Revision checklist - Foundation

GCSE (9-1) content Ref.	Subject content	All GCSE maths learners should have confidence and competence to…	Foundation tier learners should also be able to…	Revision notes	Tick when achieved!
OCR 1	**Number Operations and Integers**				
1.01	**Calculations with integers**				
1.01a	Four rules	Use non-calculator methods to calculate the sum, difference, product and quotient of positive and negative whole numbers.			
1.02	**Whole number theory**				
1.02a	Definitions and terms	Understand and use the terms odd, even, prime, factor (divisor), multiple, common factor (divisor), common multiple, square, cube, root. Understand and use place value.			
1.02b	Prime numbers	Identify prime numbers less than 20. Express a whole number as a product of its prime factors. e.g. $24 = 2 \times 2 \times 2 \times 3$ Understand that each number can be expressed as a product of prime factors in only one way.	Identify prime numbers. Use power notation in expressing a whole number as a product of its prime factors. e.g. $600 = 2^3 \times 3 \times 5^2$		
1.02c	Highest Common Factor (HCF) and Lowest Common Multiple (LCM)	Find the HCF and LCM of two whole numbers by listing.	Find the HCF and LCM of two whole numbers from their prime factorisations.		

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1.03	**Combining arithmetic operations**				
1.03a	Priority of operations	Know the conventional order for performing calculations involving brackets, four rules and powers, roots and reciprocals.			
1.04	**Inverse operations**				
1.04a	Inverse operations	Know that addition and subtraction, multiplication and division, and powers and roots, are inverse operations and use this to simplify and check calculations, for example in reversing arithmetic in "I'm thinking of a number" or "missing digit" problems. e.g. $223-98=223+2-100=125$ $25\times12=50\times6=100\times3=300$ *[see also Calculation and estimation of powers and roots, 3.01b]*			
OCR 2	**Fractions, Decimals and Percentages**				
2.01	**Fractions**				
2.01a	Equivalent fractions	Recognise and use equivalence between simple fractions and mixed numbers. e.g. $\frac{2}{6}=\frac{1}{3}$ $2\frac{1}{2}=\frac{5}{2}$			

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2.01b	Calculations with fractions	Add, subtract, multiply and divide simple fractions (proper and improper), including mixed numbers and negative fractions. e.g. $1\frac{1}{2}+\frac{3}{4}$ $\frac{5}{6}\times\frac{3}{10}$ $^{-}3\times\frac{4}{5}$	Carry out more complex calculations, including the use of improper fractions. e.g. $\frac{2}{5}+\frac{5}{6}$ $\frac{2}{3}+\frac{1}{2}\times\frac{3}{5}$		
2.01c	Fractions of a quantity	Calculate a fraction of a quantity. e.g. $\frac{2}{5}$ of £3.50 Express one quantity as a fraction of another. *[see also Ratios and fractions, 5.01c]*	Calculate with fractions greater than 1.		
2.02	**Decimal fractions**				
2.02a	Decimals and fractions	Express a simple fraction as a terminating decimal or vice versa, without a calculator. e.g. $0.4=\frac{2}{5}$ Understand and use place value in decimals.	Use division to convert a simple fraction to a decimal. e.g. $\frac{1}{6}=0.16666...$		
2.02b	Addition, subtraction and multiplication of decimals	Add, subtract and multiply decimals including negative decimals, without a calculator.			

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2.02c	Division of decimals	Divide a decimal by a whole number, including negative decimals, without a calculator. e.g. $0.24 \div 6$	Without a calculator, divide a decimal by a decimal. e.g. $0.3 \div 0.6$		
2.03	**Percentages**				
2.03a	Percentage conversions	Convert between fractions, decimals and percentages. e.g. $\frac{1}{4} = 0.25 = 25\%$ $1\frac{1}{2} = 150\%$			
2.03b	Percentage calculations	Understand percentage is 'number of parts per hundred'. Calculate a percentage of a quantity, and express one quantity as a percentage of another, with or without a calculator.			

