

## Paper 1H -

Number	Algebra	Geometry and Measures	Statistics and Probability	Ratio, Proportion and Rates of Change
<ul style="list-style-type: none"> <li>• Estimation</li> <li>• Standard form</li> <li>• Reverse percentages</li> <li>• Converting recurring decimals</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Inequalities</li> <li>• Plotting graphs from tables (quad, cubic, reciprocal)</li> <li>• Equation of a line</li> <li>• Rearranging formulae</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Area of 2D shapes</li> <li>• SDT</li> <li>• Describing transformations (negative enlargement included)</li> <li>• Circle theorems</li> </ul>	<ul style="list-style-type: none"> <li>• Cumulative frequency</li> </ul>	<ul style="list-style-type: none"> <li>• Multi-step fraction, percentage and ratio calculations</li> <li>•</li> </ul>

## Paper 2H\* indicates difficult question

Number	Algebra	Geometry and Measures	Statistics and Probability	Ratio, Proportion and Rates of Change
<ul style="list-style-type: none"> <li>• Using a calculator</li> <li>• Compound interest</li> <li>• Bounds</li> <li>• Iteration</li> </ul>	<ul style="list-style-type: none"> <li>• Forming and solving linear equations</li> <li>• Solve equations with unknowns on both sides</li> <li>• Solving quadratics</li> <li>• Inequalities – shaded regions</li> <li>• Equations of lines</li> <li>• Expand triple brackets</li> <li>• Completing the square</li> </ul>	<ul style="list-style-type: none"> <li>• Pythagoras' Theorem</li> <li>• Right-Angled trig</li> <li>• SINE rule</li> <li>• DMV</li> <li>• PFA with bounds</li> <li>• Gradient of a line (speed/time)</li> </ul>	<ul style="list-style-type: none"> <li>• Relative frequency</li> <li>• Scatter diagrams</li> <li>• Product rule</li> <li>•</li> </ul>	<ul style="list-style-type: none"> <li>• Ratio and area problem</li> <li>•</li> </ul>

**Paper 3H**\*indicates end of paper question

Number	Algebra	Geometry and Measures	Statistics and Probability	Ratio, Proportion and Rates of Change
<ul style="list-style-type: none"><li>• HCF/LCM using product of primes</li><li>• Error intervals</li><li>• Percentages of amounts</li><li>• Percentage profit</li><li>• Reverse compound interest</li><li>• Iteration</li></ul>	<ul style="list-style-type: none"><li>• Turning point from graph</li><li>• Quadratic Nth term</li><li>• Simplifying algebraic fractions with factorising quadratics with a coefficient &gt;1</li><li>• Rearranging formulae</li></ul>	<ul style="list-style-type: none"><li>• Volume of a cylinder</li><li>• Column vector from co-ordinates</li><li>• Prove similarity</li><li>• Surface area of a cone and sphere (with formulae)</li><li>• Area of a triangle (<math>\frac{1}{2}ab\sin C</math>)</li><li>• COSINE rule</li></ul>	<ul style="list-style-type: none"><li>• Mean from a grouped frequency table</li><li>• Box plots</li><li>• Distance from a speed/time graph</li><li>• Probability from Venn diagram (create your own)*</li></ul>	<ul style="list-style-type: none"><li>• Inverse proportion (not equation)</li></ul>