



# Baldragon Academy

## National 5 Maths

# Checklist

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# Expressions and Formulae

Topic	Skills	Notes			
<b>Rounding</b>					
<b>Round to Decimal places</b>	<p>Example:</p> $25.1241 = 25.1 \text{ to } 1 \text{ d.p.}$ <p>Example:</p> $34.676 = 34.68 \text{ to } 2 \text{ d.p.}$				
<b>Round to Significant Figures</b>	<p>Example:</p> $1276 = 1300 \text{ to } 2 \text{ sig figs}$ <p>Example:</p> $0.06356 = 0.064 \text{ to } 2 \text{ sig figs}$ <p>Example:</p> $37,684 = 37,700 \text{ to } 3 \text{ sig figs}$ <p>Example:</p> $0.005832 = 0.00583 \text{ to } 3 \text{ sig figs}$				
<b>Surds</b>					
<b>Simplifying</b>	<p>Learn Square Numbers: 4, 9, 16, 25, 36, 49, 64, 81, 100, 121, 144, 169. Use square numbers as factors:</p> <p>Example:</p> $\sqrt{72} = \sqrt{36} \times \sqrt{2} = 6\sqrt{2}$				
<b>Add/ Subtract</b>	<p>Example:</p> $\begin{aligned} \sqrt{72} + \sqrt{50} &= \sqrt{36} \times \sqrt{2} + \sqrt{25} \times \sqrt{2} \\ &= 6\sqrt{2} + 5\sqrt{2} \\ &= 11\sqrt{2} \end{aligned}$				
<b>Multiply/ Divide</b>	<p>Example:</p>				

	$\begin{aligned} & \sqrt{5} \times \sqrt{15} \\ &= \sqrt{5 \times 15} \\ &= \sqrt{75} \\ &= \sqrt{25} \times \sqrt{3} \\ &= 5\sqrt{3} \end{aligned}$ <p>Example:</p> $\begin{aligned} & \frac{\sqrt{48}}{\sqrt{3}} \\ &= \sqrt{\frac{48}{3}} \\ &= \sqrt{16} \\ &= 4 \end{aligned}$				
<b>Rationalise Denominator</b>	<p>Remove surd from denominator</p> <p>Example:</p> $\frac{1}{\sqrt{3}} = \frac{1 \times \sqrt{3}}{\sqrt{3} \times \sqrt{3}} = \frac{\sqrt{3}}{3}$				
<b>Indices</b>					
<b>Use Laws of Indices</b>	<ol style="list-style-type: none"> <li>1. <math>a^x \times a^y = a^{x+y}</math></li> <li>2. <math>a^x \div a^y = a^{x-y}</math></li> <li>3. <math>(a^x)^y = a^{xy}</math></li> <li>4. <math>\frac{1}{a^x} = a^{-x}</math></li> <li>5. <math>a^0 = 1</math></li> </ol>				
<b>Scientific Notation/ Standard Form</b>	<p>The first number is always between 1 and 10.</p> <p>Example:</p> $54,600 = 5.46 \times 10^4$ <p>Example:</p> $0.000978 = 9.78 \times 10^{-4}$				
<b>Evaluate using Indices</b>	<p>Example:</p> $27^{\frac{2}{3}} = \sqrt[3]{27^2} = 3^2 = 9$				
<b>Algebra</b>					

<b>Expand Single Brackets</b>	<p>Example:</p> $3(x + 4)$ $= 3x + 12$			
<b>Expand Two Brackets</b>	<p>Use FOIL (Front, Outside, Inside, Last )</p> <p>Example:</p> $(x + 3)(x - 2)$ $= x^2 + 3x - 2x - 6$ $= x^2 + x - 6$ <p>Know that every term in the first bracket must multiply every term in the second.</p> <p>Example:</p> $(x + 2)(x^2 - 3x - 4)$ $= x^3 - 3x^2 - 4x + 2x^2 - 6x - 8$ $= x^3 - x^2 - 10x - 8$			
<b>Simplify Expression</b>	<p>Put together the terms that are the same:</p> <p>Example:</p> $x^2 + 4x + 3 - 2x + 8$ $= x^2 + 2x + 11$ <p>Example:</p> $a \times a \times a$ $= a^3$			
<b>Factorise - Highest Common Factor (HCF)</b>	<p>Take the factors each term has in common outside the bracket.</p> <p>Example:</p> $4x^2 + 8x$ $= 4x(x + 2)$ <p><b>Note:</b> always look for a common factor first</p>			
<b>Factorise - Difference of Two Squares</b>	<p>One square number take away another</p> <p>Example:</p> $x^2 - 9$ $= (x + 3)(x - 3)$			

