

## Overall Curriculum Goals

AQA – Teacher 1 Pure, Teacher 2 Discrete and Stats

A Level Further Maths aims to encourage learners to:

- Answer questions that test the content synoptically
- apply the knowledge they have learnt throughout the course in unfamiliar areas

Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
<b>KEY IDEAS/CONCEPTS</b>	<b>KEY IDEAS/CONCEPTS</b>	<b>KEY IDEAS/CONCEPTS</b>	<b>KEY IDEAS/CONCEPTS</b>	<b>KEY IDEAS/CONCEPTS</b>	<b>KEY IDEAS/CONCEPTS</b>
<p><b>Complex Numbers (T1)</b> Properties and arithmetic, solving polynomial equations, Argand diagrams, Modulus-argument form and Loci</p> <p><b>Roots of Polynomials (T1)</b> Roots of polynomials and forming polynomials with related roots</p> <p><b>Networks and Network Flows (T2)</b> Minimum spanning trees, the route inspection problem, the travelling salesperson problem. Interpret flow problems, maximum flow minimum cut theorem</p> <p><b>Graph Theory (T2)</b> Language of graphs, Eulerian, semi eulerian, Hamiltonian Eulers formula Bipartite graphs, adjacency matrix</p>	<p><b>Inequalities and Rational Functions (T1)</b> Solving Inequalities Graphs of rational functions</p> <p><b>Vectors (T1)</b> Vector equation of a line Scalar product Finding distances</p> <p><b>Summations (T1)</b> Summing series Method of differences Maclaurin series</p> <p><b>Critical Path Analysis (T2)</b> Activity network Critical activities and paths Limitations and working in context</p> <p><b>Linear Programming (T2)</b> Optimisation problems Graphical representation</p> <p><b>Game Theory (T2)</b> Zero Sum games Mixed strategy games</p>	<p><b>Matrices (T1)</b> Properties and arithmetic Transformations, Systems of linear equations</p> <p><b>Proof (T1)</b> Mathematical Induction</p> <p><b>Calculus (T1)</b> Mean Values Volume of revolution</p> <p><b>Discrete Random Variables (T2)</b> Discrete Distributions and expectations</p> <p><b>Poisson Distribution (T2)</b> Poisson Distribution Know the Poisson formula and calculate Poisson probabilities Know mean, variance and standard deviation of a Poisson distribution. Understand the distribution of the sum of independent Hypothesis Testing Type I and Type II errors</p>	<p><b>Polar Coordinates (T1)</b> Convert between polar and cartesian coordinates Sketch curves with <math>r</math> given as a function of <math>\theta</math>, including use of trigonometric functions.</p> <p><b>Hyperbolic Functions (T1)</b> Hyperbolic functions Inverse hyperbolic functions Derive and use the logarithmic forms of the inverse hyperbolic functions. Recall and use identities</p> <p><b>Chi Tests for association (T2)</b> Contingency tables <math>\chi^2</math> statistic with appropriate degrees of freedom Expected values Sources of association</p> <p><b>Confidence Intervals (T2)</b> Confidence intervals for the mean of a normal distribution with known variance</p>	<p>Review + consolidate knowledge learnt so far, practice applying knowledge to unfamiliar areas and prepare for Finals</p>	

Simple graphs, simple connected graphs and trees		<b>Continuous Random Variables (T2)</b> Probability density function Probability Median and Quartiles Mean, Variance and standard deviation expectation and variance of linear functions of CRVs	confidence intervals from large samples, of the mean of a normal distribution with unknown variance. Make inferences from constructed or given confidence intervals.		

