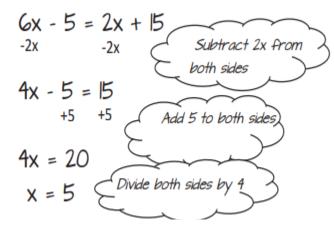
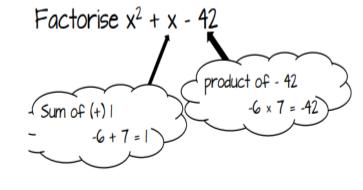
# Year 9 Maths Knowledge Organiser

Foundation and Higher

# Algebra Foundation **Solving linear equations**



# Factorising

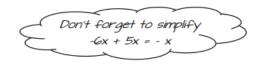


 $x^{2} + x - 42 = (x - 6)(x + 7)$ 

**Expanding Brackets** 

(5x - 3)(2x + 1)

	×	5x	- 3 - 6x							
	2x	$IOx^2$								
	+	+5x	-3							
$= 10x^2 - 6x + 5x - 3$										
= 10	<b>x</b> <sup>2</sup> -	x - 3								



**Rearranging formulae** 

$$y = ax + c$$

$$ax + c = y$$

$$ax = y - c$$

$$x = \frac{y - c}{a}$$

$$z$$
The 'aim' is to get 'x' on its
own (x = ...)

### Algebra – Keywords.

Substitution – replacing a letter with a number. (Letters next to each other means to multiply.)

Eg. Work out 2g + 3h when g=9 and h=4

 $2 \times 9 + 3 \times 4$ 

18 + 12

30

٠

- Expression an algebraic sentence without an equal sign. (You may need to simplify but not solve.)
- Simplify to make an expression have less terms ٠

 $Eg_{2a} + b + 3a + 2b - a - 2b = 4a + b$ 

Eg.  $5 \times r \times 2 \times p = 10rp$ 

- . Solve – to work out an answer using algebra, to get x = .....
- Term one part of an expression separated by a + or –

Eg. 6p + 5g + 2r<sup>2</sup> - B different terms.

Expand – multiply to get rid of brackets.

 $Eg_{-}3(x+2) = 3x+6$ 

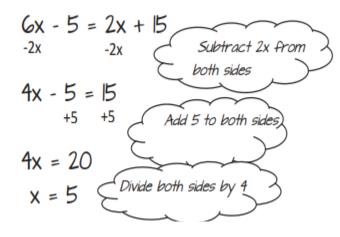
Factorise – opposite of expand, divide and put in brackets.

Eg. 3x + 6 = 3(x + 2)4x + 8 = 4(x + 2)

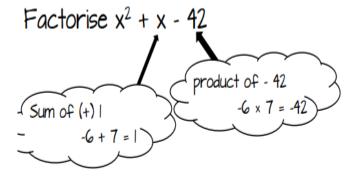
- Indices an algebraic term that has a power Eg. 3t<sup>6</sup>
- \* Sequence an algebraic pattern going up by the same amount each time. In year 8 work out the formula called the nth term

\* 'make x the subject' - re-arrange formula until it is in the form x =

# Algebra Higher Solving linear equations



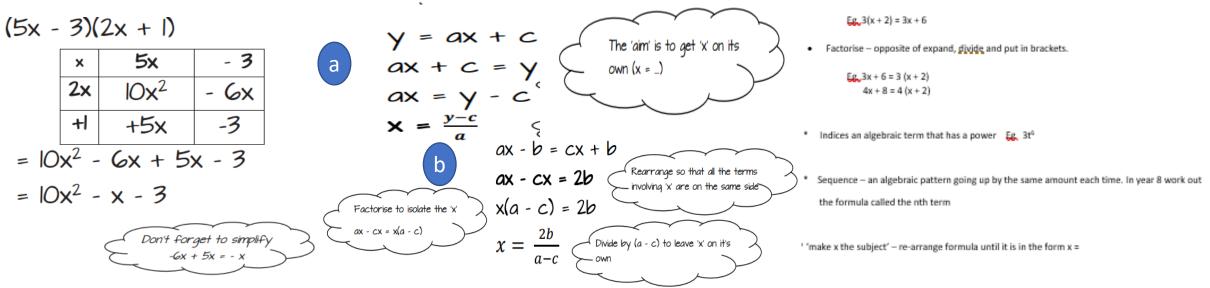
# Factorising



 $x^{2} + x - 42 = (x - 6)(x + 7)$ 

# **Expanding Brackets**

## **Rearranging formulae**



### Algebra – Keywords.

- Substitution replacing a letter with a number. (Letters next to each other means to multiply.)
- Eg, Work out 2g + 3h when g=9 and h=4