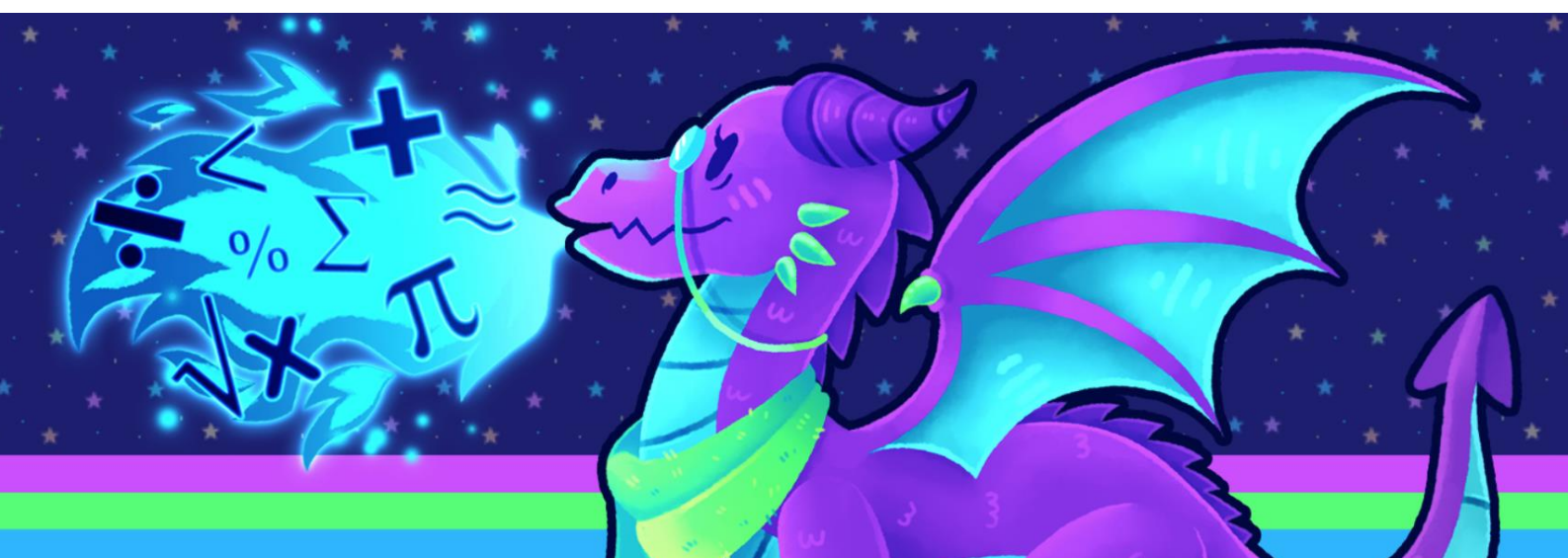
	<p><b>Example:</b></p> $5x^2 - 125$ $= 5(x^2 - 25) \quad \text{(pull out HCF first)}$ $= 5(x + 5)(x - 5)$				
<b>Factorise - Trinomial (no coefficient)</b>	<p>2 numbers that multiply to give the value of <b>c</b> and add to give the value of <b>b</b></p> $ax^2 + bx + c$ <p><b>Example:</b></p> $x^2 - x - 6$ $= (x - 3)(x + 2)$				
<b>Factorise - Trinomial (coefficient)</b>	$ax^2 + bx + c$ <p>multiply <b>a</b> and <b>c</b> and find 2 numbers that multiply to give this answer but add to give <b>b</b></p> <p><b>Example:</b></p> $3x^2 - 13x - 10$ $= 3x^2 - 15x + 2x - 10$ $= 3x(x - 5) + 2(x - 5)$ $= (x - 5)(3x + 2)$				
<b>Complete the Square</b>	<p><b>Example:</b></p> $x^2 + 8x - 13 = (x + 4)^2 - 13 - 16$ $= (x + 4)^2 - 29$				
<b>Algebraic Fractions</b>					
<b>Simplifying Algebraic Fractions</b>	<p><b>Step 1:</b> Factorise expressions  <b>Step 2:</b> Look for common factors.  <b>Step 3:</b> Cancel and simplify</p> <p><b>Example:</b></p> $\frac{6x^2 - 12x}{x^2 + x - 6} = \frac{6x(x - 2)}{(x + 3)(x - 2)} = \frac{6x}{x + 3}$				
<b>Add and Subtract Fractions</b>	<p>Need common denominator</p> <p><b>Kiss Kiss Smile</b></p> <p><b>Example:</b></p>				

	$\frac{5x}{b} + \frac{3d}{2c} = \frac{10xc}{2bc} + \frac{3bd}{2bc} = \frac{10xc + 3bd}{2bc}$				
<b>Multiply Fractions</b>	<p>Multiply the numerators and the denominators together</p> <p>Example:</p> $\frac{2x}{3y} \times \frac{3d}{5m} = \frac{6xd}{15ym} = \frac{2xd}{5ym}$				
<b>Divide Fractions</b>	<p><b>KFC</b></p> <p>Keep the first fraction Flip the second fraction Change the divide to a multiply</p> <p>Example:</p> $\frac{6x^2}{7y} \div \frac{4x}{3z} = \frac{6x^2}{7y} \times \frac{3z}{4x} = \frac{18x^2z}{28xy} = \frac{9xz}{14y}$				
<b>Volumes</b>					
<b>Volume of a cylinder</b>	$V = \pi r^2 h$				
<b>Rearrange each of the formulae to find an unknown</b>	<p>Example:</p> <p>Cylinder has volume 400 cm<sup>3</sup> and radius 6 cm, calculate the height</p> $V = \pi r^2 h$ $400 = \pi \times 6^2$ $h = \frac{400}{\pi \times 6^2}$ <p>height = 3.5 cm</p>				
<b>Gradient</b>					
<b>Find the gradient of a line joining 2 points</b>	<p>The gradient is represented by the letter <b>m</b></p> <p><b>Step 1:</b> Select 2 coordinates <b>Step 2:</b> Label them (x<sub>1</sub>, y<sub>1</sub>) and (x<sub>2</sub>, y<sub>2</sub>) <b>Step 3:</b> <math>m = \frac{y_2 - y_1}{x_2 - x_1}</math></p> <p>Example:</p> <p>(-4, 4) and (12, -28)</p>				

