

KNOWLEDGE ORGANISER GUIDANCE

It is advised that you print the relevant subject knowledge organisers and have them available to you when needed at all times.

An alternative recommendation would be to download the knowledge organisers for your subjects onto your electronic devices so you can access them when needed.

With the knowledge organiser you should make revision cards to help revise and build in time during independent study to test yourself weekly on the content.

While you have independent study, you should use your Knowledge Planner to study the relevant subject's Knowledge Organiser and learn the information provided.

Haggerston School

SIXTH FORM KNOWLEDGE ORGANISER

Maths

2023/2024

Aspiration Creativity Character

Mechanics



Year 1: 1. Modeling in Mechanics

Particle	Dimensions of the object are negligible <ul style="list-style-type: none"> • Mass of the object is concentrated at a single point • Rotational forces and air resistance can be ignored 	Rough surface	<ul style="list-style-type: none"> • Objects in contact with the surface experience a frictional force if they are moving or acted on by a force 	Friction	A force which opposes the motion between two rough surfaces
Rod	All dimensions but one are negligible, like a pole or a beam <ul style="list-style-type: none"> • No thickness • Ridged (does not bend or buckle) 	Wire	<ul style="list-style-type: none"> Rigid thin length of material • Treated as one dimensional 	Tension	The force acting on an object if it is being pulled by string/rod
Lamina	Object with area but negligible thickness, like a sheet of paper <ul style="list-style-type: none"> • Mass is distributed across a flat surface 	Bead	<ul style="list-style-type: none"> Particle with a hole in it for threading on a wire or string • Moves freely along a wire or string • Tension is the same on either side of the bead 	Thrust/compression	The force acting on an object if it is being pushed by a rod
Centre of Mass	The geometrical centre of an object	Peg	<ul style="list-style-type: none"> A support from which a body can be suspended or rested • Dimensionless and fixed • Can be rough or smooth as specified in question 	Buoyancy	The upward force on a body that allows it to float or rise when submerged in a liquid
Uniform body	Mass is distributed evenly <ul style="list-style-type: none"> • Mass of the object is concentrated at a single point at the centre of mass 	Air resistance	<ul style="list-style-type: none"> Resistance experienced as an object moves through the air • Usually modeled as being negligible 	Vector	A quantity that has both magnitude and direction
Light object	Mass is small compared to other masses, like string or a pulley <ul style="list-style-type: none"> • Treat object as having zero mass • Tension the same at both ends of a light string 	Gravity	<ul style="list-style-type: none"> Force of attraction between all objects, acceleration due to gravity is denoted by g • All objects with mass are attracted towards the Earth • Earth's gravity is uniform and acts vertically downwards • g is constant and is taken as 9.8ms^{-2}, unless otherwise stated in the question 	Scalar	A quantity that has magnitude only
Inextensible string/rod	A string/rod that does not stretch under load <ul style="list-style-type: none"> • Acceleration is the same in objects connected by a taut inextensible string/rod 	Weight	Gravitational force of an object which acts vertically downwards		
Smooth surface	<ul style="list-style-type: none"> • Assume that there is no friction between the surface and any object on it 	Normal reaction	The force which acts perpendicular to a surface when an object is in contact with the surface		



Mechanics



2. Constant Acceleration

Velocity is the rate of change of ...	Displacement
Acceleration is the rate of change of ...	Velocity
$v =$	$u + at$
$s =$	$\left(\frac{u + v}{2}\right)t$
$v^2 =$	$u^2 + 2as$
$s =$	$ut + \frac{1}{2}at^2$
$s =$	$vt - \frac{1}{2}at^2$
$g =$	9.8 m s^{-2}

4. Variable Acceleration

$v =$	$\frac{ds}{dt}$
$a =$	$\frac{dv}{dt} = \frac{d^2s}{dt^2}$
$s =$	$\int v dt$
$v =$	$\int a dt$

3. Forces and Motion

F =	ma
W =	mg
Newton's 1st law	An object at rest will stay at rest and an object moving with constant velocity will continue to move with constant velocity unless an unbalanced force acts on an object.
Newton's 2nd law	The force needed to accelerate a particle is equal to the product of the mass of the particle and the acceleration produced. (F=ma)
Newton's 3rd law	For every action there is an equal and opposite reaction.