2 x 9 + 3 x 4 18 + 12 <u>30</u>

- Expression an algebraic sentence without an equal sign. (You may need to simplify but not solve.)
- Simplify to make an expression have less terms.

Eg., <u>2a</u> + b <u>+ 3a</u> + 2b <u>- a</u> - 2b = 4a + b

- Eg. 5 x r x 2 x p = 10rp
- Solve to work out an answer using algebra, to get x =.....
- Term one part of an expression separated by a + or –

Eg\_6p + 5q + 2r<sup>2</sup> \_\_\_\_\_ different terms.

Expand – multiply to get rid of brackets.

# Calculation Foundation Ratio

Divide £48 in the ratio 3:5

8 parts in the ratio (3 + 5)3:5  $\mathbf{£48} \div \mathbf{8} = \mathbf{\pounds6}$ 1 part = £6

 $3 \text{ parts} = 3 \times \pounds G = \pounds B$ 5 parts = 5 × £6 = £30

£18. £30

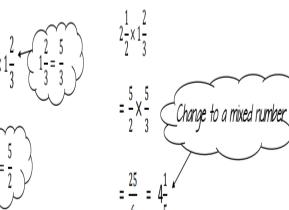
### Percentages

Decrease £350 by 10%

10% of £350 = £35 (divide by 10)Decrease by 10% so take the 10% away from the original amount

£350 + £35 = £315

# Fractions



## **Prime Factor**

### Form

### Write 72 as a product of its prime factors.

72

2

2

3 3

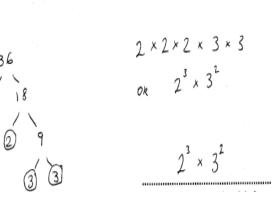
145 x 23 =

3 5

100

2000

300



Multiplication 145 × 23 = 4 5 × 3 Start with working 2 out 3 × 145 = 434 3 4 5 Now work out 20 × M 9 don't foraet the zero

5

00

5

2000 + 800 + 100 +

300 + 120 + 15 = 3335

40

800

20

#### Calculation - Key Words

- Integer a whole Number ٠
- Fraction a part of a number has a numerator on the top and a denominator on the bottom
- Equivalent Fraction two fractions which have the same value but are written differently- $\frac{1}{2} = \frac{4}{8}$
- Percent means out of 100, symbol % ٠
- Multiple any number in your original times table
- Factor a number that goes into another number with no remainder
- Highest Common Factor the biggest number that goes into two numbers HCF of 12 and 16 is 4
- Lowest Common Multiple the first number that appears in the times table of 2 different numbers - LCM of 3 and 5 is 15
- Prime Number a number with only 2 factors, itself and 1
- Square number the answer to a number multiplied by itself 1x1=1 2x2=4 3x3=9
- Cube Number the answer to a number multiplied by itself twice

### 1x1x1=1 2x2x2=8 3x3x3=27

- Square Root Opposite of square number. This is the answer to what number multiplied by itself is the square number - v16 = 4 x 4 so square root of 16 is 4
- Product means to multiply
- Sum means to add
- Share means to divide
- Difference means to subtract
- Evaluate work out the answer
- Ratio is comparing one quantity against another, written as a: b
- Significant figures Is rounding to the most important (biggest value) digit 2567 to 1 sf is 3000
- Standard Form Is a method of writing very large or very small numbers a x 10<sup>n</sup>. Where a is bigger than 1 and smaller than 10
- BIDMAS Gives the order in which a calculation should be done
- Recurring A decimal that continues forever with the same number after the decimal point
- Prime Factor A factor of a number that is also a Prime number.
- Mixed Fraction A fraction that has a whole number and a fraction
- Top heavy Fraction A fraction where the numerator is bigger than the denominator

