

# YEAR 10 — SUMMER TERM...

@whisto\_maths

## Probability

### What do I need to be able to do?

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

- Add, Subtract and multiply fractions
- Find probabilities using likely outcomes
- Use probability that sums to 1
- Estimate probabilities
- Use Venn diagrams and frequency trees
- Use sample space diagrams
- Calculate probability for independent events
- Use tree diagrams

### Keywords

**Event:** one or more outcomes from an experiment

**Outcome:** the result of an experiment

**Intersection:** elements (parts) that are common to both sets

**Union:** the combination of elements in two sets

**Expected Value:** the value/ outcome that a prediction would suggest you will get

**Universal Set:** the set that has all the elements

**Systematic:** ordering values or outcomes with a strategy and sequence

**Product:** the answer when two or more values are multiplied together.

### Add, Subtract and multiply fractions

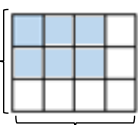
Addition and Subtraction

$$\frac{4}{5} - \frac{2}{3} = \frac{12}{15} - \frac{10}{15} = \frac{2}{15}$$

Use equivalent fractions to find a common multiple for both denominators

Multiplication

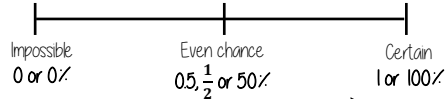
$$\frac{3}{4} \times \frac{2}{3} = \frac{6}{12}$$

Modelled: 

Parts shaded: 6

Total number of parts in the diagram: 12

### Likelihood of a probability



The more likely an event the further up the probability it will be in comparison to another event (it will have a probability closer to 1)

### Sum to 1

Probability is always a value between 0 and 1

The probability of getting a blue ball is  $\frac{1}{5}$   
 $\therefore$  The probability of NOT getting a blue ball is  $\frac{4}{5}$

The sum of the probabilities is 1

### Experimental data

Theoretical probability

What we expect to happen

Experimental probability

What actually happens when we try it out

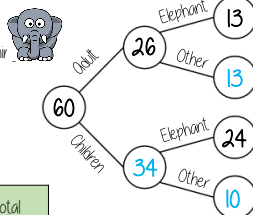
The more trials that are completed the closer experimental probability and theoretical probability become

The probability becomes more accurate with more trials.  
 Theoretical probability is proportional

### Tables, Venn diagrams, Frequency trees

#### Frequency trees

60 people visited the zoo one Saturday morning. 26 of them were adults. 13 of the adults' favourite animal was an elephant. 24 of the children's favourite animal was an elephant.



Frequency trees and two-way tables can show the same information

The total columns on two-way tables show the possible denominators

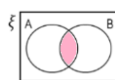
$$P(\text{adult}) = \frac{26}{60}$$

$$P(\text{Child with favourite animal as elephant}) = \frac{13}{37}$$

#### Two-way table

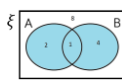
	Adult	Child	Total
Elephant	13	24	37
Other	13	10	23
Total	26	34	60

#### Venn diagram



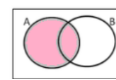
in set A AND set B

$$P(A \cap B)$$



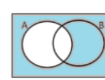
in set A OR set B

$$P(A \cup B)$$



in set A

$$P(A)$$



NOT in set A

$$P(A')$$

### Sample space

The possible outcomes from rolling a dice

The possible outcomes from tossing a coin

	1	2	3	4	5	6
H	1H	2H	3H	4H	5H	6H
T	1T	2T	3T	4T	5T	6T

$$P(\text{Even number and tails}) = \frac{3}{12}$$

### Independent events

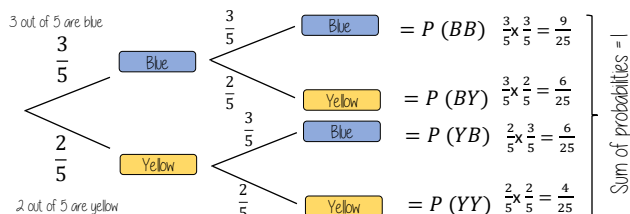
The outcome of two events happening. The outcome of the first event has no bearing on the outcome of the other

$$P(A \text{ and } B) = P(A) \times P(B)$$

#### Tree diagram for independent event

Isobel has a bag with 3 blue counters and 2 yellow. She picks a counter and replaces it before the second pick.