Year 2: 1. Moments

Clockwise moment of F about P =	F x d
Clockwise moment of F about P =	F sin θ x d
Coplanar forces	Forces that act in the same plane
Resultant moment	The sum of the moments acting on a body
When a rigid body is in equilibrium...	The resultant force in any direction is 0N and the resultant moment about any point is 0N
Non-uniform rod	The centre of mass is not at midpoint of the rod
When a body is on the point of tilting about a pivot...	The reaction at any other support (or the tension in any other wire or string) is 0

2. Forces & Friction

The component of a force	The effect of the force in the direction of motion
The component of a force magnitude F in a certain direction is...	Fcos θ , where θ is the size of angle between the force and the direction
Fmax=	μR μ is the coefficient of friction, R is the normal reaction between the two surfaces
Resultant moment	The sum of the moments acting on a body



Mechanics



3. Projectiles

The horizontal motion of a projectile is modeled as having...	Constant velocity ($a = 0$)
You can use the formula $s =$	vt
The vertical motion of a projectile is modeled as having...	Constant acceleration due to gravity ($a = g$)
Horizontal component of the initial velocity for projected particle	$U \cos \alpha$
Vertical component of the initial velocity for projected particle	$U \sin \alpha$
$U =$	Initial velocity
$\alpha =$	Angle above horizontal
A projectile reaches its point of greatest height when the...	Vertical component of its velocity is equal to 0
Time of flight =	$\frac{2U \sin \alpha}{g}$
Time to reach greatest height =	$\frac{U \sin \alpha}{g}$
Range on horizontal plane =	$\frac{U^2 \sin 2\alpha}{g}$
Equation of trajectory	$y = x \tan \alpha - \frac{gx^2}{2U^2 \cos^2 \alpha}$
y	Vertical height of particle
x	Horizontal distance from point of projection
g	Acceleration due to gravity

4. Application of Forces

A particle or rigid body is in static equilibrium if...	It is at rest and the resultant force acting on the particle is 0
Limiting equilibrium	When a body is on the point of moving
F_{max} is reached when...	The body is in limiting equilibrium
The force of friction F is such that	$F \leq \mu R$
The direction of the frictional force is opposite to...	The direction in which the body would move if the frictional force were absent
For a rigid body in static equilibrium	<ul style="list-style-type: none"> The body is stationary The resultant force in any direction is 0 The resultant moment is 0

5. Further Kinematics

Position vector for particle $r =$	$r_0 + vt$
$r_0 =$	Position vector for starting point
$v =$	Constant velocity
Displacement from initial position at time t	vt
Object moving in plane with constant acceleration $v =$	$u + at$
Object moving in plane with constant acceleration $r =$	$ut + \frac{1}{2}at^2$
$u =$	Initial velocity
$a =$	Acceleration
$v =$	Velocity at time t
$r =$	Displacement at time t
If $r = xi + yj, v =$	$r \cdot i \cdot yj \cdot \frac{dx}{dt} = \dot{x} = x' + \dot{y} = y'$
If $r = xi + yj, a =$	$\frac{d^2r^2}{dt^2} = \ddot{x} = x'' + \ddot{y} = y''$
$v =$	$\int a dt$
$r =$	$\int v dt$

