



FURTHER MATHEMATICS



A LEVEL Year 12

A LEVEL Year 13

A LEVEL Year 12		A LEVEL Year 13	
TEACHER 1 CORE PURE (CP) AND DECISION (D) MATHS	TEACHER 2 CORE PURE (CP) AND FURTHER STATISTICS (FS)	TEACHER 1 CORE PURE (CP) AND DECISION (D) MATHS	TEACHER 2 CORE PURE (CP) AND FURTHER STATISTICS (FS)
1. D - ALGORITHMS <ul style="list-style-type: none"> Flow charts Bubble sort Quick sort Bin-packing 	1. CP - ROOTS OF POLYNOMIALS <ul style="list-style-type: none"> Quadratics Cubics Quartics Linear transformations of roots 	1. D - TRAVELLING SALESMAN <ul style="list-style-type: none"> Classical problem Minimum spanning trees Nearest neighbour 	1. CP - SERIES <ul style="list-style-type: none"> Method of differences Maclaurin series Series expansions
2. CP - COMPLEX NUMBERS <ul style="list-style-type: none"> Imaginary numbers Multiplying complex numbers Complex conjugation Complex roots 	2. CP - SERIES <ul style="list-style-type: none"> Sums of natural numbers Sums of squares and cubes 	2. CP - COMPLEX NUMBERS <ul style="list-style-type: none"> Exponential form Multiplying and dividing De Moivre's Theorem Trigonometric identities Sums of series Nth roots 	2. FS - PROBABILITY GENERATING FUNCTIONS <ul style="list-style-type: none"> Standard distributions Mean and variance Sums of independent variables
3. CP - ARGAND DIAGRAMS <ul style="list-style-type: none"> Modulus and argument Loci Regions 	3. CP - PROOF BY INDUCTION <ul style="list-style-type: none"> Proving sums Proving divisibility Proving statements about matrices 	3. D - CRITICAL PATH ANALYSIS <ul style="list-style-type: none"> Resource histograms Scheduling diagrams 	3. CP - VOLUMES OF REVOLUTION <ul style="list-style-type: none"> x and y axis Parametric Modelling
4. D - GRAPHS AND NETWORKS <ul style="list-style-type: none"> Modelling with graphs Graph theory Matrices The planarity algorithm 	4. CP - MATRICES <ul style="list-style-type: none"> Matrix multiplication Determinants Inverses Simultaneous equations 	4. D - SIMPLEX <ul style="list-style-type: none"> Linear programming Simplex method Two stage Big M method 	4. CP - METHODS IN DIFFERENTIAL EQUATIONS <ul style="list-style-type: none"> First order Second order Non-homogeneous Boundary conditions
5. D - ALGORITHMS ON GRAPHS <ul style="list-style-type: none"> Kruskal's Prim's Dijkstra's Floyd's 	5. CP - LINEAR TRANSFORMATION <ul style="list-style-type: none"> Transformations in 2D Reflections and rotations Enlargements and shears Successive transformations Transformations in 3D 	5. CP - POLAR COORDINATES <ul style="list-style-type: none"> Equations Sketching curves Area Tangents 	5. CP - MODELLING WITH DIFFERENTIAL EQUATIONS <ul style="list-style-type: none"> Harmonic motion Damped and forced harmonic motion Coupled first-order simultaneous differential equations
6. D - ROUTE INSPECTION <ul style="list-style-type: none"> Eulerian graphs Route inspection algorithm Networks with more than 4 odd nodes 	6. CP - VOLUMES OF REVOLUTION <ul style="list-style-type: none"> Around the x-axis Around the y-axis Adding and subtracting Modelling 	6. CP - METHODS IN CALCULUS <ul style="list-style-type: none"> Improper integrals Mean values Inverse trigonometric functions Partial fractions 	6. FS - CENTRAL LIMIT THEOREM <ul style="list-style-type: none"> Normal distribution Other distributions
7. D - LINEAR PROGRAMMING <ul style="list-style-type: none"> Linear programming problems Graphical methods Locating optimal point Solutions with integer values 	7. FS - DISCRETE RANDOM VARIABLES <ul style="list-style-type: none"> Expected values Variance Functions of X 	7. CP - HYPERBOLIC FUNCTIONS <ul style="list-style-type: none"> Inverse Identities and equations Differentiating Integrating 	7. FS - QUALITY OF TESTS <ul style="list-style-type: none"> Type I and Type II errors Normal distribution Size and power
8. D - CRITICAL PATH ANALYSIS <ul style="list-style-type: none"> Modelling Dummy activities Early and late activities Critical activities Float Gantt charts 	8. FS - POISSON DISTRIBUTION <ul style="list-style-type: none"> Modelling Adding Mean and variance Approximating binomial 		
9. CP - VECTORS <ul style="list-style-type: none"> Equation of a line in 3 dimensions Equation of a plane in 3 dimensions Scalar product Angles between lines and planes Points of intersections Finding perpendiculars 	9. FS - HYPOTHESIS TESTING <ul style="list-style-type: none"> Poisson Critical values 		
	10. FS - CHI SQUARED <ul style="list-style-type: none"> Goodness of fit Degrees of freedom Contingency tables 		
	11. FS - GEOMETRIC AND NEGATIVE BINOMIAL <ul style="list-style-type: none"> Geometric distribution Negative binomial Mean and variance Hypothesis testing 		