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2.03c	Percentage change	Increase or decrease a quantity by a simple percentage, including simple decimal or fractional multipliers. Apply this to simple original value problems and simple interest. e.g. Add 10% to £2.50 by either finding 10% and adding, or by multiplying by 1.1 or $\frac{110}{100}$ Calculate original price of an item costing £10 after a 50% discount.	Express percentage change as a decimal or fractional multiplier. Apply this to percentage change problems (including original value problems). *[see also Growth and decay, 5.03a]*		
2.04	**Ordering fractions, decimals and percentages**				
2.04a	Ordinality	Order integers, fractions, decimals and percentages. e.g. $\frac{4}{5}$, $\frac{3}{4}$, 0.72, $^{-}0.9$			
2.04b	Symbols	Use <, >, ≤, ≥, =, ≠			
OCR 3	**Indices and Surds**				
3.01	**Powers and roots**				
3.01a	Index notation	Use positive integer indices to write, for example, $2\times2\times2\times2=2^4$	Use negative integer indices to represent reciprocals.		

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3.01b	Calculation and estimation of powers and roots	Calculate positive integer powers and exact roots. e.g. $2^4 = 16$ $\sqrt{9} = 3$ $\sqrt[3]{8} = 2$ Recognise simple powers of 2, 3, 4 and 5. e.g. $27 = 3^3$ *[see also Inverse operations,1.04a]*	Calculate with integer powers. e.g. $2^{-3} = \frac{1}{8}$ Calculate with roots.		
3.01c	Laws of indices	*[see also Simplifying products and quotients,6.01c]*	Know and apply: $a^m \times a^n = a^{m+n}$ $a^m \div a^n = a^{m-n}$ $(a^m)^n = a^{mn}$ *[see also Calculations with numbers in standard form, 3.02b, Simplifying products and quotients,6.01c]*		
3.02	**Standard form**				
3.02a	Standard form	Interpret and order numbers expressed in standard form. Convert numbers to and from standard form. e.g. $1320 = 1.32 \times 10^3$, $0.00943 = 9.43 \times 10^{-3}$			

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3.02b	Calculations with numbers in standard form	Use a calculator to perform calculations with numbers in standard form.	Add, subtract, multiply and divide numbers in standard form, without a calculator. *[see also Laws of Indices, 3.01c]*		
3.03	**Exact calculations**				
3.03a	Exact calculations	Use fractions in exact calculations without a calculator.	Use multiples of π in exact calculations without a calculator.		
OCR 4	**Approximation and Estimation**				
4.01	**Approximation and estimation**				
4.01a	Rounding	Round numbers to the nearest whole number, ten, hundred, etc or to a given number of significant figures (sf) or decimal places (dp).	Round answers to an appropriate level of accuracy.		
4.01b	Estimation	Estimate or check, without a calculator, the result of a calculation by using suitable approximations. e.g. Estimate, to one significant figure, the cost of 2.8 kg of potatoes at 68p per kg.	Estimate or check, without a calculator, the result of more complex calculations including roots. Use the symbol $\approx$ appropriately. e.g. $\sqrt{\frac{2.9}{0.051\times 0.62}} \approx 10$		

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4.01c	Upper and lower bounds		Use inequality notation to write down an error interval for a number or measurement rounded or truncated to a given degree of accuracy. e.g. If $x = 2.1$ rounded to 1 dp, then $2.05 \leq x < 2.15$. If $x = 2.1$ truncated to 1 dp, then $2.1 \leq x < 2.2$. Apply and interpret limits of accuracy.		
OCR 5	**Ratio, Proportion and Rates Of Change**				
5.01	**Calculations with ratio**				
5.01a	Equivalent ratios	Find the ratio of quantities in the form $a : b$ and simplify. Find the ratio of quantities in the form $1 : n$. e.g. 50 cm : 1.5 m = 50 : 150 = 1 : 3			
5.01b	Division in a given ratio	Split a quantity into two parts given the ratio of the parts. e.g. £2.50 in the ratio 2 : 3 Express the division of a quantity into two parts as a ratio. Calculate one quantity from another, given the ratio of the two quantities.	Split a quantity into three or more parts given the ratio of the parts.		

