

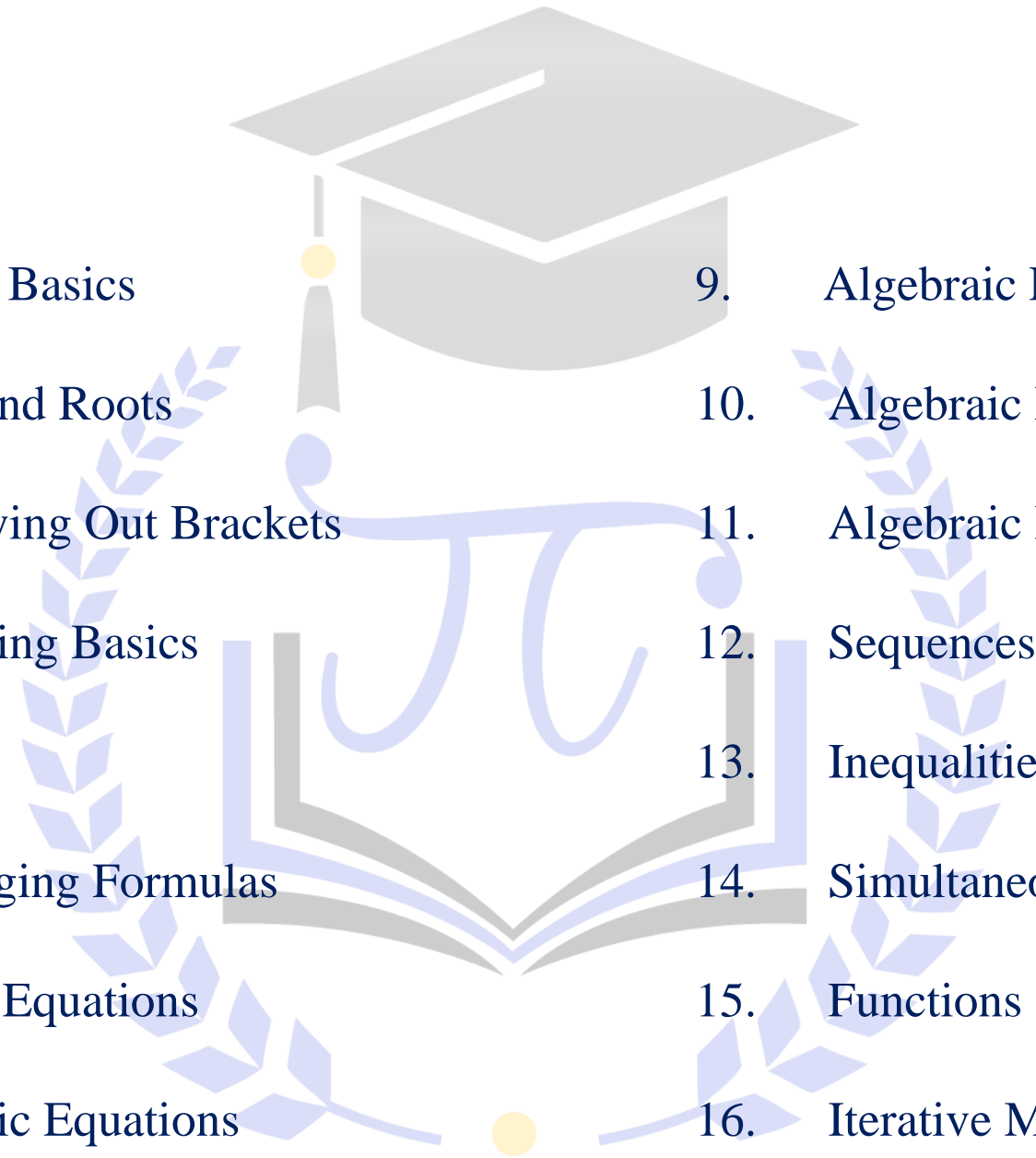


GCSE Topics

1. Number

1. Type of numbers
- 1.2. Factors and Multiples
- 1.3. LCM and HCF
- 1.4. Rounding and Estimating
2. Fractions
3. Decimals
4. Standard Form or Scientific Notation
5. Bounds
6. Unit Conversions
- 6.2. Speed, Density and Pressure
7. Percentages
- 7.2. Compound Growth & Decay
8. Proportions
9. Ratios

