

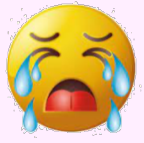


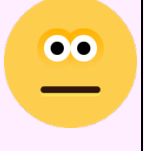





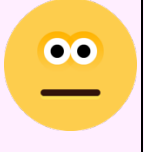
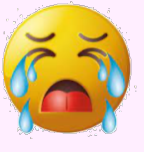

# AS Pure Maths Topic Checklist

Pure Topics				
<b>Algebra</b>				
Expanding brackets and simplifying expressions				
Factorising (5 types)				
Simultaneous Equations				
Completing The Square				
Quadratics – Factorising, Solving And Completing The Square				
Surds				
Linear and Quadratic Modelling				
Solving Inequalities (linear, quadratic and rational)				
Indices				
Discriminant (including hidden discriminant)				
Binomial Expansion (integers powers)				
Polynomial Division, factor and remainder theorem				
<b>Geometry</b>				
Straight Line Graphs				
Circles				
<b>Trigonometry</b>				
Bearings				
Given The Value Of One Trig Function, Find Another				
Sine/Cosine Rule				
Trig graphs (sin, cos and tan)				
Identities and solving with $\sin^2 x + \cos^2 x = 1$ and $\tan x = \frac{\sin x}{\cos x}$				
<b>Exponentials and Logs</b>				
Simplifying Expressions				
Solving Logarithmic Equations				
Solving Natural Logarithmic Equations				
Solving exponential equations				
Linear transformations				
Exponential Models				
<b>Proofs</b>				
Counter Example				
Deduction				
Exhaustion				
<b>Differentiation</b>				
<small>Note: for parametric differentiation see parametric equations section</small>				
$y = x^n$ differentiation technique				
Differentiation by 1 <sup>st</sup> principles – $x^n$ types				
Finding gradients				
Stationary points (max/min) and point of inflection				
Increasing/Decreasing and Convex/Concave				
Tangents and Normals (finding equations + other applications)				
$f \leftrightarrow f' \leftrightarrow f''$ graphs				
Optimisation				
<b>Integration</b>				
<small>Note: for parametric integration see parametric equations section</small>				
$\int x^n$ Integration Technique				
Finding area under a curve				
<b>Graphing</b>				
Basic graphs (linear, quadratic, cubic, quartic, reciprocal, root, rational, exponential, log, trig + reciprocal trig)				
Transformations				
Finding points of intersection and intercepts				
Finding a polynomial equation when given a graph				
Solving graphically				
<b>Vectors</b>				
2D				
Geometric Types				

## AS Statistics Topic Checklist

Statistics Topics				
<b>Data</b>				
Sampling				
Large data set (memorised set of facts – doesn't involve maths knowledge)				
Mean and standard deviation calculations				
Quartile Calculations - Interpolation				
Outliers				
Coding				
Box Plots				
Cumulative Frequency				
Histograms				
Comparing Data				
<b>Regression and Correlation</b>				
Calculating the correlation coefficient $r$ and interpreting it				
Calculating the line of best fit/least squares regression line and interpreting the slope and intercept				
Using the line of best fit to make predictions				
<b>Probability</b>				
Set Notation				
Tables				
<b>Distributions</b>				
Dealing with Discrete Random Variables				
Binomial Distribution				
<b>Hypothesis Testing</b>				
Binomial Distribution – performing the test, finding critical values and p values				

## AS Mechanics Topic Checklist

Mechanics Topics				
<b>Kinematics</b>				
Displacement, velocity and time graphs				
SUVAT – constant acceleration				
Differentiating and Integrating to get displacement, velocity, acceleration – non constant accel				
<b>Basic Forces</b>				
Basic horizontal and vertical forces - finding the resultant and magnitude				
Using $f = ma$ to solve basic problems such as boxes on tables etc				
<b>Connected Particles</b>				
Lifts				
Cars and Trailers				
Pulleys - Vertical				
<b>Moments</b>				
Flat plane – vertical forces				
<b>Vectors</b>				
Basic resolving on forces given in vector form - resultant and magnitude and finding angles				