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5.01c	Ratios and fractions	Interpret a ratio of two parts as a fraction of a whole. e.g. £9 split in the ratio $2:1$ gives parts $\frac{2}{3}\times$£9 and $\frac{1}{3}\times$£9. *[see also Fractions of a quantity, 2.01c]*			
5.01d	Solve ratio and proportion problems	Solve simple ratio and proportion problems. e.g. Adapt a recipe for 6 for 4 people. Understand the relationship between ratio and linear functions.			
5.02	**Direct and inverse proportion**				
5.02a	Direct proportion	Solve simple problems involving quantities in direct proportion including algebraic proportions. e.g. Using equality of ratios, if $y \propto x$, then $\frac{y_1}{y_2}=\frac{x_1}{x_2}$ or $\frac{y_1}{x_1}=\frac{y_2}{x_2}$. Currency conversion problems. *[see also Similar shapes, 9.04c]*	Solve more formal problems involving quantities in direct proportion (i.e. where $y \propto x$). Recognise that if $y=kx$, where k is a constant, then y is proportional to x.		

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5.02b	Inverse proportion	Solve simple word problems involving quantities in inverse proportion or simple algebraic proportions. e.g. speed–time contexts (if speed is doubled, time is halved).	Solve more formal problems involving quantities in inverse proportion (i.e. where $y \propto \frac{1}{x}$). Recognise that if $y = \frac{k}{x}$, where k is a constant, then y is inversely proportional to x.		
5.03	**Discrete growth and decay**				
5.03a	Growth and decay	Calculate simple interest including in financial contexts.	Solve problems step-by-step involving multipliers over a given interval, for example compound interest, depreciation, etc. e.g. A car worth £15 000 new depreciating by 30%, 20% and 15% respectively in three years. *[see also Percentage change, 2.03c]*		
OCR 6	**Algebra**				

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6.01	**Algebraic expressions**				
6.01a	Algebraic terminology and proofs	Understand and use the concepts and vocabulary of expressions, equations, formulae, inequalities, terms and factors.	Recognise the difference between an equation and an identity, and show algebraic expressions are equivalent. e.g. show that $(x+1)^2+2=x^2+2x+3$ Use algebra to construct arguments.		
6.01b	Collecting like terms in sums and differences of terms	Simplify algebraic expressions by collecting like terms. e.g. $2a+3a=5a$			
6.01c	Simplifying products and quotients	Simplify algebraic products and quotients. e.g. $a\times a\times a=a^3$ $2a\times 3b=6ab$ $a^2\times a^3=a^5$ $3a^3\div a=3a^2$ *[see also Laws of indices, 3.01c]*			
6.01d	Multiplying out brackets	Simplify algebraic expressions by multiplying a single term over a bracket. e.g. $2(a+3b)=2a+6b$ $2(a+3b)+3(a-2b)=5a$	Expand products of two binomials. e.g. $(x-1)(x-2)=x^2-3x+2$ $(a+2b)(a-b)=a^2+ab-2b^2$		

