YEAR 8 - DEVELOPING GEOMETRY...

Area of trapezia and Circles

@whisto_maths

What do I need to be able to do?

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

- Recall area of basic 2D shapes
- Find the area of a trapezium
- Find the area of a circle
- Find the area of compound shapes
- Find the perimeter of compound shapes

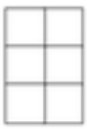
Keywords

Congruent: The same
Area: Space inside a 2D object
Perimeter: Length around the outside of a 2D object
Pi (π): The ratio of a circle's circumference to its diameter.
Perpendicular: At an angle of 90° to a given surface
Formula: A mathematical relationship/ rule given in symbols. E.g. b x h = area of rectangle/ square
Infinity (∞): A number without a given ending (too great to count to the end of the number) – never ends
Sector: A part of the circle enclosed by two radii and an arc.

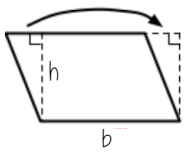
Area – rectangles, triangles, parallelograms

R

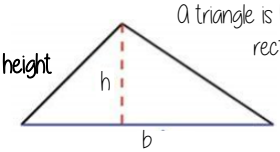
Rectangle
Base x Height



Parallelogram/ Rhombus
Base x Perpendicular height



Triangle
½ x Base x Perpendicular height

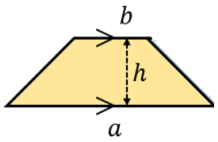


A triangle is half the size of the rectangle it would fit in

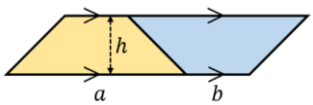
Area of a trapezium

Area of a trapezium

$$\frac{(a+b) \times h}{2}$$



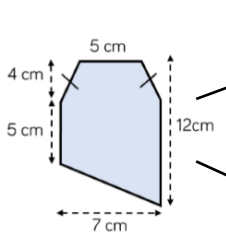
Why?

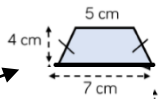


- Two congruent trapeziums make a parallelogram
- New length (a + b) x height
- Divide by 2 to find area of one

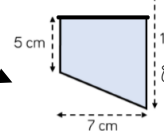
Compound shapes

To find the area compound shapes often need splitting into more manageable shapes first. Identify the shapes and missing sides etc. first.





Shape A - Isosceles trapezium



Shape B- nonstandard trapezium

Units

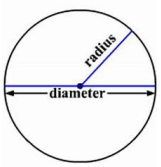
Shape A + Shape B = total area

$$\frac{(5+7) \times 4}{2} + \frac{(5+8) \times 7}{2} = 24 + 45.5 = 69.5 cm^2$$

Area of a circle (Non-Calculator)

Read the question – leave in terms of π or if $\pi \approx 3$ (provides an estimate for answers)

Area of a circle
π x radius^2



Diameter = 8cm
∴ **Radius** = 4cm

π x radius^2
$= \pi \times 4^2$
$= \pi \times 16$
$= 16\pi$ cm^2

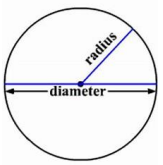
Find the area of one quarter of the circle

Radius = 4cm

Circle Area = 16π cm^2
Quarter = 4π cm^2

Area of a circle (Calculator)

Area of a circle
π x radius^2



How to get π symbol on the calculator

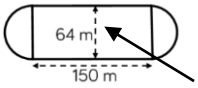
It is important to round your answer suitably – to significant figures or decimal places. This will give you a decimal solution that will go on forever!

Compound shapes including circles

Circumference
π x diameter

Compound shapes are not always area questions. For Perimeter you will need to use the circumference

Spotting diameters and radii



This dimension is also the diameter of the semi circles

Arc lengths = π x 64
$= 64\pi$

Don't need to halve this because there are 2 ends which make the whole circle

Arc lengths + Straight lengths = total perimeter

$= 64\pi + 150 + 150$
$= (300 + 64\pi)$ m
OR = 501.1 m

Still remember to split up the compound shape into smaller more manageable individual shapes first

YEAR 8 - DEVELOPING GEOMETRY...

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Angles in parallel lines and polygons

What do I need to be able to do?

