GCSE Maths: Vectors

Third Space Learning

March 10, 2025

Introduction to Vectors

What are Vectors?

- ▶ Vectors describe movement from one point to another.
- Two key characteristics: magnitude (size) and direction.
- Used in geometry and physics to describe position and movement.

Vector Notation

Key Points:

- Vectors are represented by directed line segments.
- ▶ Boldface notation **a** or arrow notation \overrightarrow{AB} .
- ▶ Reversing the arrow gives the negative of the vector.

$$\overrightarrow{AB} = \mathbf{a}$$
, then $\overrightarrow{BA} = -\mathbf{a}$.

Column Vectors

Components:

- ► **Horizontal component** (*x*-axis movement) is the top number.
- Vertical component (y-axis movement) is the bottom number.

- ▶ $\mathbf{a} = \begin{pmatrix} 5 \\ 2 \end{pmatrix}$ means 5 right, 2 up.
- **b** $= \begin{pmatrix} -3 \\ -4 \end{pmatrix}$ means 3 left, 4 down.

Magnitude of a Vector

Formula:

$$|\mathbf{a}| = \sqrt{x^2 + y^2}$$

- $|\mathbf{a}| = \sqrt{5^2 + 2^2} = \sqrt{25 + 4} = \sqrt{29}.$

Vector Arithmetic

Addition:

$$\mathbf{a} + \mathbf{b} = \begin{pmatrix} x_1 + x_2 \\ y_1 + y_2 \end{pmatrix}$$

Subtraction:

$$\mathbf{a} - \mathbf{b} = \begin{pmatrix} x_1 - x_2 \\ y_1 - y_2 \end{pmatrix}$$

$$\blacktriangleright \text{ If } \mathbf{a} = \begin{pmatrix} 4 \\ -3 \end{pmatrix}, \ \mathbf{b} = \begin{pmatrix} 2 \\ 5 \end{pmatrix},$$

$$ightharpoonup$$
 $\mathbf{a} + \mathbf{b} = \begin{pmatrix} 6 \\ 2 \end{pmatrix}$,

$$a - b = \begin{pmatrix} 2 \\ -8 \end{pmatrix}.$$

Vector Multiplication

Multiplication by a Scalar:

$$k\mathbf{a} = \begin{pmatrix} kx \\ ky \end{pmatrix}$$

- Given $\mathbf{a} = \begin{pmatrix} 4 \\ -2 \end{pmatrix}$, find $3\mathbf{a}$.
- $3\mathbf{a} = \begin{pmatrix} 12 \\ -6 \end{pmatrix}.$

Vector Geometry

Parallel Vectors:

- ► Two vectors are parallel if one is a scalar multiple of the other.
- **Example:** $\mathbf{b} = 2\mathbf{a}$ means \mathbf{a} and \mathbf{b} are parallel.

Vectors in Shapes:

- Equal vectors exist in parallelograms and triangles.
- Midpoints and bisectors use vector averages.

Using Vectors in Proofs

Key Techniques:

- Expressing points in terms of vectors.
- Proving collinearity (same straight line).
- Proving midpoints and ratios in triangles.

- Show that points are collinear using vector ratios.
- Find unknown points using vector expressions.