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6.01e	Factorising	Take out common factors. e.g. $3a-9b=3(a-3b)$ $2x+3x^2=x(2+3x)$	Factorise quadratic expressions of the form x^2+bx+c. e.g. $x^2-x-6=(x-3)(x+2)$ $x^2-16=(x-4)(x+4)$ $x^2-3=\left(x-\sqrt{3}\right)\left(x+\sqrt{3}\right)$		
6.02	**Algebraic formulae**				
6.02a	Formulate algebraic expressions		Formulate simple formulae and expressions from real-world contexts. e.g. Cost of car hire at £50 per day plus 10p per mile. The perimeter of a rectangle when the length is 2 cm more than the width.		
6.02b	Substitute numerical values into formulae and expressions	Substitute positive numbers into simple expressions and formulae to find the value of the subject. e.g. Given that $v=u+at$, find v when t = 1, a = 2 and u = 7	Substitute positive or negative numbers into more complex formulae, including powers, roots and algebraic fractions. e.g. $v=\sqrt{u^2+2as}$ with u = 2.1, s = 0.18, $a=^{-}9.8$.		

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6.02c	Change the subject of a formula	Rearrange formulae to change the subject, where the subject appears once only. e.g. Make *d* the subject of the formula $c = \pi d$. Make *x* the subject of the formula $y = 3x - 2$.	Rearrange formulae to change the subject, including cases where the subject appears twice, or where a power or reciprocal of the subject appears. e.g. Make *t* the subject of the formulae (i) $s = \frac{1}{2}at^2$ (ii) $v = \frac{x}{t}$ (iii) $2ty = t + 1$		
6.02d	Recall and use standard formulae	Recall and use: Circumference of a circle $2\pi r = \pi d$ Area of a circle πr^2	Recall and use: Pythagoras' theorem $a^2 + b^2 = c^2$ Trigonometry formulae $\sin\theta = \frac{o}{h}$, $\cos\theta = \frac{a}{h}$, $\tan\theta = \frac{o}{a}$		

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6.02e	Use kinematics formulae	Use: $v = u + at$ $s = ut + \frac{1}{2}at^2$ $v^2 = u^2 + 2as$ where a is constant acceleration, u is initial velocity, v is final velocity, s is displacement from position when $t = 0$ and t is time taken.			
6.03	**Algebraic equations**				
6.03a	Linear equations in one unknown	Solve linear equations in one unknown algebraically. e.g. Solve $3x - 1 = 5$	Set up and solve linear equations in mathematical and non-mathematical contexts, including those with the unknown on both sides of the equation. e.g. Solve $5(x - 1) = 4 - x$ Interpret solutions in context.		
6.03b	Quadratic equations		Solve quadratic equations with coefficient of x^2 equal to 1 by factorising. e.g. Solve $x^2 - 5x + 6 = 0$. Find x for an x cm by $(x + 3)$ cm rectangle of area 40 cm^2.		

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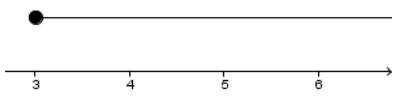
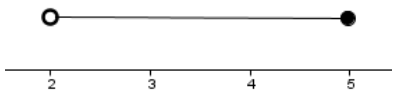
6.03c	Simultaneous equations		Set up and solve two linear simultaneous equations in two variables algebraically. e.g. Solve simultaneously $2x+3y=18$ and $y=3x-5$		
6.03d	Approximate solutions using a graph	Use a graph to find the approximate solution of a linear equation.	Use graphs to find approximate roots of quadratic equations and the approximate solution of two linear simultaneous equations.		
6.04	**Algebraic inequalities**				
6.04a	Inequalities in one variable	Understand and use the symbols <, ≤, > and ≥	Solve linear inequalities in one variable, expressing solutions on a number line using the conventional notation. e.g. $2x+1\geq 7$  $1<3x-5\leq 10$ 		