Because they are replaced the second pick has the same probability

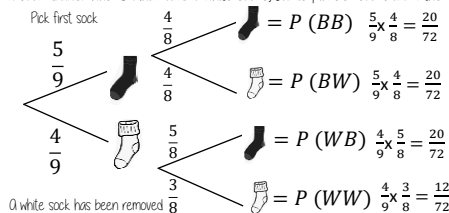


### Dependent events

#### Tree diagram for dependent event

The outcome of the first event has an impact on the second event

A sock drawer has 5 black and 4 white socks. Jamie picks 2 socks from the drawer.



**NOTE:** as "socks" are removed from the drawer the number of items in that drawer is also reduced  $\therefore$  the denominator is also reduced for the second pick.

By the end of this unit you should be able to:	MathsWatch clip	Video tutorial
• Solve linear equations	<a href="#">135a</a>	
• Solve linear inequakities	<a href="#">139</a>	<a href="#">Corbett</a>
• Form & solve equations & inequalities in context of shape	<a href="#">137</a>	
• Change the subject of a simple formula	<a href="#">136</a>	<a href="#">Corbett</a>
• Change the subject of a complex formula		
• Change the subject when the subject appears more than once (H)	<a href="#">190</a>	<a href="#">Corbett</a>
• Solve equations by iteration (H)	<a href="#">180</a>	<a href="#">Corbett</a>

Make  $x$  the subject of the following formula:

$$y = \frac{x}{ab} + c$$

### Keywords

**Expand:** multiply out terms to remove brackets

**Coefficient:** the number in front of a letter in an algebraic term, such as  $5x^3$

**Rearrange:** change the subject of an equation by writing it in a different way

**Iterate:** keep repeating a process

**Converge:** tend towards a particular value

# YEAR 10 — SUMMER TERM

## Angles & bearings

### What do I need to be able to do?

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

- Understand and represent bearings
- Measure and read bearings
- Make scale drawings using bearings
- Calculate bearings using angle rules
- Solve bearings problems using Pythagoras and trigonometry

### Keywords

**Cardinal directions:** the directions of North, South, East, West

**Angle:** the amount of turn between two lines around their common point

**Bearing:** the angle in degrees measured clockwise from North

**Perpendicular:** where two lines meet at  $90^\circ$

**Parallel:** straight lines always the same distance apart and never touch. They have the same gradient

**Clockwise:** moving in the direction of the hands on a clock

**Construct:** to draw accurately using a compass, protractor and or ruler or straight edge

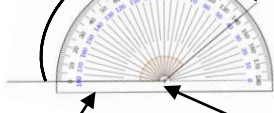
**Scale:** the ratio of the length of a drawing to the length of the real thing

**Protractor:** an instrument used in measuring or drawing angles

### Measure angles to $180^\circ$

**R**

This is the angle being measured



The base line follows the line segment

Make sure the cross is at the point the two lines meet

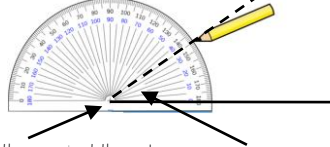
Read from  $0^\circ$  on the base line. Remember to use estimation. This is an obtuse angle so between  $90^\circ$  and  $180^\circ$

### Draw angles up to $180^\circ$

**R**

Draw a  $35^\circ$  angle

Make a mark at  $35^\circ$  with a pencil. And join to the angle point (use a ruler)

