

### Number

...or **NUMB**, for the correct order of operations, take care when using a calculator.

- Brackets
- Orders (or powers)
- Division and Multiplication
- Addition and Subtraction

### Types of number

**Integer:** a 'whole' number  
Factors: the divisors of an integer  
• Factors of 12 are 1, 2, 3, 4, 6, 12  
Multiples: a 'times table' for an integer (with infinite multiples)  
• Multiples of 12 are 12, 24, 36, ...  
Prime numbers: an integer which has exactly two factors (1 and the number itself). Note it is not a prime number.

### Units

**Highest Common Factor (HCF)**  
• Factors of 6 are 1, 2, 3, 6  
Factors of 9 are 1, 3, 9  
HCF of 6 and 9 is 3

### Lowest Common Multiple (LCM)

• Multiples of 6 are 6, 12, 18, 24, ...  
Multiples of 9 are 9, 18, 27, 36, ...  
LCM of 6 and 9 is 18

### Power notation

Write a number as a product of its prime factors, and follow for repeated factors.  
•  $120 = 2 \times 2 \times 2 \times 3 \times 5$

### Indices and roots

Special indices for any value  $a$   
 $a^0 = 1$   
 $a^{-1} = \frac{1}{a}$   
 $a^{\frac{1}{2}} = \sqrt{a}$

### Ordering with fractions

Adding or subtracting fractions, use a common denominator.  
•  $\frac{1}{2} + \frac{1}{3} = \frac{3}{6} + \frac{2}{6} = \frac{5}{6}$

### Multiplying fractions

Multiplying fractions: multiply numerators and denominators.  
•  $\frac{1}{2} \times \frac{1}{3} = \frac{1 \times 1}{2 \times 3} = \frac{1}{6}$

### Dividing fractions

Dividing fractions: 'flip' the second fraction, then multiply.  
•  $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$

### Problems involving

Fraction in numerator = denominator  
•  $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$   
The given values change directly or inversely, if possible.  
•  $0.45 \times \frac{100}{1} = 45$

### Least frequently used ones

| 100 | 1000 | 10000 | 100000 | 1000000 |
|-----|------|-------|--------|---------|
| 1   | 10   | 100   | 1000   | 10000   |

### Algebra

Look for the biggest square number factor of the coefficient.  
•  $100 = 10 \times 10 \times 1 \times 1$

### Standard form

Standard form numbers are of the form:  $a \times 10^n$  where  $1 \leq a < 10$  and  $n$  is an integer.

### Scientific notation

1 metre = 1000 millimetres  
1 kilometre = 1000 metres  
1 metre = 100 centimetres  
= 1000 millimetres  
1 centimetre = 10 millimetres

1 day = 24 hours  
1 hour = 60 minutes = 3600 seconds  
1 minute = 60 seconds

### Converting

Transfer the number, then add or 'multiply/divide' by moved up or down.  
Decimal places: use the decimal point.  
• 100, 1000, 10000, ...

### Significant figures

Significant figures: use the first non-zero digit.  
• 100, 1000, 10000, ...  
100, 1000, 10000, ...  
100, 1000, 10000, ...

### Order of operations

Find the order of numbers that will result in a given value.  
•  $2 \times 3 \times 4 = 24$  (correctly placed)  
 $2 \times 4 \times 3 = 24$  (correctly placed)  
 $4 \times 2 \times 3 = 24$  (correctly placed)  
 $4 \times 3 \times 2 = 24$  (correctly placed)

### Use of + and -

Note use of + and -, and that the last operation is done last.

### Algebraic notation

$a^2 + a + 1$   
 $a^2 + a + 1$   
 $a^2 + a + 1$   
 $a^2 + a + 1$   
 $a^2 + a + 1$

### Equations and inequalities

An equation is true for some particular value of  $x$   
•  $2x + 1 = 5$  is true for  $x = 2$   
• You can identify a formula for every value of  $x$   
•  $2x + 1 = 5$  is true for  $x = 2$   
(note the use of the equals sign)

### Order of operations

For any value  $a$   
 $a^2 + a^2 = a^2 + a^2$   
 $a^2 + a^2 = a^2 + a^2$   
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### Geometry & measures



### Area and volume

Equation of straight line  $y = mx + c$  or  $y = mx$  as in the gradient,  $c$  is the  $y$ -intercept.  
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### Pythagoras' Theorem

Pythagoras' Theorem: In a right-angled triangle, the square of the hypotenuse is equal to the sum of the squares of the other two sides.  
•  $a^2 + b^2 = c^2$

### Area and volume

Area of triangle =  $\frac{1}{2} \times \text{base} \times \text{height}$   
Volume of prism =  $\text{area of cross-section} \times \text{length}$

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