Statistics



1. Data Collection

Population	The whole set of items that are of interest
Census	Observes or measures every member of the population
Sample	A selection of observations taken from a subset of the population
Sampling Unit	Individual units of a population
Sampling Frame	A list of sampling units which are named or numbered
Random Sample	Every member of the population or sample has an equal chance of being selected
Systematic Sampling	The population is placed in an ordered list and the sample is chosen at regular intervals, choosing the start position randomly
Stratified Sample	The population is proportionally divided into mutually exclusive groups and a random sample is taken from each group
Quota Sampling (no n-random)	An interviewer or researcher selects a sample until each quota is filled that represents the characteristics of the whole population
Opportunity Sampling (non-random)	Sample is taken from people who are available at the time the study is carried out and who fit the criteria you are looking for

Year 1: 0. Large Data Set	
Trace (Tr)	Rainfall less than 0.05 mm
Beaufort Scale	Another measure for mean wind speed
Knot	A nautical mile per hour (1kn = 1.15mph)
Oktas	Measures cloud cover, eighths of the sky covered by cloud
Decametres (Dm)	Measures daily mean visibility, greatest horizontal distance at which an object can be seen in daylight
Hectopascals (hPa)	Measures mean pressure

2. Measures of Location & Spread

Mean (Population)	μ
Mean (Sample)	$\bar{x} = \frac{\sum x}{n}$
$S_{xx} =$	$\sum(x - \bar{x})^2 = \sum x^2 - \frac{(\sum x)^2}{n}$
Variance $\sigma^2 =$	$\frac{s_{xx}}{n} = \frac{\sum x^2}{n} - \bar{x}^2$
Standard Deviation $\sigma =$	$\sqrt{\text{Variance}}$
General formula for coded data	$y = \frac{x - a}{b}$
Mean (coded)	$\bar{y} = \frac{\bar{x} - a}{b}$
Standard deviation (coded)	$\sigma_y = \frac{\sigma_x}{b}$

3. Representations of Data

Common Definition for Outlier	Greater than $Q_3 + k(Q_3 - Q_1)$ Less than $Q_1 - k(Q_3 - Q_1)$
Cleaning Data	The process of removing anomalies from data set

4. Correlation

Interpolation	Making an estimate of values within the range of the given data
Extrapolation	Making a prediction based on a value outside the range of the given data

5. Probability

Event	A collection of one or more outcomes
Sample Space	The set of all possible outcomes
Mutually Exclusive	Two events that cannot occur at the same time
Independent events	Events that have no effect on one another
$P(A')$	Probability A does not occur
$P(A B)$	Probability A occurs given that B has occurred
$P(A \cup B)$ for mutually exclusive events	$P(A) + P(B)$
$P(A \cap B)$ for independent events only	$P(A) \times P(B)$



Statistics



6. Statistical Distributions	
Criteria for Binomial Distribution:	<ul style="list-style-type: none"> Fixed number of trials Two possible outcomes (success or failure) Fixed probability of success Trials are independent of each other
Binomial Function $P(X = x)$	$\binom{n}{x} p^x (1 - p)^{n-x}$ <p>n = number of trials, p = probability of success</p>

Year 2: 1. Regression, Correlation & Hypothesis Testing	
$y = kx^n$	$\log \log y = \log \log a + n(\log x)$, n =gradient, $\log a$ =constant
$y = ka^x$	$\log \log y = \log \log a + \log b(x)$, $\log b$ =gradient, $\log a$ =constant
The PMCC takes values between...	-1 and 1

7. Hypothesis Testing	
H_0	The null hypothesis
H_1	The alternative hypothesis
Critical Region	A region of the probability distribution which, if the test statistic falls within it, would cause you to reject the null hypothesis
Critical Value	The first value to fall within the critical region
Significance Level	The probability of incorrectly rejecting the null hypothesis
Step 1	Define test statistic X , write its distribution and define the meaning of p in context
Step 2	Write null and alternative hypotheses
Step 3	Assume H_0 is true and determine probability of observed test statistic
Step 4	Two-part conclusion: 1. Do we reject H_0 or not? 2. Put in context of original problem.