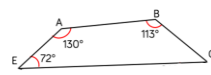


Make sure the cross is at the end of the line (where you want the angle)

The angle

### Angle notation

The letter in the middle is the angle. The arc represents the part of the angle



**Angle Notation:** three letters  $\angle ABC$ . This is the angle at  $B = 113^\circ$

$\angle ABC$  is also used to represent the angle at B

### Scale drawings

**R**

1 : 20

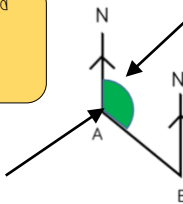
For every 1cm on the model there are 20cm in real life

Remember: Scale drawings **ONLY** change lengths and distances. Angles remain the same

### Understand and represent bearings

- A bearing is always measured from **NORTH**
- It is always given as three figures

The bearing of B from A is calculated by measuring the highlighted angle



The angle indicated starts from the North line at A and joins the path connecting A to B

This angle shows the bearing of B from A

The sentence... "Bearing of \_\_\_\_ from \_\_\_\_" is really important in identifying the bearing being represented

Using **estimation** it is clear this angle is between  $090^\circ$  and  $180^\circ$

### Directions



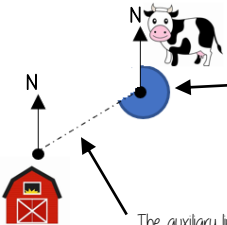
Clockwise



Anti-Clockwise



### Measure and read bearings



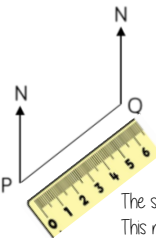
The auxiliary line is drawn to help you measure and draw the angle that is measured to represent the bearing

The bearing of the cow to the barn

This angle is measured from **NORTH**. It is measured in a clockwise direction. **Estimation** indicates this angle is between  $180^\circ$  and  $270^\circ$ . Use a protractor to measure accurately. Remember: bearings are written as three figures.

### Scale drawings using bearings

Remember — angles **DO NOT** change size in scaled drawings



The bearing measurements do not change from "real life" to images

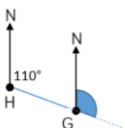
The units in the ratio scale are the same

The scale may need to be calculated from the image. This represents 30km from P to Q

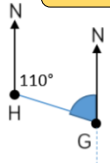
6cm = 30km  
6:30,000,000

### Bearings with angle rules

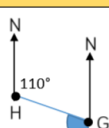
Because two North lines are **PARALLEL**....



They form **corresponding angles** and therefore are the same size



They form **co-interior angles** and add up to  $180^\circ$



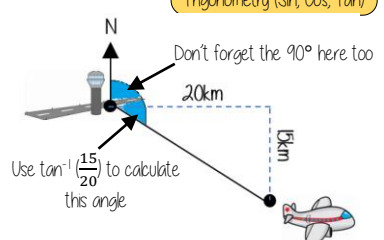
They form **alternate angles** and therefore are the same size

### Bearings with right-angled geometry

Look for Right-angles. Pythagoras. Trigonometry (Sin, Cos, Tan)

"Due West" bearing of  $270^\circ$  makes a  $90^\circ$  angle. "Due East" bearing of  $090^\circ$  makes a  $90^\circ$  angle

A plane flies East for 20km then turns South for 15km. Find the bearing of the plane from where it took off