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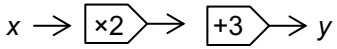
6.05	**Language of functions**				
6.05a	Functions	Interpret, where appropriate, simple expressions as functions with inputs and outputs. e.g. $y = 2x + 3$ as 			
6.06	**Sequences**				
6.06a	Generate terms of a sequence	Generate a sequence by spotting a pattern or using a term-to-term rule given algebraically or in words. e.g. Continue the sequences 1, 4, 7, 10, ... 1, 4, 9, 16, ... Find a position-to-term rule for simple arithmetic sequences, algebraically or in words. e.g. 2, 4, 6, … $2n$ 3, 4, 5, … $n + 2$	Generate a sequence from a formula for the nth term. e.g. nth term = $n^2 + 2n$ gives 3, 8, 15, … Find a formula for the nth term of an arithmetic sequence. e.g. 40, 37, 34, 31, … $43 – 3n$		
6.06b	Special sequences	Recognise sequences of triangular, square and cube numbers, and simple arithmetic progressions.	Recognise Fibonacci and quadratic sequences, and simple geometric progressions (r^n where n is an integer and r is a rational number > 0).		
OCR 7	**Graphs of Equations and Functions**				

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7.01	**Graphs of equations and functions**				
7.01a	*x*- and *y*-coordinates	Work with *x*- and *y*- coordinates in all four quadrants.			
7.01b	Graphs of equations and functions	Use a table of values to plot graphs of linear and quadratic functions. e.g. $y = 2x + 3$ $y = 2x^2 + 1$	Use a table of values to plot other polynomial graphs and reciprocals. e.g. $y = x^3 - 2x$ $y = x + \frac{1}{x}$ $2x + 3y = 6$		
7.01c	Polynomial functions	Recognise and sketch the graphs of simple linear and quadratic functions. e.g. $y = 2$, $x = 1$, $y = 2x$, $y = x^2$	Recognise and sketch graphs of: $y = x^3$, $y = \frac{1}{x}$. Identify intercepts and, using symmetry, the turning point of graphs of quadratic functions. Find the roots of a quadratic equation algebraically.		
7.02	**Straight line graphs**				
7.02a	Straight line graphs	Find and interpret the gradient and intercept of straight lines, graphically and using $y = mx + c$.	Use the form $y = mx + c$ to find and sketch equations of straight lines. Find the equation of a line through two given points, or through one point with a given gradient.		
7.02b	Parallel and perpendicular lines		Identify and find equations of parallel lines.		

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7.04	**Interpreting graphs**				
7.04a	Graphs of real-world contexts	Construct and interpret graphs in real-world contexts. e.g. distance-time money conversion temperature conversion *[see also Direct proportion, 5.02a, Inverse proportion, 5.02b]*	Recognise and interpret graphs that illustrate direct and inverse proportion.		
7.04b	Gradients	Understand the relationship between gradient and ratio.	Interpret straight line gradients as rates of change. e.g. Gradient of a distance-time graph as a velocity.		
OCR 8	**Basic Geometry**				
8.01	**Conventions, notation and terms** Learners will be expected to be familiar with the following geometrical skills, conventions, notation and terms, which will be assessed in questions at both tiers.				
8.01a	2D and 3D shapes	Use the terms points, lines, line segments, vertices, edges, planes, parallel lines, perpendicular lines.			
8.01b	Angles	Know the terms acute, obtuse, right and reflex angles. Use the standard conventions for labelling and referring to the sides and angles of triangles. e.g. AB, $\angle ABC$, angle ABC, *a* is the side opposite angle A			
8.01c	Polygons	Know the terms: • regular polygon • scalene, isosceles and equilateral triangle • quadrilateral, square, rectangle, kite, rhombus, parallelogram, trapezium • pentagon, hexagon, octagon.			
8.01d	Polyhedra and other solids	Recognise the terms face, surface, edge, and vertex, cube, cuboid, prism, cylinder, pyramid, cone and sphere.			

