

# Mathematics 10E MYP 5 (Extended) third edition

## TABLE OF CONTENTS

### 1 EXPONENTS

- A Exponent laws
- B Rational exponents
- C Standard form (scientific notation)

### 2 ALGEBRA: EXPANSION

- A The distributive law
- B The product  $(a + b)(c + d)$
- C The difference between two squares
- D The perfect squares expansion
- E Further expansion
- F The binomial expansion

### 3 ALGEBRA: FACTORISATION

- A Common factors
- B Difference between two squares factorisation
- C Perfect squares factorisation
- D Expressions with four terms
- E Factorising  $x^2 + bx + c$
- F Factorising  $ax^2 + bx + c, a \neq 1$
- G Miscellaneous factorisation

### 4 SETS

- A Sets
- B Complement of a set
- C Intersection and union
- D Special number sets
- E Interval notation

### 5 LINEAR EQUATIONS AND INEQUALITIES

- A Linear equations
- B Problem solving with equations
- C Linear inequalities
- D Problem solving with inequalities

### 6 VENN DIAGRAMS

- A Venn diagrams
- B Venn diagram regions
- C Numbers in regions
- D Problem solving with Venn diagrams

### 7 SURDS AND OTHER RADICALS

- A Radicals
- B Properties of radicals
- C Simplest surd form
- D Power equations
- E Operations with radicals
- F Division with surds
- G Equality of surds

### 8 PYTHAGORAS' THEOREM

- A Pythagoras' Theorem
- B Pythagorean triples
- C Problem solving
- D The converse of Pythagoras' theorem

### 9 ALGEBRAIC FRACTIONS

- A Evaluating algebraic fractions
- B Simplifying algebraic fractions
- C Multiplying algebraic fractions
- D Dividing algebraic fractions
- E Adding and subtracting algebraic fractions
- F Equations with algebraic fractions

### 10 FORMULAE

- A Formula construction
- B Substituting into formulae
- C Rearranging formulae
- D Rearrangement and substitution
- E Predicting formulae

### 11 MEASUREMENT

- A Length and perimeter
- B Area
- C Surface area
- D Volume
- E Capacity

### 12 QUADRATIC EQUATIONS

- A Equations of the form  $x^2 = k$
- B The null factor law
- C Solution by factorisation
- D Completing the square
- E The quadratic formula
- F Problem solving
- G Quadratic equations with  $\Delta < 0$
- H The sum and product of roots <sup>^</sup>

### 13 COORDINATE GEOMETRY

- A The distance between two points
- B Midpoints
- C Gradient
- D Parallel and perpendicular lines
- E Using coordinate geometry
- F 3-dimensional coordinate geometry

### 14 STRAIGHT LINES

- A The equation of a line
- B Graphing straight lines
- C Finding the equation of a line
- D Perpendicular bisectors

### 15 SIMULTANEOUS EQUATIONS

- A Graphical solution
- B Solution by substitution
- C Solution by elimination
- D Problem solving
- E Non-linear simultaneous equations

### 16 LINEAR PROGRAMMING

- A Linear inequalities in the Cartesian plane
- B Feasible region or simplex
- C Linear programming
- D Problem solving

## 17 CONGRUENCE AND SIMILARITY

- A Congruent triangles
- B Proof using congruence
- C Similar triangles
- D Areas and volumes of similar objects

## 18 CIRCLE GEOMETRY

- A Angle in a semi-circle theorem
- B Chords of a circle theorem
- C Radius-tangent theorem
- D Tangents from an external point theorem
- E Angle between a tangent and a chord theorem
- F Angle at the centre theorem
- G Angles subtended by the same arc theorem
- H Cyclic quadrilaterals
- I Tests for cyclic quadrilaterals

## 19 TRIGONOMETRY

- A Labelling right angled triangles
- B The trigonometric ratios
- C Finding side lengths
- D Finding angles
- E Problem solving
- F Bearings