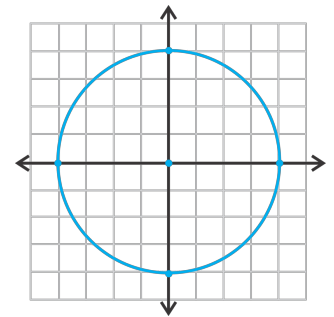


Use  $\tan^{-1}(\frac{15}{20})$  to calculate this angle

# YEAR 10 - SUMMER TERM

# Graphs

By the end of this unit you should be able to:	MathsWatch clip	Video tutorial
• Plot & read from quadratic graphs	<a href="#">98</a>	<a href="#">Corbett</a>
• Plot & read from cubic graphs	<a href="#">161</a>	<a href="#">MathsGenie</a>
• Plot & read from reciprocal graphs	<a href="#">161</a>	<a href="#">MathsGenie</a>
• Recognise graph shapes		
• Identify & interpret roots & intercepts of quadratics	<a href="#">160</a>	
• Understand & use exponential graphs (H)	<a href="#">194</a>	<a href="#">Corbett</a>
• Find and use the equation of a circle centre (0,0) (H)	<a href="#">197</a>	<a href="#">Corbett</a>
• Construct & interpret conversion graphs		<a href="#">Corbett</a> <a href="#">Corbett</a>
• Construct & interpret conversion graphs		<a href="#">Corbett</a> <a href="#">Corbett</a>
• Construct & interpret other real-life straight graphs		<a href="#">Corbett</a>
• Interpret distance/time graphs	<a href="#">143</a>	<a href="#">Corbett</a>
• Construct distance/time graphs		<a href="#">Corbett</a>
• Construct & interpret speed/time graphs	<a href="#">216a</a>	<a href="#">MathsGenie</a>
• Recognise & interpret graphs that illustrate direct & inverse proportion		<a href="#">Corbett</a>
• Find approximate solutions to equations using graphs		<a href="#">Corbett</a>
• Estimate the area under a curve (H)	<a href="#">216a</a>	<a href="#">Corbett</a>



## Keywords

**Quadratic:** an expression in which the highest power is 2, such as  $x^2 - 5x + 3$

**Cubic:** an expression in which the highest power is 3, such as  $8 + x^3$

**Estimate:** read approximate values from a graph

**Asymptote:** a line that a curve approaches, but never quite touches

**Gradient:** the steepness (or slope) of a line. A negative gradient means the line slopes downhill

**Substitute:** put numbers in place of letters to find the value of an expression

**Reciprocal:** a graph with an equation of the form  $y = \frac{k}{x}$  where k is a number

**Roots:** the solutions when an equation equals zero (often the x-intercepts of a graph)

**Exponential:** a graph with an equation of the form  $y = k^x$  where k is a number

**Parallel:** straight lines that never meet (equal gradients)

**Horizontal:** a straight line which goes from side to side, parallel to the x-axis

**Vertical:** a straight line which goes up and down, parallel to the y-axis

**Intercept:** the point where a line crosses the axis of a graph

**Constant:** unchanging. It will be a straight line on a graph, for example, a constant speed on a distance-time graph will be a straight diagonal line

**Convert:** change between two different units of measurement, such as cm and inches

**Direct proportion:** two quantities which remain in the same ratio at all times

**Inverse proportion:** a relationship in which one quantity increases as the other decreases

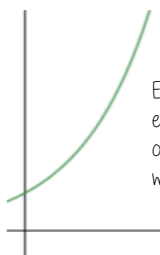
**Acceleration:** the rate at which velocity changes

# YEAR 10 - SUMMER TERM

# Graphs

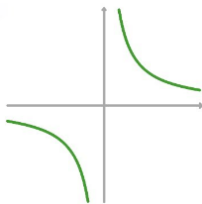
Some (but not all) key points:

Exponential graphs are often this shape

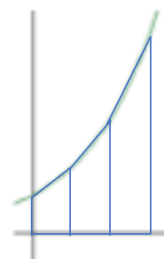


Exponential equations are often of the form  $y = k^x$  where  $k$  is a number

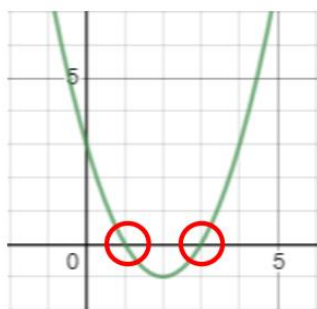
Reciprocal graphs are often this shape



Exponential equations are of the form  $y = \frac{k}{x}$  where  $k$  is a number