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8.01e	Diagrams	Draw diagrams from written descriptions as required by questions.			
8.01f	Geometrical instruments	Use a ruler to construct and measure straight lines. Use a protractor to construct and measure angles. Use compasses to construct circles.			
8.01g	*x*- and *y*-coordinates	Use *x*- and *y*-coordinates in plane geometry problems, including transformations of simple shapes.			
8.02	**Ruler and compass constructions**				
8.02a	Perpendicular bisector		Construct the perpendicular bisector and midpoint of a line segment.		
8.02b	Angle bisector		Construct the bisector of an angle formed from two lines.		
8.02c	Perpendicular from a point to a line		Construct the perpendicular from a point to a line. Construct the perpendicular to a line at a point. Know that the perpendicular distance from a point to a line is the shortest distance to the line.		
8.02d	Loci		Apply ruler and compass constructions to construct figures and identify the loci of points, to include real-world problems. Understand the term ‘equidistant’.		

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8.03	**Angles**				
8.03a	Angles at a point	Know and use the sum of the angles at a point is 360°.	Apply these angle facts to find angles in rectilinear figures, and to justify results in simple proofs. e.g. The sum of the interior angles of a triangle is 180°.		
8.03b	Angles on a line	Know that the sum of the angles at a point on a line is 180°.			
8.03c	Angles between intersecting and parallel lines	Know and use: vertically opposite angles are equal alternate angles on parallel lines are equal corresponding angles on parallel lines are equal.			
8.03d	Angles in polygons	Derive and use the sum of the interior angles of a triangle is 180°. Derive and use the sum of the exterior angles of a polygon is 360°. Find the sum of the interior angles of a polygon. Find the interior angle of a regular polygon.	Apply these angle facts to find angles in rectilinear figures, and to justify results in simple proofs. e.g. The sum of the interior angles of a triangle is 180°.		
8.04	**Properties of polygons**				
8.04a	Properties of a triangle	Know the basic properties of isosceles, equilateral and right-angled triangles. Give geometrical reasons to justify these properties.	Use these facts to find lengths and angles in rectilinear figures and in simple proofs.		

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8.04b	Properties of quadrilaterals	Know the basic properties of the square, rectangle, parallelogram, trapezium, kite and rhombus. Give geometrical reasons to justify these properties.	Use these facts to find lengths and angles in rectilinear figures and in simple proofs.		
8.04c	Symmetry	Identify reflection and rotation symmetries of triangles, quadrilaterals and other polygons.			
8.05	**Circles**				
8.05a	Circle nomenclature	Understand and use the terms centre, radius, chord, diameter and circumference.	Understand and use the terms tangent, arc, sector and segment.		
8.06	**Three-dimensional shapes**				
8.06a	3-dimensional solids	Recognise and know the properties of the cube, cuboid, prism, cylinder, pyramid, cone and sphere.			
8.06b	Plans and elevations	Interpret plans and elevations of simple 3D solids.	Construct plans and elevations of simple 3D solids, and representations (e.g. using isometric paper) of solids from plans and elevations.		
OCR 9	**Congruence and Similarity**				
9.01	**Plane isometric transformations**				
9.01a	Reflection	Reflect a simple shape in a given mirror line, and identify the mirror line from a shape and its image.	Identify a mirror line $x = a$, $y = b$ or $y = \pm x$ from a simple shape and its image under reflection.		

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9.01b	Rotation	Rotate a simple shape clockwise or anti-clockwise through a multiple of 90° about a given centre of rotation.	Identify the centre, angle and sense of a rotation from a simple shape and its image under rotation.		
9.01c	Translation	Use a column vector to describe a translation of a simple shape, and perform a specified translation.			
9.02	**Congruence**				
9.02a	Congruent triangles	Identify congruent triangles.	Prove that two triangles are congruent using the cases: 3 sides (SSS) 2 angles, 1 side (ASA) 2 sides, included angle (SAS) Right angle, hypotenuse, side (RHS).		
9.02b	Applying congruent triangles		Apply congruent triangles in calculations and simple proofs. e.g. The base angles of an isosceles triangle are equal.		
9.03	**Plane vector geometry**				
9.03a	Vector arithmetic		Understand addition, subtraction and scalar multiplication of vectors.		
9.03b	Column vectors		Represent a 2-dimensional vector as a column vector, and draw column vectors on a square or coordinate grid.		
9.04	**Similarity**				
9.04a	Similar triangles	Identify similar triangles.	Prove that two triangles are similar.		