	$x_1$ $y_1$ $x_2$ $y_2$				
	$m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{(-28) - 4}{12 - (-4)} = \frac{-32}{16} = -2$				

## Circles

<b>Length of Arc</b>	<p>This find the length of the arc of a sector of a circle</p> $\text{arc length} = \frac{\text{angle}}{360^\circ} \times \pi D$				
<b>Arc of Sector</b>	$\text{sector area} = \frac{\text{angle}}{360^\circ} \times \pi r^2$				



## Relationships

Topic	Skills	Notes			
<b>Straight Line</b>					
<b>Gradient</b>	<ul style="list-style-type: none"> <li>• Represented by <b>m</b></li> <li>• Measure of steepness of slope</li> <li>• + gradient = line increasing</li> </ul>				

	<ul style="list-style-type: none"> <li>- gradient = line decreasing</li> </ul>			
<b>y - intercept</b>	<ul style="list-style-type: none"> <li>Represented by <b>c</b></li> <li>Shows where the line cuts the y - axis</li> <li>Find by setting <math>x = 0</math></li> </ul>			
<b>Gradient</b>	<p>The gradient is represented by the letter <b>m</b></p> <p><b>Step 1:</b> Select 2 coordinates  <b>Step 2:</b> Label them <math>(x_1, y_1)</math> and <math>(x_2, y_2)</math>  <b>Step 3:</b> <math>m = \frac{y_2 - y_1}{x_2 - x_1}</math></p> <p>Example:</p> <p><math>(-4, 4)</math> and <math>(12, -28)</math>  <math>x_1 \ y_1 \quad \quad \quad x_2 \ y_2</math></p> $m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{(-28) - 4}{12 - (-4)} = \frac{-32}{16} = -2$			
<b>Find equation of a line</b>	<p><b>Step 1:</b> Find gradient <b>m</b>  <b>Step 2:</b> Find y-intercept <b>c</b>  <b>Step 3:</b> Substitute into <math>y = mx + c</math></p>			

## Solving Equations/ Inequations

<b>Solving Equations</b>	<p>Use suitable method:</p> <p>Example:</p> $5(x + 4) = 2(x - 5)$ $5x + 20 = 2x - 10$ $5x = 2x - 30$ $3x = -30$ $x = -10$			
<b>Solving Inequations</b>	<p>Solve the same way as equations.</p> <p><b>Note:</b> When dividing by a negative change the sign</p> <p>Example:</p> $-3x < 15$ $x > -5$			

## Simultaneous Equations



<p><b>Solve by sketching lines</b></p>	<p><b>Step 1:</b> Rearrange formula if needed to <math>y = mx + c</math>  <b>Step 2:</b> Sketch lines using table of points  <b>Step 3:</b> Find coordinate of point of intersection</p>				
<p><b>Solve by elimination</b></p>	<p><b>Step 1:</b> Scale equations to make one unknown equal  <b>Step 2:</b> Add or subtract equations to eliminate term and solve.  <b>Step 3:</b> Substitute number to find second term.</p> <p><b>Example:</b></p> $4a + 3b = 7 \quad \rightarrow \quad \mathbf{1}$ $2a - 2b = -14 \quad \rightarrow \quad \mathbf{2}$ <p><math>\mathbf{1} \times 2</math> , <math>\mathbf{2} \times 3</math></p> $8a + 6b = 14 \quad \rightarrow \quad \mathbf{3}$ $6a - 6b = -42 \quad \rightarrow \quad \mathbf{4}$ <p><math>\mathbf{3} + \mathbf{4}</math></p> $14a = -28$ $a = -2$ <p>substitute <math>a = -2</math> into <math>\mathbf{1}</math></p> $4(-2) + 3b = 7$ $-8 + 3b = 7$ $3b = 15$ $b = 5$				

## Change the Subject

<p><b>Linear Equations</b></p>	<p>Rearrange equations to change the subject:</p> <p><b>Example:</b></p> $D = 4C - 3 \quad [\mathbf{C}]$ $4C - 3 = D$ $4C = D + 3$ $C = \frac{D+3}{4}$				
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**Equations  
with powers  
or roots**

Example:

$$V = \pi r^2 h \quad [\mathbf{r}]$$

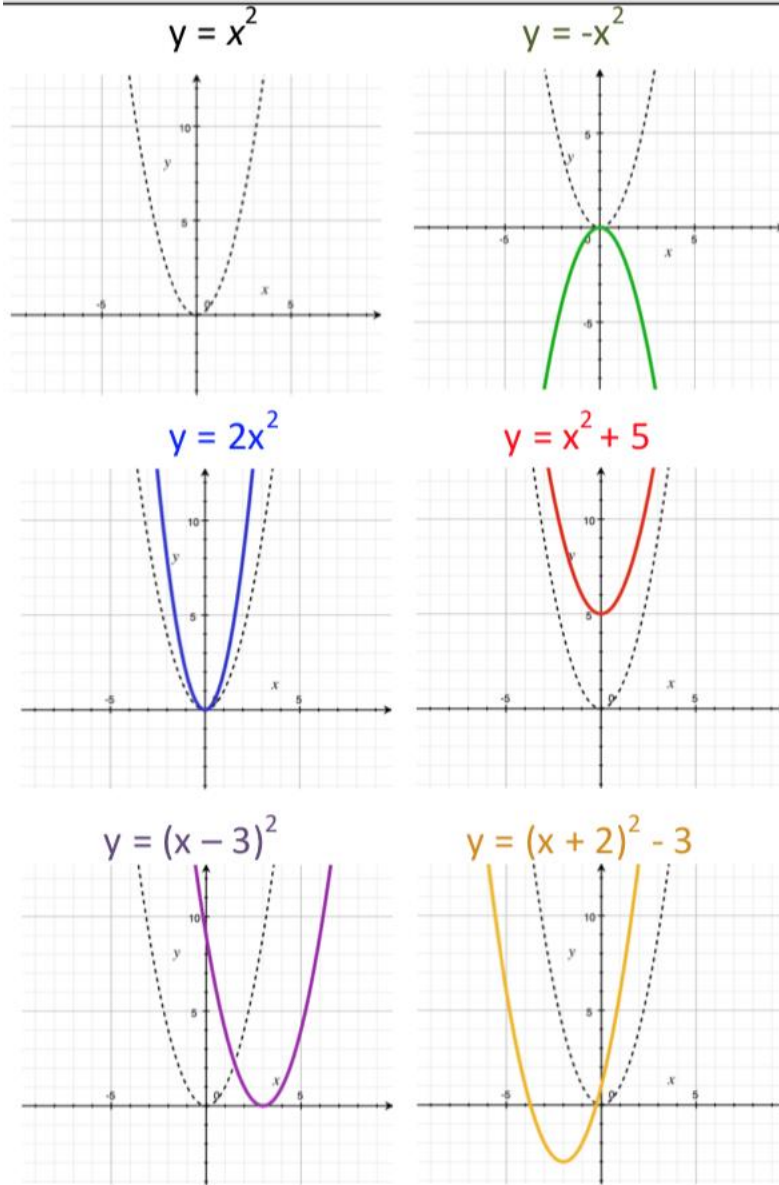
$$\pi r^2 h = V$$

$$r^2 = \frac{V}{\pi h}$$

$$r = \sqrt{\frac{V}{\pi h}}$$

## Quadratic Functions

**Quadratics and their equations**

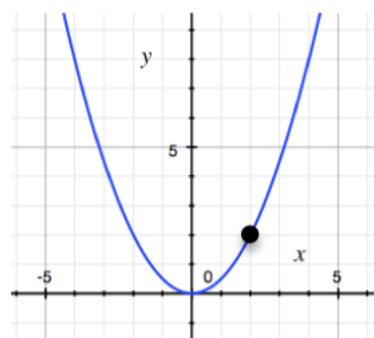


**Equations of quadratics  $y = kx^2$**

- Step 1:** Identify coordinate from graph
- Step 2:** Substitute into  $y = kx^2$
- Step 3:** Solve to find k

**Example:**

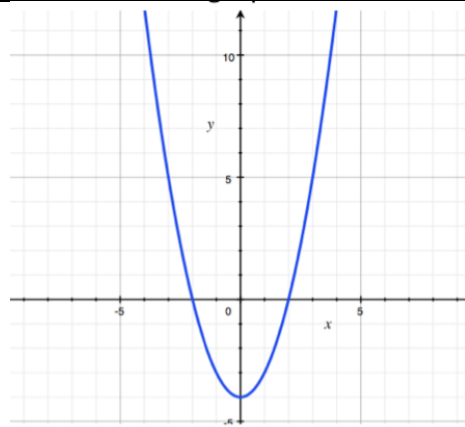
Coordinate: (2, 2)  
 Substitution:  $2 = k(2)^2$   
 $2 = 4k$   
 $k = 0.5$



**Sketching Quadratics  $y = k(x + a)^2 + b$**

- Step 1:** Identify shape, if k is + then graph is a happy face (min turning point), if k is a - then graph is sad face (max turning point)
- Step 2:** Identify turning point (-a, b)
- Step 3:** Sketch axis of symmetry  $x = -a$
- Step 4:** Find y - intercept (make  $x=0$ )
- Step 5:** Sketch information

<p><b>Sketching Quadratics</b>  <math>y = (x + a)(x - b)</math></p>	<p><b>Step 1:</b> Identify shape (+ or -)  <b>Step 2:</b> Identify roots (x - intercepts) <math>x = -a</math>, <math>x = b</math>  <b>Step 3:</b> Find y-intercept (make <math>x=0</math>)  <b>Step 4:</b> Identify turning point</p> <p>Example:</p> <p><math>y = (x + 4)(x - 2)</math></p> <p>+ graph so min turning point</p> <p>roots: <math>x = -4</math>, and <math>x = 2</math></p> <p>y-intercept: <math>y = (0 + 4)(x - 2) = -8</math></p> <p>turning point: halfway between roots so <math>x = -1</math></p> <p>sub <math>x = -1</math> into <math>y = (x + 4)(x - 2)</math></p> $= (-1 + 4)(-1 - 2)$ $= (3)(-3)$ $= -9$ <p>so turning point = <math>(-1, -9)</math></p>				
<p><b>Solving Quadratics (finding roots)- algebraically</b></p>	<p><b>Step 1:</b> Equate to zero  <b>Step 2:</b> Factorise quadratic  <b>Step 3:</b> Set each factor equal to zero  <b>Step 4:</b> Solve each factor to find roots</p> <p>Example:</p> <p><math>y = x^2 - 5x - 6</math></p> <p><math>(x - 6)(x + 1) = 0</math></p> <p><math>x - 6 = 0</math> and <math>x + 1 = 0</math>  <math>x = 6</math> and <math>x = -1</math></p>				
<p><b>Solving Quadratics (finding roots) - graphically</b></p>	<p>Read roots from graph</p>				



$$x = 2, x = -2$$

### Solving Quadratics - Quadratic Formula

When asked to solve a quadratic to a number of decimal places use the quadratic formula:

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

where  $y = ax^2 + bx + c$

Example:

solve  $y = x^2 - 6x + 2$  to 1 d.p.