KS 5: Year 13

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<u>KEY IDEAS/CONCEPTS</u>	<u>KEY IDEAS/CONCEPTS</u>	<u>KEY IDEAS/CONCEPTS</u>	<u>KEY IDEAS/CONCEPTS</u>	<u>KEY IDEAS/CONCEPTS</u>	<u>KEY IDEAS/CONCEPTS</u>
<p><b>Complex Number (T1)</b></p> <ul style="list-style-type: none"> <li>• Understand de Moivre’s Theorem and use it to find multiple angle formulae and sums of series (B8)</li> <li>• Know and use Euler’s formula for complex numbers (B9)</li> <li>• Find the nth distinct roots of <math>re^{i\theta}</math> for <math>r</math> not equal to 0 and know that they form the vertices of a regular n-gon in the Argand diagram. (B10)</li> <li>• Use complex roots of unity to solve geometric problems (B11)</li> </ul> <p><b>Hyperbolic Functions (T1)</b></p> <ul style="list-style-type: none"> <li>• Understand the definitions of</li> </ul>	<p><b>Polar Graphs (T1)</b></p> <ul style="list-style-type: none"> <li>• Find the area enclosed by a polar curve (G3)</li> </ul> <p><b>Differential Equations (T1)</b></p> <ul style="list-style-type: none"> <li>• Find and use an integrating factor to solve differential equations and recognise when it is appropriate to do so. (I1)</li> <li>• Find both general and particular solutions of differential equations (I2)</li> <li>• Use differential equations in modelling in kinematics and in other contexts (I3)</li> <li>• Solve homogeneous differential equations by using</li> </ul>	<p><b>Matrices (T1)</b></p> <ul style="list-style-type: none"> <li>• Calculate determinants of 2x2 matrices and 3x3 matrices and interpret as scale factors, including the effect on orientation (C5)</li> <li>• Understand and use singular and non-singular matrices; properties of inverse matrices. Calculate and use the inverse of non-singular 2x2 matrices and 3x3 matrices (C6)</li> <li>• Solve three linear simultaneous equations in three variables by use of the inverse matrix (C7)</li> </ul>	<p>Review + consolidate knowledge learnt so far, practice applying knowledge to unfamiliar areas and prepare for Finals</p>	<p>Review + consolidate knowledge learnt so far, practice applying knowledge to unfamiliar areas and prepare for Finals</p>	