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9.04b	Enlargement	Enlarge a simple shape from a given centre using a whole number scale factor, and identify the scale factor of an enlargement.	Identify the centre and scale factor (including fractional scale factors) of an enlargement of a simple shape, and perform such an enlargement on a simple shape.		
9.04c	Similar shapes	Compare lengths, areas and volumes using ratio notation and scale factors.	Apply similarity to calculate unknown lengths in similar figures. *[see also Direct proportion, 5.02a]*		
OCR 10	**Mensuration**				
10.01	**Units and measurement**				
10.01a	Units of measurement	Use and convert standard units of measurement for length, area, volume/capacity, mass, time and money.	Use and convert standard units in algebraic contexts.		
10.01b	Compound units	Use and convert simple compound units (e.g. for speed, rates of pay, unit pricing). Know and apply in simple cases: speed = distance ÷ time	Use and convert other compound units (e.g. density, pressure). Know and apply: density = mass ÷ volume Use and convert compound units in algebraic contexts.		

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10.01c	Maps and scale drawings	Use the scale of a map, and work with bearings. Construct and interpret scale drawings.			
10.02	**Perimeter calculations**				
10.02a	Perimeter of rectilinear shapes	Calculate the perimeter of rectilinear shapes.			
10.02b	Circumference of a circle	Know and apply the formula $\text{circumference} = 2\pi r = \pi d$ to calculate the circumference of a circle.	Calculate the arc length of a sector of a circle given its angle and radius.		
10.02c	Perimeter of composite shapes	Apply perimeter formulae in calculations involving the perimeter of composite 2D shapes.			
10.03	**Area calculations**				
10.03a	Area of a triangle	Know and apply the formula: $\text{area} = \frac{1}{2}\text{base} \times \text{height}.$			
10.03b	Area of a parallelogram	Know and apply the formula: $\text{area} = \text{base} \times \text{height}.$ [Includes area of a rectangle]			
10.03c	Area of a trapezium	Calculate the area of a trapezium.			
10.03d	Area of a circle	Know and apply the formula $\text{area} = \pi r^2$ to calculate the area of a circle.	Calculate the area of a sector of a circle given its angle and radius.		

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10.03e	Area of composite shapes	Apply area formulae in calculations involving the area of composite 2D shapes.			
10.04	**Volume and surface area calculations**				
10.04a	Polyhedra	Calculate the surface area and volume of cuboids and other right prisms (including cylinders).			
10.04b	Cones and spheres		Calculate the surface area and volume of spheres, cones and simple composite solids (formulae will be given).		
10.04c	Pyramids		Calculate the surface area and volume of a pyramid (the formula $\frac{1}{3}$ area of base × height will be given).		
10.05	**Triangle mensuration**				
10.05a	Pythagoras' theorem		Know, derive and apply Pythagoras' theorem $a^2 + b^2 = c^2$ to find lengths in right-angled triangles in 2D figures.		
10.05b	Trigonometry in right-angled triangles		Know and apply the trigonometric ratios, $\sin\theta$, $\cos\theta$ and $\tan\theta$ and apply them to find angles and lengths in right-angled triangles in 2D figures. *[see also Similar shapes, 9.04c]*		

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10.05c	Exact trigonometric ratios		Know the exact values of $\sin\theta$ and $\cos\theta$ for $\theta = 0°, 30°, 45°, 60°$ and $90°$. Know the exact value of $\tan\theta$ for $\theta = 0°, 30°, 45°$ and $60°$.		