# Calculation Higher Ratio Prime Factor

Divide £48 in the ratio 3:5

3:5 8 parts in the ratio (3 + 5) £48 + 8 = £6 | part = £6

3 parts = 3 × £6 = £18 5 parts = 5 × £6 = £30

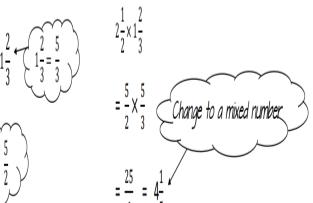
£18, £30

## INDICES

Remember  $a^{-n} = \frac{1}{a^n}$ 

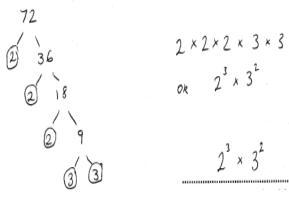
 $3^{-1} = \frac{1}{3} \qquad 3^{-2} = \frac{1}{3^2} = \frac{1}{9}$  $\left(\frac{2}{3}\right)^{-2} = \left(\frac{3}{2}\right)^2 = \frac{9}{4} = 2\frac{1}{4}$ 

# Fractions



### Form

### Write 72 as a product of its prime factors.



### **Standard Form**

Work out  $6 \times 10^3 \times 5 \times 10^2$ 

 $6 \times 10^3 \times 5 \times 10^2$ 

 $= 6 \times 5 \times 10^3 \times 10^2$  $10^{a} \times 10^{b} = 10^{a+b}$  $= 30 \times 10^{5}$ 

= 3 × 10<sup>6</sup>

Make sure your answer is in standard form

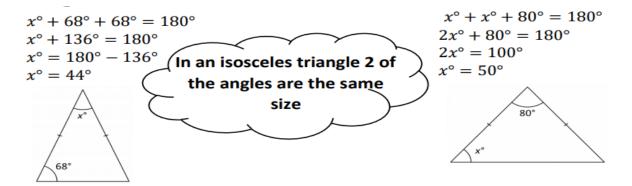
#### Calculation – Key Words

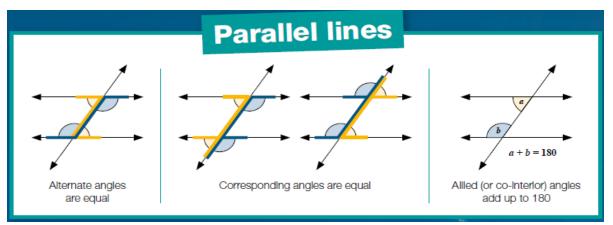
- Integer a whole Number
- Fraction a part of a number has a numerator on the top and a denominator on the bottom
- Equivalent Fraction two fractions which have the same value but are written differently-½ = 4/8
- Percent means out of 100, symbol %
- Multiple any number in your original times table
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- Square number the answer to a number multiplied by itself
   1 x 1 = 1
   2 x 2 = 4
   3 x 3 = 9
- Cube Number the answer to a number multiplied by itself twice

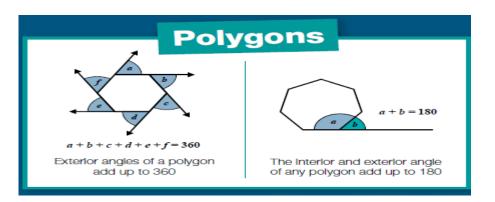
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# **Geometry Foundation**



