Multiplying and Dividing Fractions

<u>Anthistagonlanded to be able</u> to do?

By the end of this unit you should be able to:

- Carry out any multiplication or division using fractions and integers.
- Solutions can be modelled, described and reasoned

Keywords

Numerator: the number above the line on a fraction. The top number. Represents how many parts are taken **Denominator**: the number below the line on a fraction. The number represent the total number of parts.

Whole: a positive number including zero without any decimal or fractional parts.

Commutative: an operation is commutative if changing the order does not change the result

Unit Fraction: a fraction where the numerator is one and denominator a positive integer

Non-unit Fraction: a fraction where the numerator is larger than one.

Dividend: the amount you want to divide up.

Divisor: the number that divides another number.

Quotient: the answer after we divide one number by another eg dividend- divisor = quotient

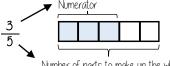
Reciprocal: a pair of numbers that multiply together to give



Representing a fraction

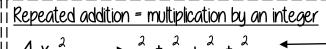
Numerator Denominator

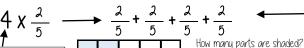
Number of parts represented Numerator



Number of parts to make up the whole Denominator

OLL PORTS of a fraction are of equal size



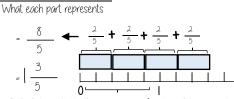


nteger (Whole number)

Each part 1 represents 5

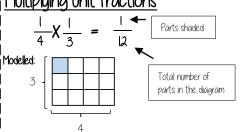
Revisit

When adding fractions with the same denominator = add the numerators



Each whole is split into the same number of parts as the denominator

-----Multipluina unit f*ra*ctions



| <u>Multiplying non-unit fractions</u>

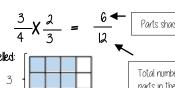
Shade in 3 parts

Repeat it on this many rows

This many columns

This many columns

This many rows



Total number of parts in the diagram

Quick Multiplying and Cancelling down



The 3 and the 9 have a common factor and can be simplified

Quick Solving

Multiply the numerators Multiply the denominators $\frac{1\times4}{5\times3} = \frac{4}{15}$

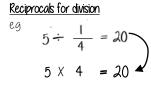
 $3 \times \frac{1}{3} = 1$

 $\begin{vmatrix} 1 & 3 \\ \frac{1}{3} + \frac{1}{3} + \frac{1}{3} = 1 \end{vmatrix}$

The reciprocal of 3 is $\frac{1}{3}$ and vice versa

Dividing any fractions Remember to use reciprocals

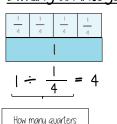
The reciprocal When you multiply a number by its reciprocal the answer is always I



a reciprocal gives the same outcome

Multiplying by

Dividing an integer by an unit fraction



There are 4 quarters in I whole.
Therefore, there are 20 quarters in 5 wholes

2 ÷ 3

5 4

Multiplying by a reciprocal gives the same outcome

<u>Represented</u> =

Ratio and Scale

@whiatodomatheed to be able to do?

By the end of this unit you should be able to:

- Simplify any given ratio
- Share an amount in a given ratio Solve ratio problems given a part

Solutions should be modelled, explained and

Keywords

Ratio: a statement of how two numbers compare

Equal Parts:: all parts in the same proportion, or a whole shared equally

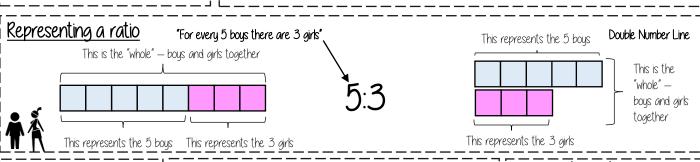
Proportion: a statement that links two ratios

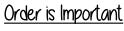
Order: to place a number in a determined sequence