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OCR 11	**Probability**				
11.01	**Basic probability and experiments**				
11.01a	The probability scale	Use the 0-1 probability scale as a measure of likelihood of random events, for example, 'impossible' with 0, 'evens' with 0.5, 'certain' with 1.			
11.01b	Relative frequency	Record, describe and analyse the relative frequency of outcomes of repeated experiments using tables and frequency trees.			
11.01c	Relative frequency and probability	Use relative frequency as an estimate of probability.	Understand that relative frequencies approach the theoretical probability as the number of trials increases.		

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11.01d	Equally likely outcomes and probability	Calculate probabilities, expressed as fractions or decimals, in simple experiments with equally likely outcomes, for example flipping coins, rolling dice, etc. Apply ideas of randomness and fairness in simple experiments. Calculate probabilities of simple combined events, for example rolling two dice and looking at the totals. Use probabilities to calculate the number of expected outcomes in repeated experiments.			
11.02	**Combined events and probability diagrams**				
11.02a	Sample spaces	Use tables and grids to list the outcomes of single events and simple combinations of events, and to calculate theoretical probabilities. e.g. Flipping two coins. Finding the number of orders in which the letters E, F and G can be written.	Use sample spaces for more complex combinations of events e.g. Recording the outcomes for sum of two dice. Problems with two spinners.		
11.02b	Enumeration	Use systematic listing strategies.			

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11.02c	Venn diagrams and sets	Use a two-circle Venn diagram to enumerate sets, and use this to calculate related probabilities. Use simple set notation to describe simple sets of numbers or objects. e.g. A = {even numbers} B = {mathematics learners} C = {isosceles triangles}	Construct a Venn diagram to classify outcomes and calculate probabilities. Use set notation to describe a set of numbers or objects. e.g. D = $\{x : 1 < x < 3\}$ E = {x : x is a factor of 280}		
11.02d	Tree diagrams		Use tree diagrams to enumerate sets and to record the probabilities of successive events (tree frames may be given and in some cases will be partly completed).		
11.02e	The addition law of probability	Use the addition law for mutually exclusive events. Use p(A) + p(*not* A) = 1	Derive or informally understand and apply the formula $p(A \textit{ or } B) = p(A) + p(B) - p(A \textit{ and } B)$		
11.02f	The multiplication law of probability and conditional probability		Use tree diagrams and other representations to calculate the probability of independent and dependent combined events.		

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OCR 12	**Statistics**				
12.01	**Sampling**				
12.01a	Populations and samples		Define the population in a study, and understand the difference between population and sample. Infer properties of populations or distributions from a sample. Understand what is meant by simple random sampling, and bias in sampling.		
12.02	**Interpreting and representing data**				
12.02a	Categorical and numerical data	Interpret and construct charts appropriate to the data type; including frequency tables, bar charts, pie charts and pictograms for categorical data, vertical line charts for ungrouped discrete numerical data. Interpret multiple and composite bar charts.	Design tables to classify data. Interpret and construct line graphs for time series data, and identify trends (e.g. seasonal variations).		

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12.03	**Analysing data**				
12.03a	Summary statistics	Calculate the mean, mode, median and range for ungrouped data. Find the modal class, and calculate estimates of the range, mean and median for grouped data, and understand why they are estimates. Describe a population using statistics. Make simple comparisons. Compare data sets using 'like for like' summary values. Understand the advantages and disadvantages of summary values.			
12.03b	Misrepresenting data	Recognise graphical misrepresentation through incorrect scales, labels, etc.			

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12.03c	Bivariate data	Plot and interpret scatter diagrams for bivariate data. Recognise correlation.	Interpret correlation within the context of the variables, and appreciate the distinction between correlation and causation. Draw a line of best fit by eye, and use it to make predictions. Interpolate and extrapolate from data, and be aware of the limitations of these techniques.		
12.03d	Outliers	Identify an outlier in simple cases.	Appreciate there may be errors in data from values (outliers) that do not 'fit'. Recognise outliers on a scatter graph.		

