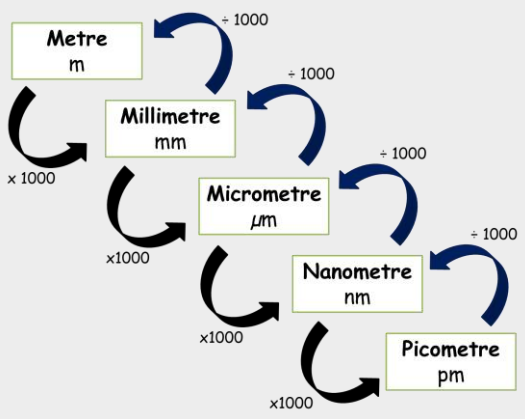


## Converting Units



## Percentage Change

$$\frac{\text{Final value} - \text{starting value}}{\text{starting value}} \times 100$$

Waist to Hip ratio  
Waist:Hip or Waist/Hip

## BMI:

$$\text{BMI} = \frac{\text{Mass}}{\text{Height}^2}$$

Mass in Kilograms (Kg)

Height in Metres (m)

BMI	Considered
Below 18.5	Underweight
18.5 to 24.9	Healthy Weight
25.0 to 29.9	Overweight
30 or higher	Obese

e.g. a person with mass 78kg and height 1.80m has a BMI of  $78 \div 1.8^2 = 24.07$ . They are in a healthy range.

## Estimating Population size

$$\text{Population size} = \text{Number of organisms in all quadrats} \times \frac{\text{Total size of area where organism lives}}{\text{Total area of quadrats}}$$

## Standard form: Higher

For numbers greater than 0, count how many times you need to move the unit to the right until you form a number between 1 and 10.

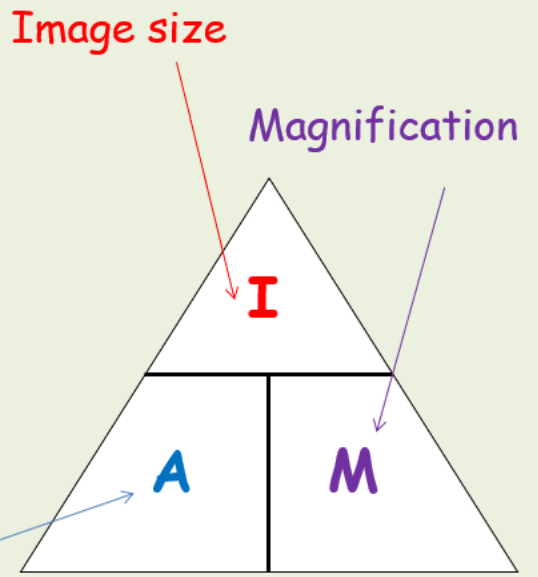
Write this number as the power of 10, insert the decimal point and remove the zeros.

1 2 3 4 5 6

$$1150000 = 1.15 \times 10^6$$

## Using a microscope

	How to Calculate	Units
Magnification	Image size $\div$ actual size	
Actual Size	Image size $\div$ magnification	mm, etc.
Image Size	Actual size $\times$ magnification	mm, etc.



Actual size

Surface area to Volume ratio

SA:V or Surface area/Volume

Cardiac Output

Cardiac output (litres/min) = stroke volume (litres/beat) x heart rate (beats/min)

**SEPARATE ONLY:**  
**Energy Transfer in Ecosystems**  
**Concentration**  
**Fick's Law**  
**Inverse Square Law**

Concentration =  $\frac{\text{mass of solute (g)}}{\text{volume of solution in dm}^3}$

Energy transfers in ecosystems

$\frac{\text{Energy transferred to biomass}}{\text{Total energy supplied to organism}} \times 100$

Fick's Law

Rate of diffusion  $\propto \frac{1}{\text{thickness of the membrane}}$

Rate of diffusion  $\propto \frac{\text{surface area} \times \text{concentration}}{\text{thickness of membrane}}$

**Inverse square law**

To calculate a new light intensity ( $I_{\text{new}}$ ) when the distance of a light source changes (from  $d_{\text{orig}}$  to  $d_{\text{new}}$ ), we use:

$$I_{\text{new}} = \frac{I_{\text{orig}} \times d_{\text{orig}}^2}{d_{\text{new}}^2}$$