YEAR 10 - DEVELOPING ALGEBRA...

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Simultaneous Equations

What do I need to be able to do?

By the end of this unit you should be able to:

- Determine whether (x,y) is a solution
- Solve by substituting a known variable
- Solve by substituting an expression
- Solve araphically
- Solve by subtracting/ adding equations
- Solve by adjusting equations
- Form and solve linear simultaneous equations

Keywords

Solution: a value we can put in place of a variable that makes the equation true

Variable: a symbol for a number we don't know yet.

Equation: an equation says that two things are equal - it will have an equals sign =

Substitute: replace a variable with a numerical value

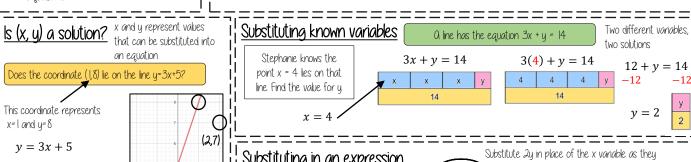
LCM: lowest common multiple (the first time the times table of two or more numbers match)

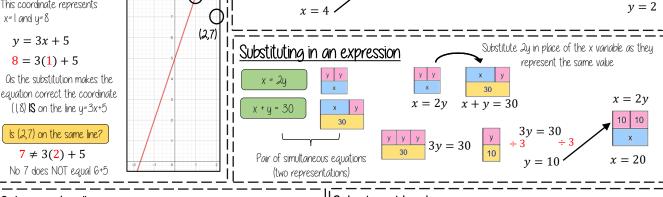
Eliminate: to remove

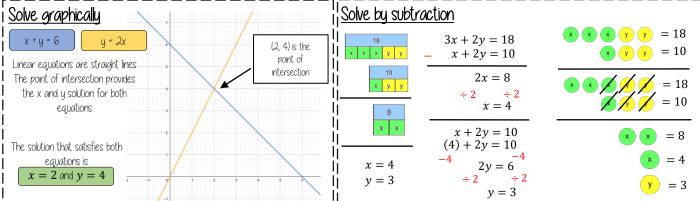
Expression: a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

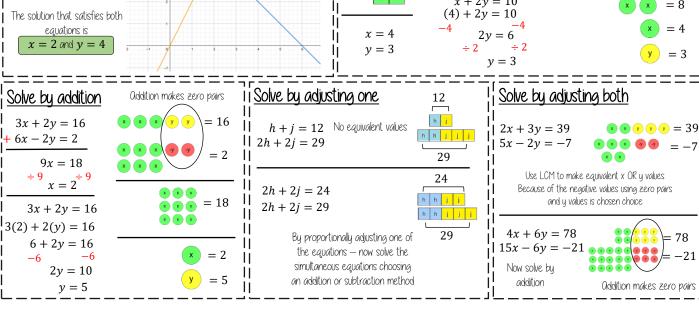
Coordinate: a set of values that show an exact position.

Intersection: the point two lines cross or meet









YEAR 10 - DEVELOPING ALGEBRA...

Representing solutions of equations and

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inequalities

What do I need to be able to do?

By the end of this unit you should be able to:

- Form and solve equations and inequalties
- Represent and interpret solutions on a number line as inequalities
- Draw straight line graphs and find solutions to equations
- Form and solve equations and inequalities with unknowns on both sides

<u>Keywords</u>

Solution: a value we can put in place of a variable that makes the equation true

Variable: a symbol for a number we don't know yet.

Equation: an equation says that two things are equal — it will have an equals sign =

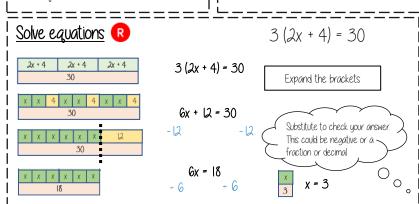
Expression: numbers, symbols and operators grouped together to show the value of something

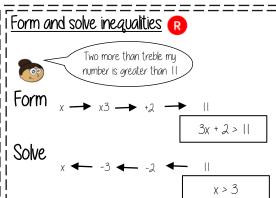
Identity: On equation where both sides have variables that cause the same answer includes \equiv

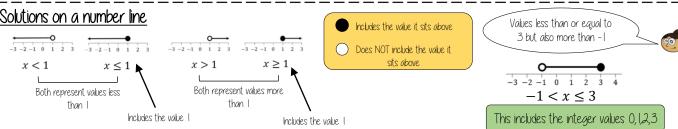
Linear: an equation or function that is the equation of a straight line

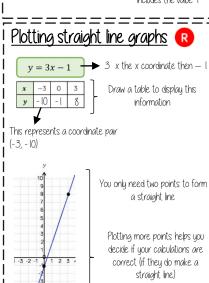
Intersection: the point that two lines meet

Inequality: an inequality compares two values showing if one is *greater* than, less than or equal to another.









Remember to join the points to make a line

