



Interpretation of Graphs (H/F)

- Distance time graphs** – provide information about how far someone or something has travelled over a given period of time
- Average speed** can be calculated from a distance time graph:

Average speed = $\frac{\text{Total distance travelled}}{\text{Total time taken}}$
- Speed** is given by the gradient of the line: the steeper the gradient the faster the speed.
- Velocity time graphs** - provide information about the change in speed over **time**.
- A **positive** gradient means speed is **increasing** a horizontal line (**zero** gradient) means speed is **constant** and a **negative** gradient means speed is decreasing
- You can work out **Distance travelled** by calculating the area under the graph.

Transformations (H/F)

- Translation - congruent**
Enlargement – not congruent
Reflection - congruent
Rotation - congruent
You can have more than one!
- Translation:** means to move a shape. The shape does not change size or orientation.
 - Column Vector:** In a column vector, the top number moves left (-) or right (+) and the bottom number moves up (+) or down (-)
- Enlargement:** Changes the size of a shape making it bigger or smaller (determined by the scale factor), therefore not congruent
 - It always has a **Centre of Enlargement:** the distance of each point on the enlarged shape to the **CoE** is equal to the original distance multiplied by the scale factor.
 - A **negative scale factor** will result in the shape being inverted and moved to the opposite side of the CoE (**H**)
- Reflection :** from a mirror line. The original and reflected shapes are equal distance to the mirror line. Reflected shape are perpendicular to the mirror line.
- Rotation:** Turning a shape about a fixed point; the centre of rotation; a direction and degrees must be given.

Transforming Functions (H)

In general $f(x + a)$ gives a translation by the vector

$$\begin{pmatrix} -a \\ 0 \end{pmatrix}$$

In general $f(x) + a$ gives a translation by the vector

$$\begin{pmatrix} 0 \\ a \end{pmatrix}$$

In general $f(x + a) + b$ gives a translation by the vector

$$\begin{pmatrix} -a \\ b \end{pmatrix}$$

The graph of $kf(x)$ gives a stretch of $f(x)$ by **scale factor** k in the **y** direction.

The graph of $f(kx)$ gives a stretch of $f(x)$ by **scale factor** $1/k$ in the **x** direction.

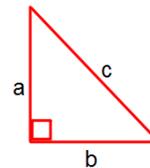
Pythagorus (H/F)

- Use pythagorus theorem** to find **missing sides** in right-angle triangles.

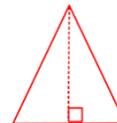
$$a^2 + b^2 = C^2$$

$$a^2 = C^2 - b^2$$

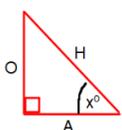
$$b^2 = C^2 - a^2$$



- Use pythagorus theorem** to find the height of an isosceles triangle.



SOHCAHTOA (H/F)



- Use **SOHCAHTOA** to find **missing angles and sides** in Right-angle triangles

Sin x = $\frac{\text{opposite}}{\text{hypotenuse}}$ cosine x = $\frac{\text{Adjacent}}{\text{hypotenuse}}$ tan x = $\frac{\text{opposite}}{\text{adjacent}}$

To find the **angle x** you must use the **inverse function:**

Sin⁻¹ x: cosine⁻¹ x: tan⁻¹ x

Other Trig rules (H)

- To find the area of a triangle:

$$\text{Area} = \frac{1}{2} ab \sin C$$

- To find sides or angles in any triangle use:

Cosine rule: $\text{Cos } C = \frac{a^2 + b^2 - c^2}{2ab}$

Sine rule:

$$\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$$