$a = 1, b = -6, c = 2$

$$x = \frac{-(-6) \pm \sqrt{(-6)^2 - 4 \times 1 \times 2}}{2 \times 1}$$

$$x = \frac{6 \pm \sqrt{28}}{2}$$

$$x = \frac{6 + \sqrt{28}}{2} \quad x = \frac{6 - \sqrt{28}}{2}$$

$$x = 5.6 \quad x = 0.4$$

### Discriminant

$b^2 - 4ac$  where  $y = ax^2 + bx + c$

The discriminant describes the nature of the roots

$b^2 - 4ac > 0$  means 2 real roots

$b^2 - 4ac = 0$  means equal roots

$b^2 - 4ac < 0$  means no real roots

Example:

Determine the nature of the roots of the quadratic

$$y = x^2 + 5x + 4$$

$$a = 1, b = 5, c = 4$$

$$\begin{aligned} b^2 - 4ac &= 5^2 - 4 \times 1 \times 4 \\ &= 25 - 16 \\ &= 9 \end{aligned}$$

Since  $b^2 - 4ac > 0$  means 2 real roots

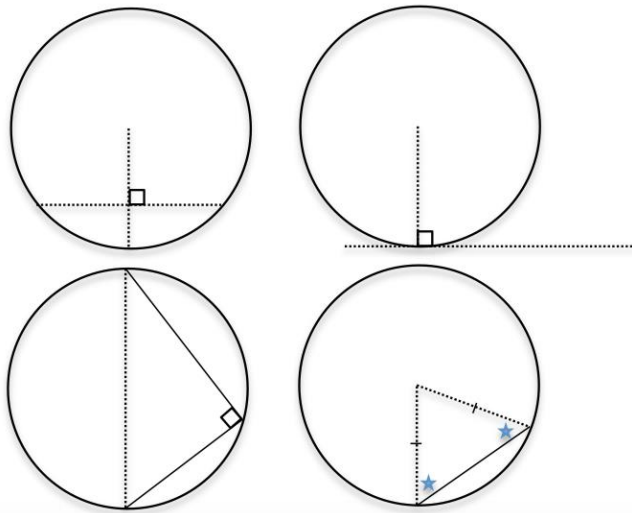
Example:

Determine  $p$ , where  $x^2 + 8x + p$  has equal roots

$$\begin{aligned} b^2 - 4ac &= 0 \\ 8^2 - 4 \times 1 \times p &= 0 \\ 64 - 4p &= 0 \\ -4p &= -64 \\ p &= 16 \end{aligned}$$

## Properties of Shapes

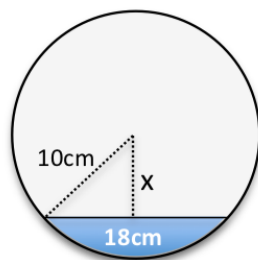
### Circles



### Pythagoras

Use Pythagoras Theorem to solve problems involving circles and 3D shapes.

Example:



Find the depth of water in a pipe of radius 10 cm.

$r$  is the radius

$$x^2 = 10^2 - 9^2$$

$$x^2 = 19$$

$$x = 4.4$$

$$\text{Depth} = 10 - 4.4 = 5.6 \text{ cm}$$

# Similar Shapes

**Linear Scale Factor**

$$\text{Linear Scale Factor} = \frac{\text{New Length}}{\text{Original Length}}$$

**Area Scale Factor**

$$\text{Area Scale Factor} = \left(\frac{\text{New Length}}{\text{Original Length}}\right)^2$$

**Volume Scale Factor**

$$\text{Volume Scale Factor} = \left(\frac{\text{New Length}}{\text{Original Length}}\right)^3$$

# Trigonometry

**Trig Graphs - Sine Curve**

$$y = a \sin b(x + d) + c$$

a = how much the sin graph has stretched along the y - axis

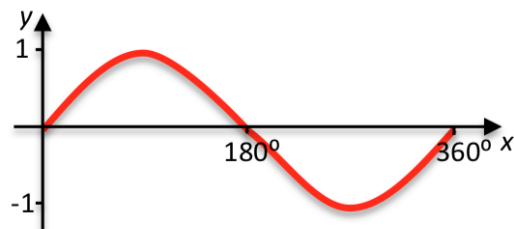
b = no. of waves between 0 and 360

c = movement of graph vertically

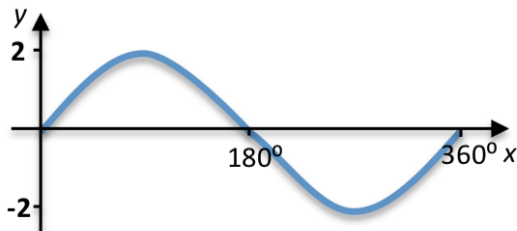
d = movement of graph horizontally

Example:

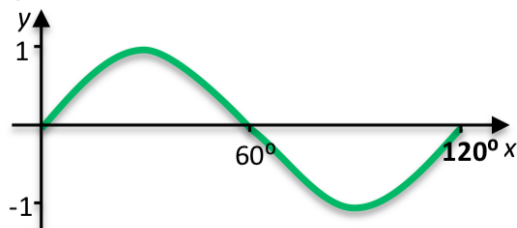
$y = \sin x$  maxima and minima 1 and -1, period =  $360^\circ$



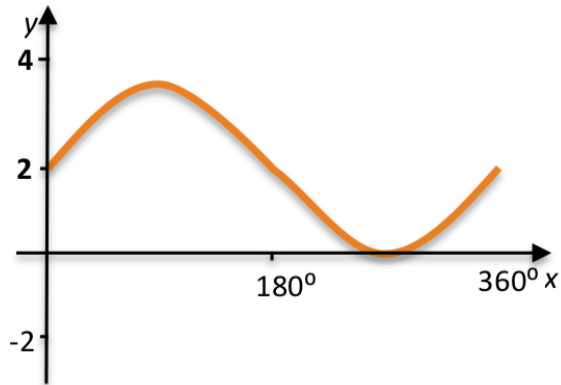
$y = 2 \sin x$



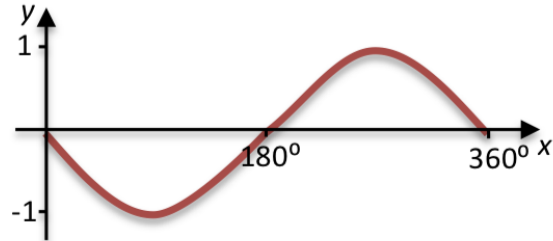
$y = \sin 3x$



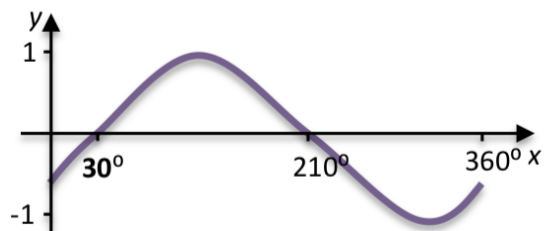
$$y = 2\sin x + 2$$



$$y = -\sin x$$



$$y = \sin(x - 30^\circ)$$

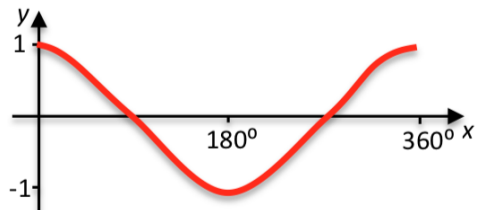


**Trig Graphs -  
Cosine Curve**

$$y = a\sin b(x + d) + c$$

Example:

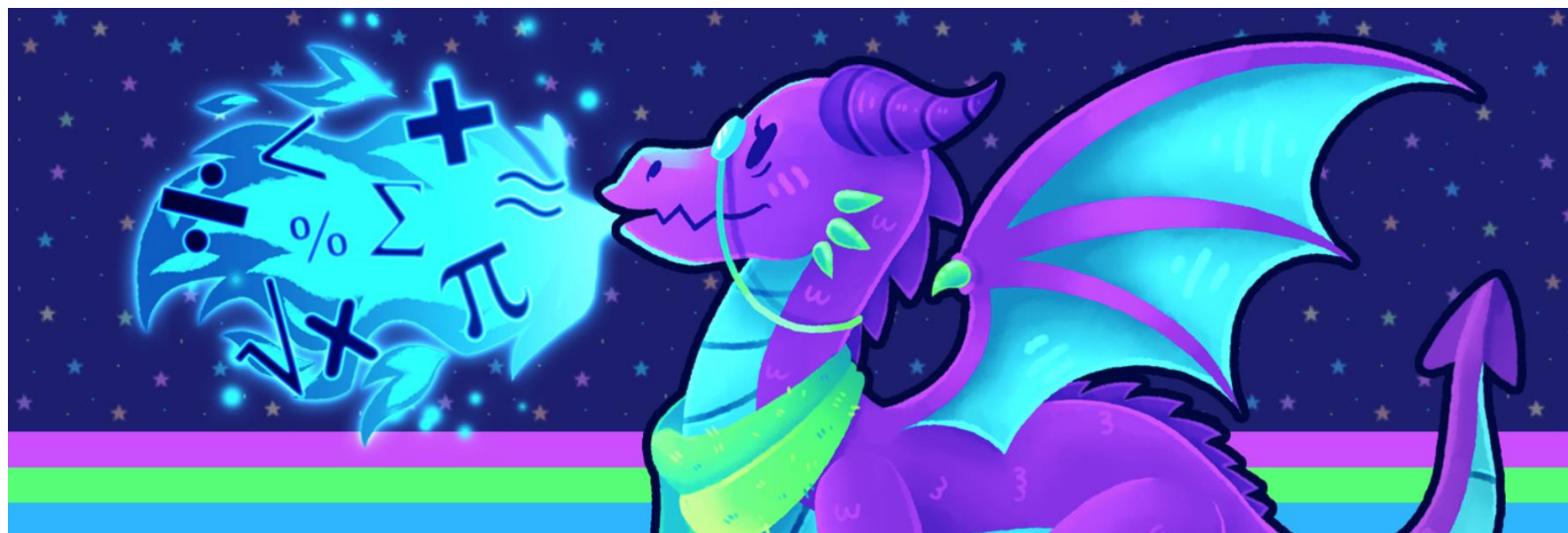
$$y = \cos x \quad \text{maxima and minima 1 and -1, period} = 360^\circ$$