2. Conditional Probability	
\cap	Intersection (both must happen)
\cup	Union (either or both can happen)
A'	The complement of A (not A)
$P(B A)$	Probability of B given that A has already occurred
For independent events $P(A B) =$	$P(A B') = P(A)$
For independent events $P(B A) =$	$P(B A') = P(B)$
$P(A \cup B) =$	$P(A) + P(B) - P(A \cap B)$
$P(B A) =$	$\frac{P(A \cap B)}{P(A)}$
$P(A \cap B) =$	$P(B A) \times P(A)$

3. The Normal Distribution	
The area under a continuous probability distribution is equal to...	1
Normally distributed random variable X	$N(\mu, \sigma^2)$
The normal distribution has	<ul style="list-style-type: none"> Parameters μ, the population mean and σ^2, the population variance Is symmetrical (mean=median=mode) Has a bell shaped curve with asymptotes at each end Has total area under the curve equal to 1 Has points of inflection at $\mu + \sigma$ and $\mu - \sigma$
The standard normal distribution has mean=	0
The standard normal distribution has standard deviation=	1
Normal approximation for Binomial μ	np
Normal approximation for Binomial σ	$\sqrt{np(1-p)}$
Sample mean \bar{X}	$N(\mu, \frac{\sigma^2}{n})$
For $Z = \frac{\bar{X} - \mu}{\frac{\sigma}{\sqrt{n}}}$, $Z \sim$	$N(0,1)$

Year 1 & 2:
MEMORISE THESE



Trigger words	Annotate
Discriminant rule	
no real solutions	$b^2 - 4ac < 0$
repeated root	$b^2 - 4ac = 0$
two equal roots	$b^2 - 4ac = 0$
real solutions	$b^2 - 4ac \geq 0$
distinct real solutions	$b^2 - 4ac > 0$

Trigger words	Annotate
Coordinate axis	
At x-axis	$y = 0$
At y-axis	$x = 0$



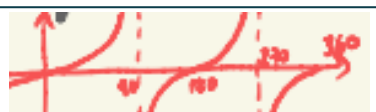
Trigger words	Annotate
Modelling	
Linear	$y = ax + b$
Quadratic	$y = a(x + b)^2 + c$
	$y = ax^2 + bx + c$
	$y = a(x + b)(x + c)$
Trigonometry	$y = R\sin(ax + b)$
	$y = R\cos(ax + b)$
Exponential	$y = ab^x$
Logs	$\ln y = \ln a + x \ln b$

Trigger words	Annotate
Nature of stationary point	
Minimum point	$d^2y/dx^2 > 0$
Maximum point	$d^2y/dx^2 < 0$
Inflection point	$d^2y/dx^2 = 0$

Trigger words	Annotate
Gradient	
Increasing function	$dy/dx > 0$
Decreasing function	$dy/dx < 0$
Stationary point	$dy/dx = 0$
Minimum / maximum	$dy/dx = 0$
Tangent	same gradient
Normal	perp. gradient

Trigger words	Annotate
Intersections	
intersect	substitute / sim. eqs.
meet	substitute / sim. eqs.
crosses	substitute / sim. eqs.
...at one point	$b^2 - 4ac = 0$
tangent	$b^2 - 4ac = 0$
...at two points / twice	$b^2 - 4ac > 0$
...never	$b^2 - 4ac < 0$