2. Algebra

- 
1. Algebra Basics
 2. Power and Roots
 3. Multiplying Out Brackets
 4. Factorising Basics
 5. Surds
 6. Rearranging Formulas
 7. Solving Equations
 8. Quadratic Equations
 9. Algebraic Fractions
 10. Algebraic Proofs
 11. Algebraic Identity
 12. Sequences
 13. Inequalities
 14. Simultaneous Equations
 15. Functions
 16. Iterative Methods

3. Graphs

1. Straight Line and Gradients

1.1. Drawing Straight line graphs

1.2. Equation of a Straight Line
Simple

1.3. Gradient of a Straight Line

1.3.1. Parallel and Perpendicular Lines

1.4. Find Equation of a Line Ad-
vanced

1.5. Proving a Coordinate Lies on a
graph

1.6. Coordinates and Ratios

1.7. Equation of tangent to circle

2. Quadratic Graphs

3. Solving Equations with Graphs

3.1. Simultaneous equations

3.2. Solving Simultaneous Equations
Linear and Non-Linear with Graphs

3.3. Solving Harder Equation with
Graphs

3.4. Solving Inequalities with
Graphs

4. Distance – Time Graphs

5. Graph Transformation

6. 10 Common Graphs Shapes

4. Measures and Geometry

Measures

- 1.1. Locus of Points and Construction#
 - 1.1.1. Locus from a Single Fixed Point
 - 1.1.2. Locus from One Line
 - 1.1.3. Locus from Two Lines
 - 1.1.4. Locus from Two Given Points
- 1.2. Bearings
- 1.3. Congruent Triangles
 - 1.3.1. SSS – Side Side Side
 - 1.3.2. SAS - Side Angle Side
 - 1.3.3. ASA – Angle Side Angle
 - 1.3.4. RHS – Right Angle Hypotenuse Side
- 1.4. Similar Shapes
 - 1.4.1. Levels of Scale Factor

Geometry

- 2.1. Introduction
- 2.2. Types of Angles
- 2.3. Some Important Rules
 - 2.3.1. Important Triangles
 - 2.3.2. Important Quadrilaterals
- 2.4. Parallel Lines
 - 2.4.1. Alternate, Allied and Corresponding Angles
- 2.5. Polygons
 - 2.5.1. Examples of Polygons
 - 2.5.2. Interior and Exterior Angles
- 2.6. Circle Geometry
 - 2.6.1. Circle Theorems
- 2.7. Transformations

5. Pythagoras and Trigonometry

Pythagoras Theorem

- 1.1. Properties of Triangles
- 1.2. Pythagoras
- 1.3. 3D Pythagoras
 - 1.3.1. Prisms
 - 1.3.2. 3D Pythagoras for Cuboids

- 2.6. Tips and Tricks
- 2.7. 3D Trigonometry

Trigonometry

- 2.1. Sin, Cos and Tan
- 2.2. Common Values
- 2.3. Properties of Non-Right Angle Triangles
- 2.4. The Sine Rule
- 2.5. The Cosine Rule

Vectors

- 3.1. Definitions
- 3.2. Vector Addition/Subtraction/Multiplication
- 3.3. Finding Magnitude of Vectors
- 3.4. Finding Resultant of Vectors
- 3.5. Finding Vectors on a Straight Line
- 3.6. Finding Vectors with Ratios
- 3.7. Proof: Vectors and Identities

6. Probability

Probability Basics

- 1.1. Terminology
- 1.2. Finding Probabilities
- 1.3. Sample Space
- 1.4. Product Rule to Count Outcomes
- 1.5. Probability of Events Not Happening

Relative Frequency

- 2.2. Frequency Trees
- 2.3. Expected Frequency
- 2.4. Independent Events
 - 2.4.1. Probability Trees
- 2.5. Dependent Events
 - 2.5.1. Probability Trees
- 3.0. Venn Diagrams

7. Statistics

Statistics Basics

- 1.1. Terminology, Sample and Data Collection
- 1.2. Mean, Median, Most and Range
- 1.3. Discrete: Frequency Tables
- 1.4. Continuous: Frequency Tables
- 1.5. Cumulative Frequency

Histograms and Frequency Density

- 2.1. Histogram
- 2.2. Scatter Graph
- 2.3. Frequency Polygon
- 2.4. Stem and Leaf
- 2.5. Pie Chart
- 2.6. Time Series