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

- Identify alternate angles
- Identify corresponding angles
- Identify co-interior angles
- Find the sum of interior angles in polygons
- Find the sum of exterior angles in polygons
- Find interior angles in regular polygons

Keywords

Parallel: Straight lines that never meet
Angle: The figure formed by two straight lines meeting (measured in degrees)
Transversal: A line that cuts across two or more other (normally parallel) lines
Isosceles: Two equal size lines and equal size angles (in a triangle or trapezium)
Polygon: A 2D shape made with straight lines
Sum: Addition (total of all the interior angles added together)
Regular polygon: All the sides have equal length, all the interior angles have equal size.

Basic angle rules and notation (R)

Acute Angles
0° < angle < 90°

Right Angles
90°

Obtuse
90° < angle < 180°

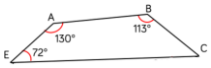
Right angle notation

Reflex
180° < angle < 360°

Straight Line
180°

Vertically opposite angles
Equal
Angles around a point
360°

The letter in the middle is the angle
The arc represents the part of the angle



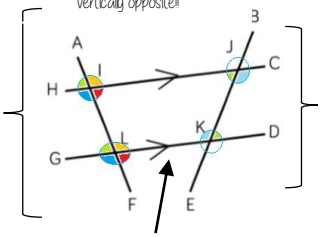
Angle Notation: three letters **ABC**
This is the angle at B = 113°
Line Notation: two letters **EC**
The line that joins E to C

Parallel lines

Still remember to look for angles on straight lines, around a point and vertically opposite!

Lines OF and BE are **transversals** (lines that bisect the parallel lines)

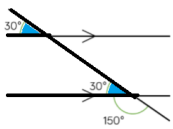
Corresponding angles often identified by their **"F shape"** in position



Alternate angles often identified by their **"Z shape"** in position

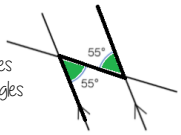
This notation identifies parallel lines

Alternate/ Corresponding angles

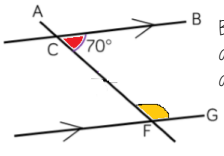


Because alternate angles are equal the highlighted angles are the same size

Because corresponding angles are equal the highlighted angles are the same size



Co-interior angles



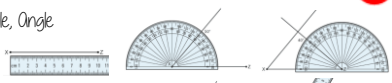
Because co-interior angles have a sum of 180° the highlighted angle is 110°

As angles on a line add up to 180° co-interior angles can also be calculated from applying alternate/ corresponding rules first

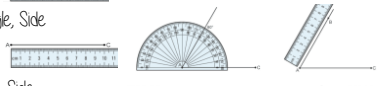
Triangles & Quadrilaterals

Link to steps (R)

Side, Angle, Angle



Side, Angle, Side



Side, Side, Side

Properties of Quadrilaterals

Square
All sides equal size
All angles 90°
Opposite sides are parallel

Rectangle
All angles 90°
Opposite sides are parallel

Rhombus
All sides equal size
Opposite angles are equal

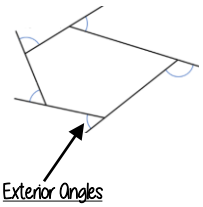
Parallelogram
Opposite sides are parallel
Opposite angles are equal
Co-interior angles

Trapezium
One pair of parallel lines

Kite
No parallel lines
Equal lengths on top sides
Equal lengths on bottom sides
One pair of equal angles

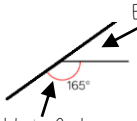
Sum of exterior angles

Exterior angles all add up to 360°



Exterior Angles
Are the angle formed from the straight-line extension at the side of the shape

Using exterior angles



Exterior Angle

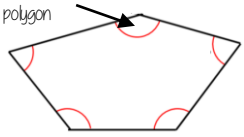
Interior Angle

Interior angle + Exterior angle = straight line = 180°
Exterior angle = 180 − 165 = 15°

Number of sides = 360° ÷ exterior angle
Number of sides = 360 ÷ 15 = 24 sides

Sum of interior angles

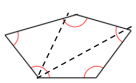
Interior Angles
The angles enclosed by the polygon



This is an **irregular** polygon – the sides and angles are different sizes

(number of sides − 2) x 180

Sum of the interior angles = (5 − 2) x 180

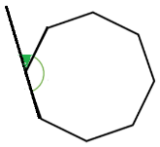


This shape can be made from three triangles
Each triangle has 180°

Sum of the interior angles = 3 x 180
= 540°

Remember this is **all** of the interior angles added together

Missing angles in regular polygons



Exterior angle = 360 ÷ 8 = 45°

Interior angle = $\frac{(8-2) \times 180}{8} = \frac{6 \times 180}{8} = 135°$

Exterior angles in regular polygons = 360° ÷ number of sides

Interior angles in regular polygons = $\frac{(\text{number of sides} - 2) \times 180}{\text{number of sides}}$

YEAR 8 – DEVELOPING NUMBER...

