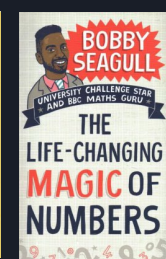
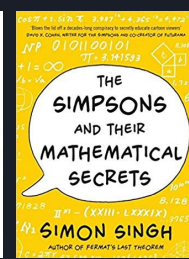
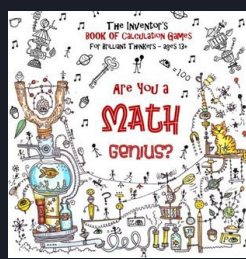


# Summer Y10–Y11

## Additional Mathematics



### Polynomials

Addition, subtraction, multiplication and division of polynomials. The factor theorem. Quadratic equations



### Sequences

Sequences and recurrence relationships.



### Points, lines and circles

The line joining two points. The coordinate geometry of circles.



### Trigonometric Functions

Trigonometric functions for angles of any size. Sine and cosine rules. Identities involving sin, cos and tan. Using trigonometrical identities to solve equations.



### Applications of trigonometry

Applications in modelling. Working in three dimensions



### Binomial distribution

Binomial expansion. The binomial distribution.



### Numerical Methods

Locating a root of an equation. Improving a root. Iterative sequences. Gradients of tangents. Area under a curve. Applications of numerical methods



### Differentiation

Differentiation. The gradient of a curve. Stationary points.



### Integration

The rule for integrating  $x^n$  where  $n$  is a positive integer. The integral notation. Definite integrals. Area between a curve and the  $x$  axis. Areas below the  $x$  axis. The area between two curves.



### Applications of equations and inequalities in one variable

Applications of equations, solving linear and quadratic inequalities.

### Linear inequalities in two variables

Illustrating linear inequalities in two variables. Using inequalities for problem solving. Linear programming

### Permutations and combinations

Probability diagrams. Factorials and product rule. Permutations and combinations

### Exponentials and Logarithms

Properties of the exponential function. Logarithms. Reduction to linear form. Equations involving exponentials

### Application to Kinematics

Motion in a straight line. Acceleration due to gravity. Finding displacement from velocity

# 2024-25