<p>hyperbolic functions including their domains and ranges and be able to sketch their graphs. Understand the definitions of the reciprocal hyperbolic functions including their domains and ranges (H1)</p> <ul style="list-style-type: none"> <li>Differentiate and integrate hyperbolic functions (H2)</li> <li>Understand and be able to use the definitions of the inverse hyperbolic functions and their domains and ranges (H3)</li> <li>Derive and use the logarithmic forms of the inverse hyperbolic functions (H4)</li> <li>Integrate functions using hyperbolic substitutions and be able to choose substitutions to integrate associated functions (H5)</li> <li>Understand and use associated hyperbolic identities (H6)</li> <li>Construct proofs involving hyperbolic functions and identities (H7)</li> </ul> <p>Improper integrals and inverse trigonometric functions (T1)</p> <ul style="list-style-type: none"> <li>Evaluate improper integrals where</li> </ul>	<p>the auxiliary equation (I4)</p> <ul style="list-style-type: none"> <li>Solve non-homogeneous differential equations by solving the homogeneous case and adding a particular integral to the complementary function (I5)</li> <li>Understand and use the relationship between cases when the discriminant of the auxiliary equation is positive, zero and negative and the form of solution of the differential equation (I6)</li> </ul> <p>SHM, modelling damped oscillations and coupled equations (T1)</p> <ul style="list-style-type: none"> <li>Solve the equation for SHM and relate the solution to the motion (I7)</li> <li>Model damped oscillations using second order differential equations and interpret their solutions. Understand light, critical and heavy damping and be able to determine when each will occur (I8)</li> <li>Analyse and interpret models of situations with one</li> </ul>	<ul style="list-style-type: none"> <li>Interpret geometrically the solution and failure of three simultaneous linear equations (C8)</li> <li>Factorisation of determinants using rows and column operations (C9)</li> <li>Find eigenvalues and eigenvectors of 2x2 and 3x3 matrices. Find and use the characteristic equation. Understand the geometrical significance of eigenvalues and eigenvectors (C10)</li> <li>Diagonalisation of matrices when the eigenvalues are real (C11)</li> </ul> <p>Vectors (T1)</p> <ul style="list-style-type: none"> <li>Understand and use the vector and Cartesian forms of the equation of a plane (F2)</li> <li>Calculate the scalar product and use it to calculate the angle between two lines, to express the equation of a plane, and to calculate the angle between two planes and the angle between a line and a plane (F3)</li> <li>Calculate and understand the properties of the vector product. Use</li> </ul>			
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<p>either the integrand is undefined at a value in the range of integration of the range of integration extends to infinity (E1)</p> <ul style="list-style-type: none"> <li>Integrate using partial fractions (extend to quadratic factors in the denominator) (E4)</li> <li>Differentiate inverse trigonometric functions (E5)</li> <li>Integrate functions using trigonometric substitutions and be able to choose trigonometric substitutions to integrate associated functions (E6)</li> <li>Arc length and area of surface of revolution for curves expressed in Cartesian or parametric coordinates (E7)</li> <li>Derivation and use of reduction formulae for integration (E8)</li> <li>Appropriate limits applied to improper integrals (E9)</li> </ul> <p>Further Curves (T1)</p> <ul style="list-style-type: none"> <li>Modulus of functions and associated inequalities (D10)</li> <li>Graphs of <math>y = \text{modulus of } f(x)</math>, its reciprocal (D11)</li> </ul>	<p>independent variable and two dependent variables as a pair of coupled first order simultaneous equations and be able to solve them, for example predator-prey models (I9)</p> <ul style="list-style-type: none"> <li>Use of Hooke's law to formulate a differential equation for SHM (I10)</li> <li>Use models for damped motion when sampling force is proportional to the velocity (I11)</li> </ul> <p>Graph Theory and Game Theory (T2)</p> <ul style="list-style-type: none"> <li>Use Kuratowski's Theorem to determine the planarity of graphs (DA4)</li> <li>Recognise and find isomorphism between graphs (DA7)</li> <li>Recap of game theory from year 12</li> </ul> <p>Linear Programming (T2)</p> <ul style="list-style-type: none"> <li>Use the Simple algorithm for optimising (maximising and minimising) an objective function including the use of slack variables (DD3)</li> <li>Interpret a Simplex tableau (DD4)</li> </ul>	<p>vector products to find the area of a triangle (F5)</p> <ul style="list-style-type: none"> <li>Find the intersection of a line and a plane and calculate the perpendicular distance between two lines, from a point to a line and from a point to a plane (F6)</li> </ul> <p>Network Flows, Binary Operations and Group Theory(T2)</p> <ul style="list-style-type: none"> <li>Augment flows and determine the maximum flow in a network (DC5)</li> <li>Solve problems including arcs with upper and lower capacities (DC6)</li> <li>Refine network flow problems including using nodes of restricted capacity (DC7)</li> <li>Understand and use the language of groups including: order, period, subgroup, proper, trivial and non-trivial (DG7)</li> <li>Understand and use the group axioms: closure, identity, inverses and associativity, including use of Cayley tables (DG8)</li> <li>Recognise and use finite and infinite groups and their</li> </ul>			
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<ul style="list-style-type: none"> <li>• Graphs of rational functions including cases when some of these coefficients are zero; asymptotes parallel to coordinate axes; oblique asymptotes (D13)</li> <li>• Single transformations of curves involving translations, stretches parallel to coordinate axes and reflections in the coordinate axes and the lines <math>y = x</math> and <math>y = -x</math>. Extend to composite transformations including rotations and enlargements (D16)</li> </ul> <p>Hypothesis testing, Type I and II errors and Confidence Intervals (T2)</p> <ul style="list-style-type: none"> <li>• Test for the mean of a normal distribution with unknown variance using a t-statistic with appropriate degrees of freedom (SG1)</li> <li>• Construct symmetric confidence intervals for the mean of a normal distribution with known variance (SH1)</li> <li>• Construct symmetric confidence intervals from large samples, of the mean of a normal distribution</li> </ul>	<ul style="list-style-type: none"> <li>• Convert higher order games to linear programming problems and solve using Simplex algorithm (DF6)</li> </ul>	<p>subgroups, including: groups of symmetries of regular polygons, cyclic groups and abelian groups (DG9)</p> <ul style="list-style-type: none"> <li>• Understand and use Lagrange's theorem (DG10)</li> <li>• Identify and use the generators of a group (DG11)</li> <li>• Recognise and find isomorphism between groups of finite order (DG12)</li> </ul>			
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<p>with unknown variance (SH2)</p> <ul style="list-style-type: none"> <li>• Make inferences from constructed or given confidence intervals (SH3)</li> <li>• Construct symmetric confidence intervals from small samples, of the mean of a normal distribution with unknown variance using the t-distribution (SH4)</li> <li>• Understand and use a cumulative distribution function <math>F(x)</math>. Know the relationship between <math>F(x)</math> and <math>f(x)</math> (SD6)</li> <li>• Understand the rectangular distribution. Know the conditions for it to be used as a model. Calculate probabilities from a rectangular distribution. Know proofs of mean, variance and standard deviation for a rectangular distribution (SD7)</li> </ul> <p>Chi Squared Tests and Mixed drv and crv (T2)</p> <ul style="list-style-type: none"> <li>• Construction of <math>n \times m</math> contingency tables (SE1)</li> <li>• Use of formula to calculate chi squared statistics with appropriate degrees of freedom (SE2)</li> </ul>					
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<ul style="list-style-type: none"> <li>• Know and use the convention that <math>E_i</math> should be greater than 5 (SE3)</li> <li>• Identification of sources of association in the context of a question (SE4)</li> <li>• Knowledge of when and how to apply Yates' correction (SE5)</li> <li>• Find the mean, variance and standard deviation for functions of a DRV (SA5)</li> </ul> <p>Poisson Distribution (T2)</p> <ul style="list-style-type: none"> <li>• Recap from year 12 coverage</li> </ul>					
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