Part: a section of a whole Equivalent: of equal value

Factors: integers that multiply together to get the original value

Scale: the comparison of something drawn to its actual size

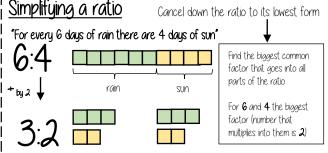




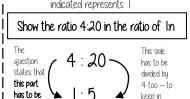
"For every dog there are 2 cats" Dogs: Cats N N

The ratio has to be written in the same order as the information is

e.g. 2:1 would represent 2 dogs for every I cat. X



!Ratio In (or n: 1) This is asking you to cancel down until the part indicated represents 1



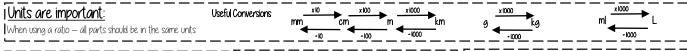
Lunit

keep in

Therefore of rain there are 2 days of sun" — when this happens twice the ratio becomes 6:4: the n part does not have to be an integer Divide by 4 Useful Conversions

П

П



Finding a value given I:n (or n: 1)



James and Lucy share £350 in the ratio 3:4. Work out how much each person earns

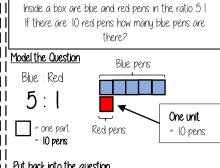
Model the Question James: Lucy 3 : 4

Lucy Find the value of one part £350 + 7 = £50 Whole: £350 = one part 7 parts to share between (3 James, 4 Lucy)

Put back into the question James = 3 x £50 = £ 150 James: Lucu

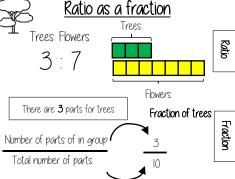


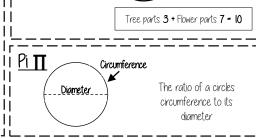
Lucy = $4 \times £50 = £200$





There are 50 Blue Pens





Multiplicative Change

awhat adomnited to be able to do?

By the end of this unit you should be able to:

- Solve problems and explain direct
- Use conversion graphs to make statements, comparisons and form
- Understand and use scale factors for

Keywords

Proportion: a statement that links two ratios

Variable: a part that the value can be changed

Oxes: horizontal and vertical lines that a graph is plotted around

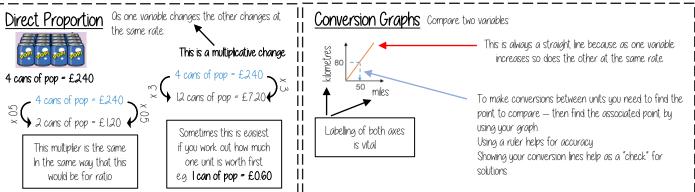
Opproximation: an estimate for a value

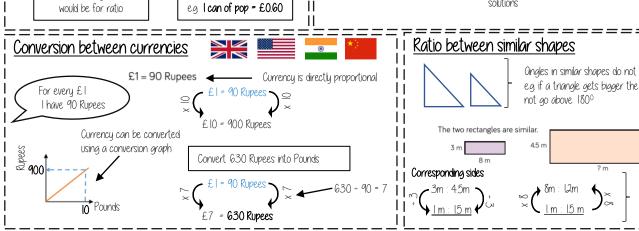
Scale Factor: the multiple that increases/ decreases a shape in size

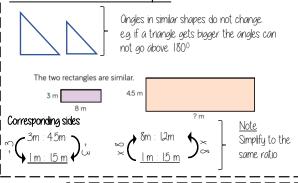
Currency: the system of money used in a particular country

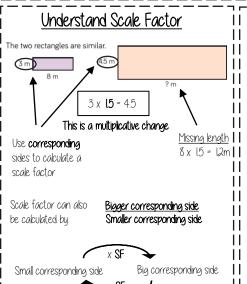
Conversion: the process of changing one variable to another

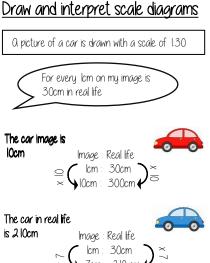
Scale: the comparison of something drawn to its actual size.