## 20 NON-RIGHT ANGLED TRIANGLE TRIGONOMETRY

- A Trigonometry with obtuse angles
- B The area of a triangle
- C The sine rule
- D The cosine rule
- E Problem solving

## 21 PROBABILITY

- A Sample space and events
- B Theoretical probability
- C Independent events
- D Dependent events
- E Mutually exclusive events
- F Experimental probability
- G Expectation
- H Conditional probability

## 22 STATISTICS

- A Discrete numerical data
- B Continuous numerical data
- C Describing the distribution of a data set
- D Measures of centre
- E Boxplots
- F Cumulative frequency graphs
- G Standard deviation
- H The normal distribution

## 23 BIVARIATE STATISTICS

- A Scatter graphs
- B Correlation
- C Pearson's correlation coefficient  $r$
- D Line of best fit by eye
- E Linear regression

## 24 RELATIONS AND FUNCTIONS

- A Relations and functions
- B Function notation
- C Domain and range
- D Sign diagrams
- E Transformation of graphs
- F The modulus function
- G Composite functions
- H Inverse functions

## 25 QUADRATIC FUNCTIONS

- A Quadratic functions
- B Graphs of quadratic functions
- C Using transformations to graph quadratics
- D Axes intercepts
- E Axis of symmetry
- F Vertex
- G Finding a quadratic function
- H Problem solving
- I Quadratic inequalities

## 26 NUMBER SEQUENCES

- A Number sequences
- B Arithmetic sequences
- C Geometric sequences
- D Sequences in finance
- E Series
- F Arithmetic series
- G Geometric series

## 27 EXPONENTIALS AND LOGARITHMS

- A Exponential functions
- B Graphs of exponential functions
- C Exponential equations
- D Exponential growth
- E Exponential decay
- F Logarithms
- G Laws of logarithms
- H Using logarithms
- I Logarithms in other bases

## 27 ADVANCED TRIGONOMETRY

- A The unit circle
- B Multiples of  $30^\circ$  and  $45^\circ$
- C The Pythagorean identity
- D Trigonometric functions
- E Transformations of trigonometric functions
- F Trigonometric equations
- G Simplifying trigonometric expressions
- H Negative and complementary angle formulae
- I Double angle formulae

## 28 DIFFERENTIAL CALCULUS

- A Tangents
- B Limits
- C The gradient of a tangent
- D The derivative function
- E Differentiation from first principles
- F Rules for differentiation
- G Finding tangents
- H Stationary points

## 29 INTEGRATION

- A The area under a curve
- B Integration
- C Rules for integration
- D The definite integral
- E Differentiation from first principles

## 30 VECTORS (ONLINE) \*

- A Vectors and scalars \*
- B Geometric vector addition \*
- C Geometric vector subtraction \*
- D Geometric scalar multiplication \*
- E Vectors in component form \*
- F The magnitude of a vector \*
- G Operations with plane vectors \*
- H The vector between two points \*
- I Parallelism \*
- J The scalar product of two vectors \*
- K The angle two between two vectors \*

## 31 MATRICES (ONLINE) #

- A Matrix structure #
- B Matrix equality #
- C Addition and subtraction #
- D Scalar multiplication #
- E Matrix multiplication #
- F The inverse of a matrix #
- G Simultaneous linear equations #

## 32 POLYNOMIALS (ONLINE) ^

- A Polynomials ^
- B Operations with polynomials ^
- C Polynomial division ^
- D The Remainder theorem ^
- E The Factor theorem ^

## 33 COUNTING AND PROBABILITY (ONLINE) ^

- A The product principle ^
- B The sum principle ^
- C Factorial notation ^
- D Permutations ^
- E Combinations ^
- F Probabilities using permutations and combinations ^

\* (section applies to students intending to study HL courses in DP)

^ (section applies to students intending to study Analysis HL in DP)

# (section applies to students intending to study Applications HL in DP)