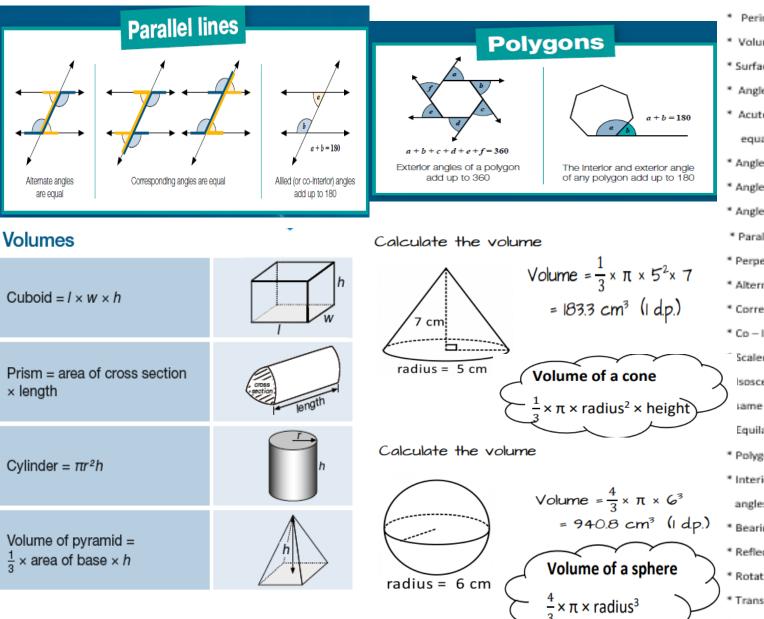




#### Geometry Key Words and Formula's

- \* Area the space inside a 2D shape measured in units 2
- \* Perimeter the distance around the outside of a shape (called circumference for circles
- \* Volume the space inside a 3D shape
- \* Surface Area the area of the flat faces of a 3D shape
- \* Angle The space made when two lines meet, measured in degrees
- \* Acute angle less than 90<sup>a</sup>, obtuse angle bigger than 90 smaller than 180<sup>a</sup>. Straight line angle equal to 180<sup>a</sup>. Reflex angle bigger than 180 but smaller than 360<sup>b</sup>.
- \* Angles in a straight line add to 180<sup>0</sup>
- \* Angles in a triangle add to 180<sup>0</sup>
- \* Angles around a point add to 360°
- \* Parallel lines these lines have the same gradient and they never meet
- \* Perpendicular lines these lines cross at 90<sup>o</sup>
- \* Alternate angles these two angles are the same in parallel lines {Z angle}
- \* Corresponding angles these two angles are the same in parallel lines (F angles)
- \* Co Interior angles these two angles add up to 180<sup>0</sup> (C angles)
- \* Scalene triangle A triangle with three different sides and three different angles
- \* Isosceles triangles A triangle that has the two sides the same length and the base angles the same
- \* Equilateral triangle A triangle that has three sides the same and three angles the same
- \* Polygon A 2D shape that has only straight sides (edges)
- \* Interior and Exterior angles The exterior angles of any polygon always add to 360<sup>p</sup>. The interior angles + exterior angles always add to 180<sup>p</sup>
- \* Bearing A bearing is an angle that starts from North, goes clockwise and must have three figures in it
- \* Reflection is flipping a shape over a mirror line
- \* Rotation Is spinning a shape from a certain point, the direction of movement is required
- \* Translation is pushing a shape horizontally and vertically. It is written as a vector
- \* Enlargement is making a shape bigger or smaller by a scale factor from a centre point

# Geometry Higher



#### Geometry Key Words and Formula's

- \* Area the space inside a 2D shape measured in units 2
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# Statistics Foundation **AVERAGES**

The MODE is the value that occurs most often

(2) 4, (2) 6, 1, 4, (2) There are more 2's in the data list than any other number so the MODE = 2

The **MEDIAN** is the value in the middle when the data list listed **in order** Example 1

2, 5, 4, 2,1

Write the data in order

I, 2, 2, 4, 5 MEDIAN = 2

Example 2

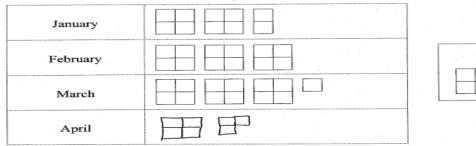
```
4, 5, 5, 8, 8, 10

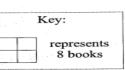
If there are 2 numbers in the middle

MEDIAN = \frac{5+8}{2} = \frac{13}{2} = 6.5
```

### Pictogram

The pictogram shows information about the number of books sold by an author in January, February and March.





26

(a) Write down the number of books sold in March

 $\square = 8 \square = 2$ 

14 books were sold in April.