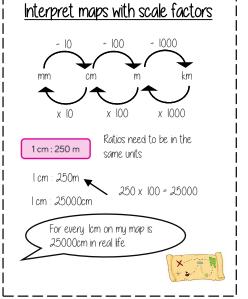












YFAR 8 - ALGEBRAIC TECHNIQUES

What do I need to be able to do?

By the end of this unit you should be able to:

- Generate a sequence from term to term or position to term rules
- Recognise arithmetic sequences and find
- Recognise geometric sequences and other sequences that arise

Keywords

Sequence: items or numbers put in a pre-decided order

Term: a single number or variable

Position: the place something is located

Linear: the difference between terms increases or decreases (+ or -) by a constant value each time Non-linear: the difference between terms increases or decreases in different amounts, or by x or ÷

Difference: the gap between two terms

Orithmetic: a sequence where the difference between the terms is constant

Geometric: a sequence where each term is found by multiplying the previous one by a fixed non zero

Linear and Non Linear Sequences

Linear Sequences — increase by addition or subtraction and the same amount each time

Non-linear Sequences — do not increase by a constant amount — quadratic, geometric and Fibonacci.

- Do not plot as straight lines when modelled graphically
- The differences between terms can be found by addition, subtraction, multiplication or

Fibonacci Sequence — look out for this type of sequence

Each term is the sum of the previous two terms.



power for n

This is not linear as there is a

Sequences from algebraic rules This is substitution!

3n + 7

This will be linear - note the single power of n. The values increase at a

constant rate Substitute the number of the term you are looking for 2n - 5 in place of 'n'

|st term = 2(1) - 5 = -3

 2^{nd} term = 2 (2) - 5 = -1

 100^{th} term = 2 (100) - 5 = 195

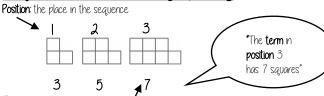
Checking for a term in a sequence Form an equation

Is 201 in the sequence 3n - 4?

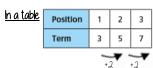
3n - 4 = 201

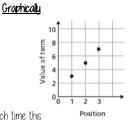
Solving this will find the position of the term in the sequence. $oldsymbol{\mathsf{I}}$ ONLY an integer solution can be in the sequence.

Sequence in a table and araphically



Term: the number or variable (the number of squares in each image)





Because the terms increase by the same addition each time this

is **linear** — as seen in the graph

Complex algebraic rules

Misconceptions and comparisons



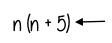
2 tijmes whatever n squared is

2 times n then square the answei |st term = $(2 \times 1)^2 = 4$

 $(2n)^{2}$

|st term = 2 x |2 = 2 2st term = 2 x 22 = 8 100^{th} term = 2 x 100^{2} = 2000

2st term = (2 x 2)2 = 16 100^{th} term = $(2 \times 100)^2$ = 40000



st term = 1(1 + 5) = 6

 2^{st} term = 2(2 + 5) = 14 100^{th} term = 100 (100 + 5) = 10500

You don't need to expand the

Finding the algebraic rule

This is the 4 ____ + 4, 8, 12, 16, 20... times table

4n

7, 11, 15, 19, 22

This has the same constant difference — but is 3 more than the original sequence

4n + 3

This is the constant difference between the terms in the sequence

This is the comparison (difference) between the original and new sequence

YEAR 8 - ALGEBRAIC TECHNIQUES

What do I need to be able to do?

By the end of this unit you should be able to:

- Odd/ Subtract expressions with indices
- Multiply expressions with indices
- Divide expressions with indices
- Know the addition law for indices
- Know the subtraction law for indices

Keywords

Base: The number that gets multiplied by a power

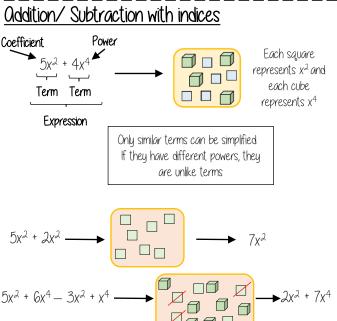
Power: The exponent — or the number that tells you how many times to use the number in multiplication **Exponent**: The power — or the number that tells you how many times to use the number in multiplication

