

Year 10 Independent Learning Guide for Maths

How to revise maths: Simple - The very best way to revise maths is to do maths. We would suggest little and often and approximately 2 hours per week

How do I do that?:

Use the corbettmaths website a free site especially designed to help with independent learning and revision

● **www.corbettmaths.com**

- Top website providing video instruction for **all** maths topics
- Includes exam style practice questions - all solutions provided
- Has a 5 a day section of tier specific questions to practice each day

Proportion: direct Video 254 Practice Questions Textbook Exercise
 Proportion: inverse Video 255 Practice Questions Textbook Exercise
 Proportion: unitary method Video 255a Practice Questions Textbook Exercise
 Proportion: recipes Video 256 Practice Questions Textbook Exercise
 Pythagoras Video 257 Practice Questions Textbook Exercise

You can also use your exercise books and look through examples and questions you've completed this (and last) year - redoing the assessments and certain questions.

Higher Tier Revision list

<p><u>Number</u></p> <p>of amounts</p> <p>Fractions mixed numbers/improper addition/division</p> <p>Indices use of the laws negative indices</p> <p>Percentages of amounts change compound interest</p> <p>Upper/lower bounds in calculations</p> <p>Non-calc multiplying decimals</p>	<p><u>Algebra</u></p> <p>single bracket</p> <p>Expanding two pairs three pairs</p> <p>Factorising common quadratics</p> <p>Changing the subject easy subject appears twice</p> <p>Complete the square</p> <p>Equations forming and solving unknowns both sides</p> <p>Inequalities number line solving</p> <p>Drawing graphs straight lines quadratics others</p> <p>Finding equation of a perpendicular line</p>	<p><u>Proportion</u></p> <p>Direct and inverse</p> <p>Ratio sharing</p> <p>combined ratios</p> <p>Speed/distance/time</p> <p>Density/mass/volume</p>
<p><u>Geometry</u></p> <p>Perimeter various shapes arc length</p> <p>Area rectangles triangles circles surface area</p> <p>Volume cuboids (fitting in) 3D objects</p> <p>Transformations</p>		<p><u>Data</u></p> <p>Probability Sum to 1 tree diagrams conditional</p>