(b) Show this information on the pictogram.

To calculate the MEAN 3, 6, 3, 10, 8 **Step I**: Add all of the 'numbers' together 3 + 6 + 3 + 10 + 8 = 30 **Step 2**: Divide your total by the number of values in your data list MEAN = 30 + 5 = 6

The **RANGE** is the difference between the largest and smallest number in the list 10 - 3 = 7

#### Statistics Key Words

Range - the difference between the largest and the smallest number from a list of numbers

Mode – The number that appears the most often from a list of numbers

Median - the number in the middle of a list of ordered numbers

Mean – Add all the numbers up and then divide this total by the amount of numbers that were there

Averages – Mean, Median and Mode. Three averages to help determine common or a representative number from a list of numbers

Pie Charts - A way of representing data in a circle. All pie charts add up to 3600.

Probability - the chance of an event happening. Probability must be written as a fraction, decimal or a percentage. Not as a ratio.

Tree Diagrams - A diagram to show the probability of two or more events happening

Probability 'OR' Rule - The Probability of event A or event B happening is P(A) + p(B)

Probability 'AND' Rule - The Probability of event A and event happening is P(A) x P(B)

Probability – of all possible events adds to 1

Venn Diagrams - Uses two circles often overlapping to show data

Scatter Diagram - A graph that shows the relationship between two variables

Correlation – Used to describe the relationship in scatter diagrams – positive both go up or down, negative – one goes up as the other goes down, no correlation – there is no link between the two variables

Line of best Fit – A straight line drawn through the scatter diagram with roughly half the data points on either side of the line

Frequency Table - Data is put into groups in a table. Used to help find averages

Pictogram – Is a way of showing data using pictures. It must have a key explaining what the picture stands for

Stem and Leaf - Shows numbers in a table, the leaf is the last digit of the piece of data. Needs a key

(1)

(1)

# Statistics Higher Probability

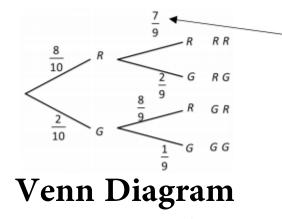
A bag contains 8 red and 2 blue balls. Two balls are selected at random

Ь

a

5

3



Take care with the probabilities for the second pick - now 9 balls left in the bag. If a red picked out first then there are only 7 red balls left for the second pick.

# Mean from a table

Adam is measuring the heights in cm of his tomato plants.

	Height (cm)	m.p Fr		Frequency		m.p x f	
	$140 < h \leqslant 150$	14	-5	×	7		1015
	$150 < h \leqslant 160$	18	55	x	10		1550
	$160 < h \leqslant 170$	1	5	x	15		2475
	$170 < h \leqslant 180$	17	5	×	19		3325
	$180 < h \leqslant 200$	19	10	×	9		1710
(a) Estimate the mean height. Give your answer correct to 1 decimal place.				_	60		10075

#### Statistics Key Words

Range - the difference between the largest and the smallest number from a list of numbers

Mode - The number that appears the most often from a list of numbers

Median - the number in the middle of a list of ordered numbers

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Stem and Leaf - Shows numbers in a table, the leaf is the last digit of the piece of data. Needs a key

Histogram - A diagram that uses the area of a section to represent the frequency, not the height. It looks like a bar graph with bars of different widths

Cumulative Frequency - A diagram that can be used to find the median from the curve on the graph. Cumulative frequency, means the frequency added up

Box Plots - Uses a box which contains the middle 50% of the data. Diagram has Lowest Value, Lower Quartile, Median, Upper Quartile and Highest Value

Lower and Upper Quartiles- these are 25% and 75% of the way through the ordered data

Inter-Quartile Range – Upper Quartile – Lower Quartile. It is the middle 50% of the data

Sami asked 50 people which drinks they liked from tea, coffee and milk.

All 50 people like at least one of the drinks 19 people like all three drinks. 16 people like tea and coffee but do not like milk. 21 people like coffee and milk 24 people like tea and milk. 40 people like coffee. 1 person likes only milk.

Sami selects at random one of the 50 people.

Work out the probability that this person likes tea.