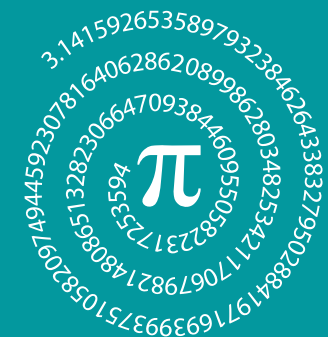
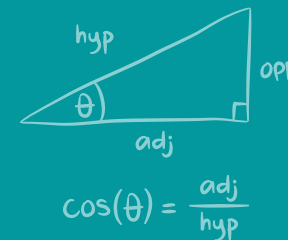
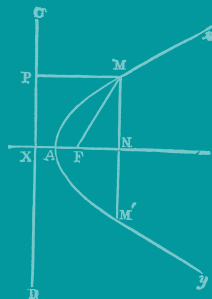
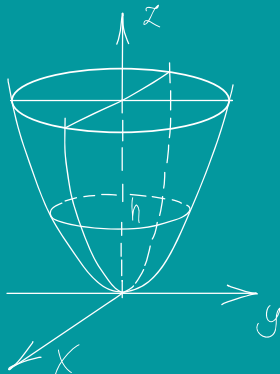
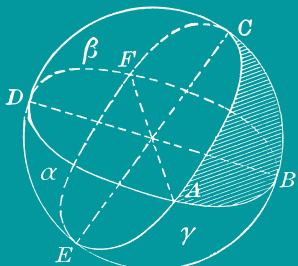
Action words to BOX			
Exact	$e, \pi, \sqrt{\quad}, \text{trig, a/b, logs}$	State	Just answer needed
Show that	Every step needed	Determine	Justification required
Prove	Formal, rigorous steps	Find / Solve / Calculate	Normal working required
Hence	Use part a) or b)	Show detailed reasoning	Every step needed, justification required
Verify	Sub values to show	Sketch	Shape, intersections

Trigger words	Annotate
Trig identities	
$\sin^2 x + \cos^2 x \equiv 1$	$\tan \theta = \frac{\sin \theta}{\cos \theta}$
Trig graphs	
Sine	
Cosine	
Tan	

Year 2 additions:
MEMORISE THESE

Trigger words	Annotate
Statistics	
Probability distribution	A table of probabilities
Trigger words	Annotate
Mechanics	
Speed	Pythagoras, magnitude
Trigger words	Annotate
Vectors	
$\vec{AB} = \vec{OB} - \vec{OA}$	
Unit vector	$\hat{u} = \frac{\mathbf{u}}{ \mathbf{u} }$

Formulas to know off by heart			
$\sin^2 x + \cos^2 x \equiv 1$	$\tan \theta = \frac{\sin \theta}{\cos \theta}$	Chain rule $\frac{dy}{dx} = \frac{dy}{du} \times \frac{du}{dx}$	Reciprocal $\frac{dy}{dx} = \frac{1}{\frac{dx}{dy}}$
$\sec x = \frac{1}{\cos x}$	$\sin 2A \equiv 2 \sin A \cos B$	Parametric diff. $\frac{dy}{dx} = \frac{\frac{dy}{dt}}{\frac{dx}{dt}}$	Parametric integration $\int y \frac{dx}{dt} dt$
$\operatorname{cosec} x = \frac{1}{\sin x}$	$\cos 2A \equiv \cos^2 A - \sin^2 A$	Product rule $\frac{dy}{dx} = v \frac{du}{dx} + u \frac{dv}{dx}$	Quotient rule $\frac{dy}{dx} = \frac{v \frac{du}{dx} - u \frac{dv}{dx}}{v^2}$
$\cot x = \frac{1}{\tan x}$	$\cos 2A \equiv 2 \cos^2 A - 1$	$y = \sin x$	$\frac{dy}{dx} = \cos x$
$1 + \tan^2 x \equiv \sec^2 x$	$\cos 2A \equiv 1 - 2 \sin^2 A$	$y = \cos x$	$\frac{dy}{dx} = -\sin(x)$
$1 + \cot^2 x \equiv \operatorname{cosec}^2 x$	$\tan 2A \equiv \frac{2 \tan A}{1 - \tan^2 A}$	$y = e^x$	$\frac{dy}{dx} = e^x$
$\int \frac{1}{x} dx =$	$\ln x + c$	$y = \ln x$	$\frac{dy}{dx} = \frac{1}{x}$
Integration by parts $\int u \frac{dv}{dx} dx = uv - \int v \frac{du}{dx} dx$	$\int \frac{f'(x)}{f(x)} dx = \ln f(x) $	$y = a^x$	$\frac{dy}{dx} = a^x \ln a$



SPaG

Grammar: Write in Sentences

A sentence is a group of words that make sense. Sentences start with a capital letter and end with a full stop, question mark or exclamation mark. All sentences contain clauses. You should try to use a range of sentences when writing. There are three main types of sentences.

