$\frac{\pi}{5}$

## Algebra -definitions



| 15. | Expand | Removing brackets by using multiplication |  |
| :---: | :--- | :--- | :---: |
| 16. | Solve | Find the value of an unknown |  |
| Algebraic Notation |  |  |  |
| 17. | Adding like terms | Add the coefficients | $b+2 b=3 b$ |
| 18. | Subtracting like terms | Subtract the coefficients | $5 b-4 b=b$ |
| 19. | Multiplying like terms | If the base is the same, add the <br> powers | $b \times b=b^{2}$ |
| 20. | Dividing terms | If the base is the same, subtract <br> the powers | $b^{5} \div b^{2}=b^{3}$ |
| 21. | Adding different terms | Cannot combine if the terms are <br> different. | $b+2 c=b+2 c$ |
| 22. | Subtracting different <br> terms | Cannot combine if the terms are <br> different. | $3 c-4=3 c-4$ |
| 23. | Multiplying different <br> terms | Combine with no ' $\times$ ' sign | $d \times e=d e$ |
| 24. | Multiplying different <br> terms with coefficients | Combine with no ' $\times$ ' sign, multiply <br> the coefficients | $2 d \times 3 e=d 6 e$ |
| 25. | Dividing different terms | Write as fractions with no ' $\div$ ' sign | $3 d \div e=\frac{3 d}{e}$ |
| 26. | Dividing different terms <br> with coefficients | Write as fractions with no ' $\div$ ' sign, <br> simplify the coefficients where <br> possible. | $14 d \div 7 e=\frac{2 d}{e}$ |

## Expanding (single brackets)

27. Multiply all the terms inside the bracket, by the term on the outside.
28. 

$$
\begin{equation*}
3(a+4)=3 a+12 \tag{2}
\end{equation*}
$$

$2 x$| $4 x^{2}$ | $-6 x$ |
| :---: | :---: |

## Factorising (single brackets)

| 29. | - Find the highest common factor of the terms <br> - This goes outside the bracket <br> - Divide each term by the factor to get the new terms inside the bracket <br> - Always check by expanding your bracket |  | $5 x^{2}$ | $\begin{aligned} & -4 y \\ & -10 x y \end{aligned}$ |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Expressions |  |  |  |  |  |
| 30. | Linear | Can be represented line | traight | e.g. $2 x+2$ |  |
|  |  | No indices above 1 |  |  |  |
| 31. | Quadratic | An expression where the highest index is 2 |  | e.g. $2 x^{2}+2 x+2$ |  |

## Expanding double brackets

32. Everything in the first bracket must be multiplied by everything in the second
33. 

| Grid method | FOIL method |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
| $(x+4)(x+7)$ | FIRST : | $(x+3)(x-4)$ | gives | $x \times x=x^{2}$ |
| $\times\|x\|+4$   <br> $x$ $x$  | JUTER: | $(\widetilde{x+3)(x-4)}$ | gives | $x \times(-4)=-4 x$ |
| $x$ $x^{2}$ $4 x$ <br>  7  | INNER: | $(x+3)(x-4)$ |  | $3 \times x=3 x$ |
| +7 $7 \times 28$ |  |  |  |  |
| $\begin{aligned} & =x^{2}+4 x+7 x+28 \\ & =x^{2}+11 x+28 \end{aligned}$ | LAST : | $(x+3)(x-4)$ |  | $3 \times(-4)=-12$ |

## Fractions




## Angle definitions



## Basic angle rules

| 12. | Angles on a straight line add to $180^{\circ}$ |  |
| :--- | :--- | :--- |
| 13. | Angles around a point add up to $360^{\circ}$ |  |
| 14. | Vertically opposite angles are equal |  |
| 16. | Angles in a triangle add to $180^{\circ}$ |  |