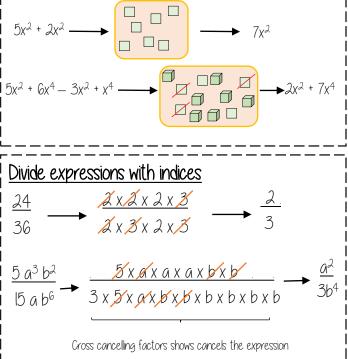
Indices: The power or the exponent

Coefficient: The number used to multiply a variable

Simplify: To reduce a power to its lowest term

Product: Multiply

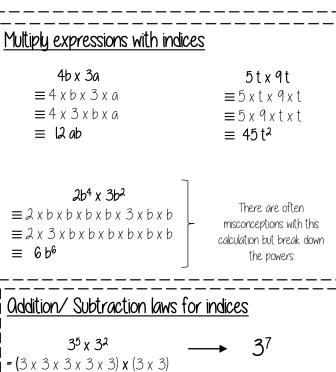


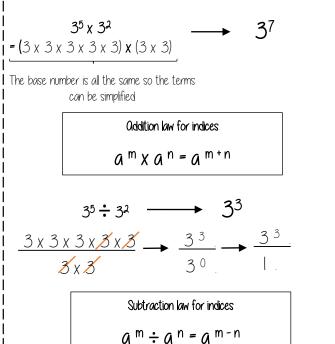


This expression cannot be divided

(cancelled down) because there are no common factors or similar terms

23 a⁷ y²





Representing Data

@willhattoo hmatelosto be able to do?

By the end of this unit you should be able to:

- Draw and interpret scatter graphs
- Describe correlation and relationships.
- Identify different types of non-linear relationships.
- Design and complete an ungrouped frequency table
- Read and interpret grouped tables (discrete and continuous data)
- Represent data in two way tables.

Keuwords

Variable: a quantity that may change within the context of the problem.

Relationship: the link between two variables (items). Eq. Between sunny days and ice cream sales

Correlation: the mathematical definition for the type of relationship.

Oriain: where two axes meet on a graph.

Line of best fit: a straight line on a graph that represents the data on a scatter graph.

Outlier: a point that lies outside the trend of graph.

Quantitative: numerical data

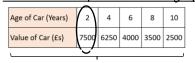
Qualitative: descriptive information, colours, genders, names, emotions etc.

Continuous: quantitative data that has an infinite number of possible values within its range.

Discrete: quantitative or qualitative data that only takes certain values.

Frequency: the number of times a particular data value occurs

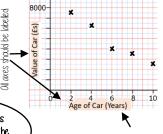
Draw and interpret a scatter graph.



- This data may not be given in size order
- The data forms information pairs for the scatter graph
- Not all data has a relationship

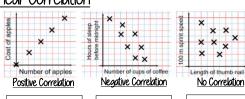
he link between the data can be explained verbally

"This scatter graph show as the age of a car increases the value decreases"



The axis should fit all the values on and be equally spread out

Linear Correlation



Os one variable increases so does the other variable

60

40

Os one variable increases the other variable decreases

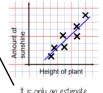
There is no relationship between the two variables

The line of best fit

The Line of best fit is used to make estimates about the information in your scatter graph

The line of best fit DOES NOT need to go through the origin (The point the axes cross)

- There should be approximately the same number of points above and below the line (It may not go through
- The line extends across the whole



It is only an estimate because the line is designed to be an average representation of the data

It is always a **straight line**.