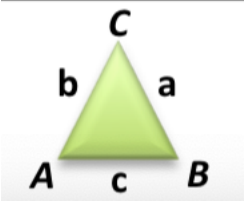
The same transformations apply to the cosine graph as they do for the sine graph

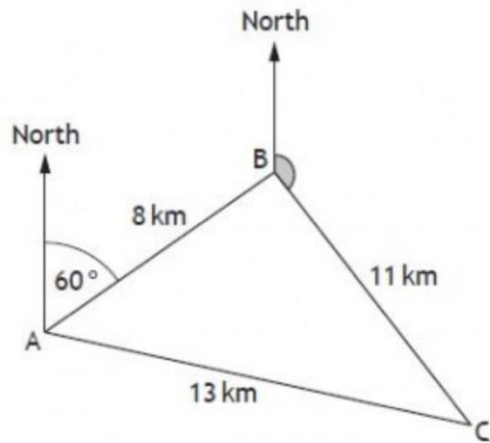


<p><b>CAST Diagram</b></p>	<p>Sin (positive)</p> <p>180 - x</p> <hr/> <p>180 + x</p> <p>Tan (positive)</p>	<p>All (positive)</p> <p>x</p> <hr/> <p>360 - x</p> <p>Cos (positive)</p>			
<p><b>Solving Trig Equations</b></p>	<p>Use the diagram above to solve trig equations:</p> <p><b>Example:</b></p> <p>Solve <math>2\sin x - 1 = 0</math>  <math>2\sin x = 1</math>  <math>\sin x = 0.5</math></p> <p>Since sin is positive we are in Q1 and Q2</p> <p>Q1: <math>x = \sin^{-1}(0.5) = 30^\circ</math>      Q2: <math>180^\circ - 30^\circ = 50^\circ</math></p> <p><b>Example:</b></p> <p>Solve <math>4\tan x + 5 = 0</math>  <math>4\tan x = -5</math>  <math>\tan x = -1.25</math></p> <p>Since tan is negative we are in Q2 and Q4</p> <p>Q1: <math>x = \tan^{-1}(1.25) = 51.3^\circ</math></p> <p>Q2: <math>x = 180^\circ - 51.3^\circ = 128.7^\circ</math>  Q4: <math>x = 360^\circ - 51.3^\circ = 308.7^\circ</math></p>				
<p><b>Trig Identities</b></p>	<p>Know:</p> $\sin^2\theta + \cos^2\theta = 1$ $\tan\theta = \frac{\sin\theta}{\cos\theta}$				



## Applications

Topic	Skills	Notes			
<b>Triangle Trigonometry</b>					
<b>Triangle</b>	Label Triangle 				
<b>Area of a triangle</b>	$A = \frac{1}{2}absinC$				
<b>Sine Rule</b>	$\frac{a}{sinA} = \frac{b}{sinB} = \frac{c}{sinC}$				
<b>Cosine Rule</b>	<b>side:</b> $a^2 = b^2 + c^2 - 2bccosA$				
	<b>angle:</b> $cosA = \frac{b^2 + c^2 - a^2}{2bc}$				
<b>Bearings</b>	Use knowledge of bearings to solve trig problems including knowledge of corresponding, alternate, and supplementary angles				

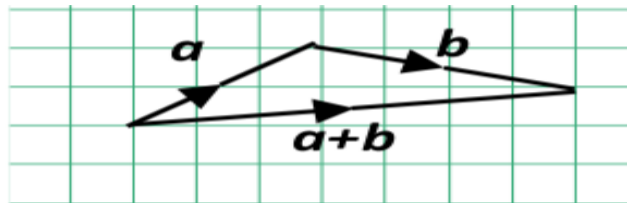


## Vectors

### 2D Line Segments

Add or subtract 2D line segments

- Vectors end to end
- Arrows in same direction



### Position Vectors

The position vector of a coordinate is the vector from the origin to the coordinate

Example:

A (4, -3) has the position vector  $\mathbf{a} = \begin{pmatrix} 4 \\ -3 \end{pmatrix}$

### Finding a Vector from 2 coordinates

To find a vector between 2 points, A and B

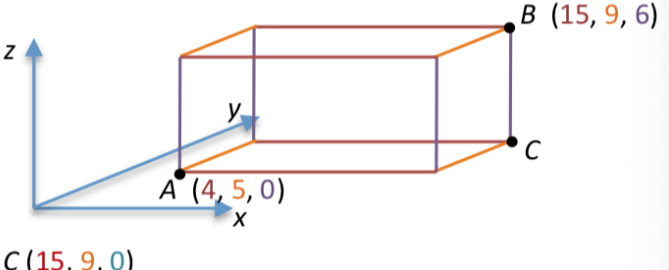
→  
 $AB = \mathbf{b} - \mathbf{a}$

Example:

→  
 Calculate AB where A = (3, 2) and B = (7, 6)