## Angles on parallel lines

17. | Alternate angles are equal |  |
| :---: | :---: |
| 18. | Corresponding angles are equal |
| Co-interior angles add up to 180 |  |

| Angles in polygons |  |  |
| :---: | :---: | :---: |
| 20. | Interior and exterior angles add to give 180 ${ }^{\circ}$ |  |
| 21 | Sum of interior angles | For a ' $n$ ' sided polygon <br> Sum of interior angles $=180 \times(n-2)$ |
| 22. | Size of one interior angle | For a ' $n$ ' sided polygon $\text { Interior angle }=\frac{180 \times(n-2)}{n}$ |
| 23. | Sum of exterior angles | For all polygons, sum of exterior angles $=360$ - |
| 24. | Regular polygons | Exterior angle $=360 \div$ number of sides |
|  |  | Number of sides $=360 \div$ exterior angle |
|  |  | Interior angle = 180 - exterior angle |

## Decimals

| 25. | Ascending order | A set of numbers arranged from smallest to biggest. |  |
| :---: | :---: | :---: | :---: |
| 26. | Descending order | A set of numbers arranged from biggest to smallest. |  |
| 27. | Decimal | A number with a decimal point in it, which can be negative or positive. |  |
| 28. | Terminating decimal | A decimal that has digits that end. | 0.25 (it has two decimal digits) <br> 3.0375 (it has four decimal digits) |
| 29. | Recurring decimal | A decimal with a digit or groups of digits that repeat forever. | $\frac{1}{3}=\quad \underset{\text { Fraction }}{0.333 \ldots=0 . \dot{3}=0 . \overline{3}} \text { Ways to show recurring decimals }$ |
| 30. | Decimal place | The number of digits after the decimal point |  |
| 31. | Rounding | Changing a number to a simpler, easy to use value. |  |
| 32. | Approximate | An easier figure to use close to the value. |  |
| 33. | Significant figure | The digits of a number that express a size to a given degree of accuracy | look nice not significant (any zero at start) <br> 0.0560 1st significant digit 2nd significant digit $\overbrace{\text { digit }}^{\uparrow \text { rignificant }}$ |

## Rounding to decimal places

| 34. |  | Count the <br> Look at th decide if it <br> 5 or more down | ces you nee <br> e right of $t$ <br> less mean | $\begin{array}{r} \\ 4 \\ \text { down } \\ \begin{array}{r}9 \\ 7 \\ 6 \\ 5 \\ 4 \\ 4 \\ 3 \\ 2 \\ 1\end{array} \\ \hline\end{array}$ |
| :---: | :---: | :---: | :---: | :---: |
| 35. | e.g | 256.1873 | 256.1 \| 873 | To 1 d.p. is 256.2 |
|  |  |  | 256.18 \| 73 | To 2 d.p. is 256.19 |
|  |  |  | 256.187 \| 3 | To 3 d.p. is 256.187 |


| Rounding large numbers to significant figures |  |  |  |
| :---: | :---: | :---: | :---: |
| 36. | - Count the number of digits you need from the left <br> - Look at the number to the right of the digit to decide if it rounds up or down <br> - 5 or more means it rounds up; 4 or less means it rounds down <br> - Replace remaining digits with zeros as placeholders |  |  |
| 37. | e.g. 256. 1873 | 2 \| 56.1873 | To 1 s.f. is 300 |
|  |  | 25 \| 6.1873 | To 2 s.f. is 260 |
|  |  | 256\|. 1873 | To 3 s.f. is 256 |
| Rounding small numbers to significant figures |  |  |  |
| 38. | - Zeros are not significant until after the first non-zero term <br> - Find the first non-zero term and count the number of digits you need from there <br> - Look at the number directly to the right of that digit to decide if it rounds up or down <br> - 5 or more means it rounds up; 4 or less means it rounds down |  |  |
| 39. | e.g. 0.0023681 | $0.002 \mid 3681$ | To 1 s.f. is 0.002 |
|  |  | 0.0023 \| 681 | To 2 s.f. is 0.0024 |
|  |  | 0.00236 \| 81 | To 3 s.f. is 0.00237 |

