill	Definition/Tips	Example
1. Pythagoras' Theorem	For any **right angled triangle**: $$a^2 + b^2 = c^2$$  Used to find **missing lengths**. a and b are the shorter sides, c is the **hypotenuse** (**longest side**).	 $a = y,\ b = 8,\ c = 10$ $a^2 = c^2 - b^2$ $y^2 = 100 - 64$ $y^2 = 36$ $y = 6$