Simple sentence: A sentence containing one main clause with a **subject** and a **verb**.

He reads.

Literacy is important.

Compound sentence: Two simple sentences joined with a conjunction. Both of these simple sentences would make sense on their own. Varying conjunctions makes your writing more interesting.

He read his book because it was written by his favourite author.

Literacy is important so students had an assembly about reading.

Complex sentence: A longer sentence containing a main clause and one or more subordinate clause(s), used to add more detail. The main clause makes sense on its own. However, a subordinate clause would not make sense on its own, it needs the main clause to make sense. The subordinate clause is separated by a comma (s) and/or conjunction. The clause can go at the beginning, middle or end of the sentence.

He read his book even though it was late.

Even though it was late, he read his book.

He read his book, even though it was late, because it was written by his favourite author.

How can you develop your sentences?

1. Start sentences in different ways. For example, you can start sentences with adjectives, adverbs or verbs.

Adjective: Funny books are my favourite!

Adverb: Regularly reading helps me develop a reading habit.

Verb: Looking at the front cover is a good way to choose a reading book.

2. Use a range of **punctuation**.

3. **Nominalisation**

Nominalisation is the noun form of verbs; verbs become concepts rather than actions. Nominalisation is often used in academic writing. For example:

It is important to read because it helps you in lots of ways.

Becomes: Reading is beneficial in many ways.

Germany invaded Poland in 1939. This was the immediate cause of the Second World War breaking out. Becomes:

Germany's invasion of Poland in 1939 was the immediate cause of the outbreak of the Second World War.

Connectives and Conjunctions

Cause And Effect	Because So Consequently Therefore Thus
Addition	And Also In addition Further (more)
Comparing	Whereas However Similarly Yet As with/ equally/Likewise
Sequencing	Firstly Initially Then Subsequently Finally After
Emphasis	Importantly Significantly In particular Indeed
Subordinate	Who, despite, until, if, while, as, although, even though, that, which

SPaG: Spelling and Punctuation**Punctuation**

Use a range of punctuation accurately when you are writing.

. Full stop Marks the end of a sentence.

, Comma Separates the items on a list or the clauses in a sentence.

' Apostrophe Shows possession (belonging) or omission (letters taken away).

“ ” Quotation marks Indicate a quotation or speech.

‘ ’ Inverted commas Indicate a title.

? Question mark Used at the end of a sentence that asks a question.

! Exclamation mark Used at the end of a sentence to show surprise or shock.

: Colon Used to introduce a list or an explanation/ elaboration/ answer to what preceded. A capital letter is only needed after a colon if you are writing a proper noun (name of person or place) or two or more sentences.

; Semi-colon Joins two closely related clauses that could stand alone as sentences. Also used to separate items on a complicated list. A capital letter is not needed after a semi-colon unless you are writing a proper noun (name of person or place).

Brackets Used to add extra information which is not essential in the sentence.

Spelling

Use the following strategies to help you spell tricky words.

1. Break it into sounds (d-i-a-r-y)

2. Break it into syllables (re-mem-ber)

3. Break it into affixes (dis + satisfy)

4. Use a mnemonic (necessary - one collar, two sleeves)

5. Refer to word in the same family (muscle - muscular)

6. Say it as it sounds - spell speak (Wed-nes day)

7. Words within words (Parliament - I AM parliament)

8. Refer to etymology (bi + cycle = two + wheels)

9. Use analogy (bright, light, night, etc)

10. Use a key word to remember a spelling rule (horrible/drinkable for -ible & -able / advice/advise for -ice & -ise)

11. Apply spelling rules (writing, written)

12. Learn by sight (look-cover-say-write check)