Using a line of best fit

Interpolation is using the line of best fit to estimate values inside our data

e.g. 40 hours revising predicts a percentage of 45.



example you cannot score more that 100%. So revising for longer can not be estimated **

This point is an "outlier" It is an outlier because it doesn't fit this model and stands apart from

Ungrouped Data The number of times an

event happened '

The table shows the number of siblings students have. The answers were 3,1220,34,1120,2

2 people had 0 siblings. This means ther are 0 siblings to be counted here

Number of siblings	Frequency	
0	2	0 -
1	3	3
2	4.	2+2+2+2OR2x4=8
3	2	3+30R3x2= 6
4	1	l4 🔭

Best represented by discrete data (Not always a number)

_____ 2 people have 3 siblings so there are 6 siblinas in total

OVEROLL there are 0+3+8+6+4 Siblings = 21 siblings

Grouped Data If we have a large spread of data it is better to group it. This is so it is easier to look for a trend. Form groups of equal size to make comparison more valid and spread the groups out from the smallest to the largest value.

ot _	Cost of TV (£)	Tally	Frequency
Data cb not	101 - 150	7HL 11	7
Discrete Data Re groups do no overlap	151 - 200	7HL 7HL I	II
	201 - 250	THL	5
ے ⊿	251 - 300	111	3

We do not know the exact value of each item in a group — so an estimate would be bused to calculate the overall total (Midpoint)

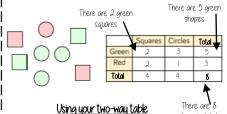
ncluded inequalities represent the subgroups

_			
	x Weight(g)	Frequency	
1	$40 < x \le 50$	1	e.g. this aroup
	50 < <i>x</i> ≤ 60	3	includes every weigh
	$60 < x \le 70$	5	bigger that 60Kg, u
•			to and including
			70Kg

Representing data in two-way tables

sing (hours

Two-way tables represent discrete information in a visual way that allows you to make conclusions, find probability or find totals of sub groups



Using your two-way table

To find a fraction

eg. What fraction of the items are red? 3 red items but 8 items in total = $\frac{3}{9}$

hterleaving: Use your fraction, decimal percentage equivalence knowledge

@whisto maths

Tables and Probability

What do I need to be able to do?

By the end of this unit you should be able to:

- Construct a sample space diagram.
- Systematically list outcomes.
- Find the probability from two-way tables.
- Find the probability from Venn diagrams.

Keywords

Outcomes: the result of an event that depends on probability.

Probability: the chance that something will happen.

Set: a collection of objects.

Chance the likelihood of a particular outcome

Event: the outcome of a probability - a set of possible outcomes. Biased: a built in error that makes all values wrong by a certain amount.

Union: Notation 'U' meaning the set made by comparing the elements of two sets.

Construct sample space diagrams







Sample space diagrams provide a systematic way to display outcomes from events



This is the set notation to list the outcomes S =

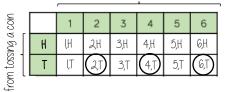
In between the { } are a, the possible outcomes

S = { IH, 2H, 3H, 4H, 5H, 6H, IT, 2T, 3T, 4T, 5T, 6T}

There are three

Probability from sample space

The possible outcomes from rolling a dice



This is the set notation that represents the

question P

14

 \parallel

P (Even number and Tails)

What is the probability that an outcome

has an even number and a tails?

In between the () is the event asked for

The event

even numbers with Numerator: the event

Denominator:

the total number

There are twelve of outcomes possible outcomes

Probability from two-way tables

	Car	Bus	Walk	Total
Boys	15	24	14	53
Girls	6	20	21	47
Total	21	44	35	100

P (Girl walk to school) = 21 The total in the

The total number of items

Product Rule

The number of items in event a

The number of items in event b

Probability from Venn diagrams

100 students were questioned if they played badminton or went to swimming club. 40 went swimming, 25 went to badminton and 11 went to both.

This whole curve includes everyone that went Swimming swimming. Because II did both we calculate just swimming by 40- 11 29 The intersection represents both.

Swimming **QND** badminton

This whole curve includes Badminton everyone that went to badminton. Because II did both we calculate just badminton by 25 - 11 46 🔻

P (Just swimming) = 100

Χ

The number outside represents those that did **neither** badminton or swimming

100 - 29 - 11 - 14