→  
 $AB = \mathbf{b} - \mathbf{a}$

$$= \begin{pmatrix} 7 \\ 6 \end{pmatrix} - \begin{pmatrix} 3 \\ 2 \end{pmatrix} = \begin{pmatrix} 4 \\ 4 \end{pmatrix}$$

<p><b>3D Vectors</b></p>	<p>Determines coordinates of a point from a diagram representing a 3D object</p> <p>Look at difference in x, y, and z axes individually</p> <p>Example:</p>  <p><math>A (4, 5, 0)</math>  <math>C (15, 9, 0)</math>  <math>B (15, 9, 6)</math></p>				
<p><b>Vector Components</b></p>	<p>Add and Subtract 2D and 3D vector components</p> <p>Example:</p> $\mathbf{a} = \begin{pmatrix} 1 \\ 1 \\ 4 \end{pmatrix} \text{ and } \mathbf{b} = \begin{pmatrix} 3 \\ 2 \\ 5 \end{pmatrix}, \quad \mathbf{a} + \mathbf{b} = \begin{pmatrix} 1 + 3 \\ 1 + 2 \\ 4 + 5 \end{pmatrix}$ $= \begin{pmatrix} 4 \\ 3 \\ 9 \end{pmatrix}$ <hr/> <p>Multiply vector components by a scalar</p> <p>Example:</p> $2\mathbf{a} = 2 \begin{pmatrix} 1 \\ 1 \\ 4 \end{pmatrix} = \begin{pmatrix} 2 \\ 2 \\ 8 \end{pmatrix}$ <hr/> <p>Find the magnitude of a 2D or 3D vector:</p> <p>Example:</p> <p>For vector <math>\mathbf{u} = \begin{pmatrix} 1 \\ 2 \\ 3 \end{pmatrix}</math></p> $ \mathbf{u}  = \sqrt{1^2 + 2^2 + 3^2} = \sqrt{14}$				

## Percentages

<p><b>Compound Interest</b></p>	<p>Calculate multiplier from percentage then use multiplier to calculate appreciation/depreciation</p> <p><b>Example:</b></p> <p>£500 with 5% interest for 3 years</p> <p><math>100\% + 5\% = 105\% = 1.05</math></p> <p><math>500 \times (1.05^3) = £578.81</math></p>				
<p><b>Percentage Increase / Decrease</b></p>	<p><math>\% \text{ increase or decrease} = \frac{\text{difference}}{\text{original}} \times 100</math></p>				
<p><b>Reverse Percentages</b></p>	<p>Find initial amount after a percentage increase or decrease. Calculate 10% or other easy percentage to find and multiply up to 100%.</p> <p><b>Example:</b></p> <p>A watch has been reduced by 30% to £42. What was its original price?</p> <p>70% = £42            (divide by 7 to find 10%)          10% = £6            (multiply by 10 to find 100%)          100% = £60</p> <p>Original price was £60</p>				

## Fractions

<p><b>Add and Subtract Fractions</b></p>	<p>Find a common denominator</p> <p><b>Kiss Kiss Smile</b></p> <p><b>Example:</b></p> $\frac{2}{3} + \frac{4}{5} = \frac{10}{15} + \frac{12}{15} = \frac{22}{15}$				
<p><b>Add and Subtract Mixed Fractions</b></p>	<p>Make improper fractions. Then add or subtract as normal.</p> <p><b>Example:</b></p>				

	$2\frac{2}{3} + 3\frac{4}{5} = \frac{8}{3} + \frac{19}{5} = \frac{40}{15} + \frac{57}{15} = \frac{97}{15}$				
<b>Multiply Fractions</b>	<p>Multiply top with top, and bottom with bottom</p> <p>Example:</p> $\frac{3}{7} \times \frac{4}{5} = \frac{12}{35}$				
<b>Multiply Mixed Fractions</b>	<p>Make top heavy fraction then as above:</p> <p>Example:</p> $3\frac{3}{7} \times \frac{4}{5} = \frac{23}{7} \times \frac{4}{5} = \frac{92}{35}$				
<b>Divide Fractions</b>	<p><b>KFC</b></p> <p>Keep the first fraction</p> <p>Flip the second fraction</p> <p>Change the divide to a multiply</p> <p>Example:</p> $\frac{6}{7} \div \frac{2}{3} = \frac{6}{7} \times \frac{3}{2} = \frac{18}{10} = \frac{9}{5}$				

## Statistics

<b>Mean</b>	$\bar{x} = \frac{\sum n}{n} = \frac{\text{sum of data}}{\text{number of terms}}$				
<b>Five-Figure Summary</b>	<p>l = lowest term</p> <p>Q<sub>1</sub> = lower quartile</p> <p>Q<sub>2</sub> = median</p> <p>Q<sub>3</sub> = upper quartile</p> <p>h = highest term</p>				
<b>Semi-Interquartile Range</b>	$SIQR = \frac{Q_3 - Q_1}{2}$				
<b>Standard Deviation</b>	$SD = \sqrt{\frac{\sum(x - \bar{x})}{n - 1}}$				
<b>Comparing Data</b>	Always compare the measure of average and the measure of spread.				

	<p><b>Example:</b></p> <p>On average, Stacey runs more because her mean running time is greater, but Steve is more consistent as his standard deviation is smaller.</p>				
<p><b>Line of Best Fit</b></p>	<p>Use knowledge of straight line to find equation. Use equation to estimate unknown value</p>				