Number Sense

What do I need to be able to do?

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

- Round numbers to powers of 10 and 1 sf
- Round numbers to any dp
- Estimate solutions
- Calculate using order of operations
- Calculate with money, units of measurement and time

Keywords

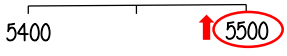
Significant: Place value of importance
Round: Making a number simpler but keeping its value close to what it was.
Decimal: Place holders after the decimal point.
Overestimate: Rounding up – gives a solution higher than the actual value
Underestimate: Rounding down – gives a solution lower than the actual value.
Metric: A system of measurement.
Balance: The amount of money in a bank account
Deposit: Putting money into a bank account.

Round to powers of 10 and 1 sig. figure

R If the number is halfway between we "**round up**"

5495 to the nearest 1000

5475 to the nearest 100



5475 to the nearest 10

370 to 1 significant figure is 400
37 to 1 significant figure is 40
3.7 to 1 significant figure is 4
0.37 to 1 significant figure is 0.4
0.00037 to 1 significant figure is 0.0004

Round to the first non-zero number

Round to decimal places

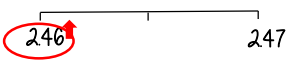
2.46192 ← Focus on the numbers **after** the decimal point

"To 1dp" – to one number after the decimal
"To 2dp" – to two numbers after the decimal

2.46192 (to 1dp) - Is this closer to 24 or 25

2.4 6192 ← This shows the number is closer to 25

2.46192 (to 2dp) - Is this closer to 246 or 247



2.46 192 ← This shows the number is closer to 246

Estimate the calculation

Round to 1 significant figure to estimate

$4.2 + 6.7 \approx 4 + 7 \approx 11$ This is an **overestimate** because the 6.7 was rounded up more

The equal sign changes to show it is an estimation

$21.4 \times 3.1 \approx 20 \times 3 \approx 60$ This is an **underestimate** because both values were rounded down

It is good to check all calculations with an estimate in all aspects of maths – it helps you identify calculation errors.

Order of operations

R

Brackets Operations in brackets are calculated first

Other operations e.g. powers, roots,

Multiplication/ Division
They are carried out in the order from left to right in the question

Addition/ Subtraction
They are carried out in the order from left to right in the question

Calculations with money

Debit - You have £0 or more in an account

Credit - You have less than £0 in an account

Money calculations are to 2dp

Using a calculator – ensure you are working in the correct units.
£1.30 + 50p = 130 + 50 (in pence)
= 1.30 + 0.50 (in pounds)

£1 = 100p

Units are important: Useful Conversions

mm ⇄ cm ⇄ m ⇄ km: ÷ 10, ÷ 100, ÷ 1000 / × 10, × 100, × 1000

g ⇄ kg: ÷ 1000 / × 1000

ml ⇄ L: ÷ 1000 / × 1000

Metric measures of length

Kilo = 1000 x meter
Centi - $\frac{1}{100}$ x meter
Milli - $\frac{1}{1000}$ x meter

Units of weight/ capacity

Weight = g, kg, t
Capacity (volume of liquid) = ml, L

Time and the calendar

1 Year – the amount of time it takes Earth to go around the sun **365** (and a quarter) **days**
Leap Year – **366 days** (every 4 years)

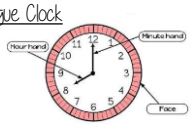
12 Months = one year = 52 weeks
31 days – **Jan, March, May, July Aug, Oct, Dec**
30 days – **April, June, Sept, Nov**
28 days – **Feb** (29 leap year)

1 week – 7 days
Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday

1 day – 24 hours
1 hour - 60 minutes
1 minute – 60 seconds

Use a number line for time calculations!

Analogue Clock



12-hour clock
- Use am (morning) and pm (afternoon)
- Only use hour times up to 12

Digital Clock (24-hour times)

24-hour clock
- 0-11 (morning hours)
- 12-23 (afternoon hours)