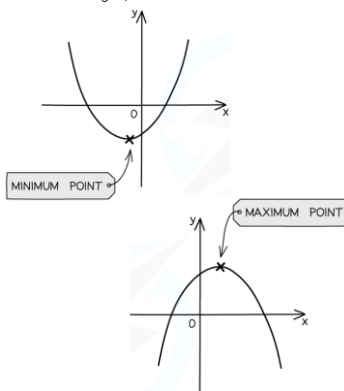


The area under a curve can be found by splitting it up into different trapezia

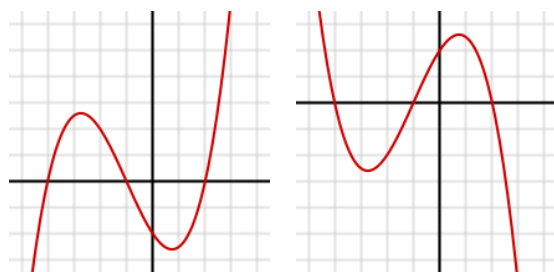


Roots are where the curve crosses the x-axis

Quadratic graphs



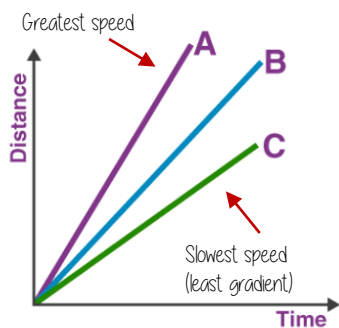
Cubic graphs generally look like these



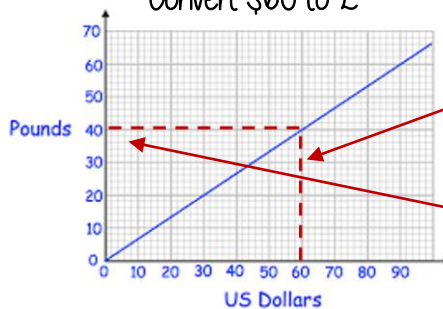
'Uphill' if the  $x^3$  term is positive, such as  $y = 2x^3 - 4x + 8$

'Downhill' if the  $x^3$  term is negative, such as  $y = -3x^3 + x^2 + 7$

Some (but not all) key points:

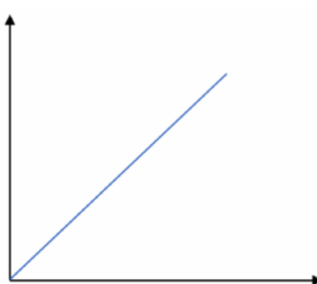
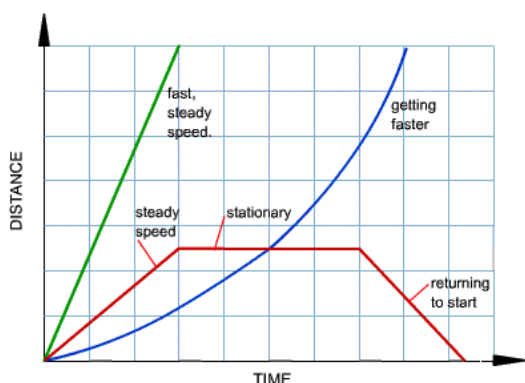


Convert \$60 to £

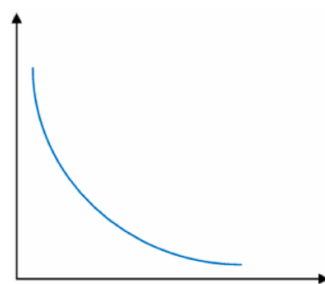


Step 1:  
Go up from 60\$ until you hit the diagonal conversion line

Step 2:  
Go across until you hit the axis and read off the value: £40



Direct proportion



Inverse proportion