



2007 Mathematics

Higher – Paper 1

Finalised Marking Instructions

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1. Marks must be assigned in accordance with these marking instructions. In principle, marks are awarded for what is correct, rather than marks deducted for what is wrong.
2. Award one mark for each ‘bullet’ point. Each error should be underlined in RED at the point in the working where it first occurs, and not at any subsequent stage of the working.
3. The working subsequent to an error must be followed through by the marker with possible full marks for the subsequent working, provided that the difficulty involved is approximately similar. Where, subsequent to an error, the working is eased, a deduction(s) of mark(s) should be made.

This may happen where a question is divided into parts. In fact, failure to even answer an earlier section does not preclude a candidate from assuming the result of that section and obtaining full marks for a later section.

4. Correct working should be ticked (\checkmark). This is essential for later stages of the SQA procedures. Where working subsequent to an error(s) is correct and scores marks, it should be marked with a crossed tick (\times or $X\checkmark$). In appropriate cases attention may be directed to work which is not quite correct (e.g. bad form) but which has not been penalised, by underlining with a dotted or wavy line.
Work which is correct but inadequate to score any marks should be corrected with a double cross tick ($\times\times$).
5.
 - The total mark for each section of a question should be entered in red in the **outer** right hand margin, opposite the end of the working concerned.
 - Only the mark should be written, **not** a fraction of the possible marks.
 - These marks should correspond to those on the question paper and these instructions.
6. It is of great importance that the utmost care should be exercised in adding up the marks. Where appropriate, all summations for totals and grand totals must be carefully checked. Where a candidate has scored zero marks for any question attempted, “0” should be shown against the answer.
7. As indicated on the front of the question paper, full credit should only be given where the solution contains appropriate working. Accept answers arrived at by inspection or mentally where it is possible for the answer so to have been obtained. Situations where you may accept such working will normally be indicated in the marking instructions.
8. Do not penalise:

<ul style="list-style-type: none"> • working subsequent to a correct answer • legitimate variations in numerical answers • correct working in the “wrong” part of a question 	<ul style="list-style-type: none"> • omission of units • bad form
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9. No piece of work should be scored through without careful checking - even where a fundamental misunderstanding is apparent early in the answer. Reference should always be made to the marking scheme - answers which are widely off-beam are unlikely to include anything of relevance but in the vast majority of cases candidates still have the opportunity of gaining the odd mark or two provided it satisfies the criteria for the mark(s).
10. If in doubt between two marks, give an intermediate mark, but without fractions. When in doubt between consecutive numbers, give the higher mark.
11. In cases of difficulty covered neither in detail nor in principle in the Instructions, attention may be directed to the assessment of particular answers by making a referral to the P.A. Please see the general instructions for P.A. referrals.
12. No marks should be deducted at this stage for careless or badly arranged work. In cases where the writing or arrangement is very bad, a note may be made on the upper left-hand corner of the front cover of the script.
13. Transcription errors: In general, as a consequence of a transcription error, candidates lose the opportunity of gaining either the first ic mark or the first pd mark.
14. Casual errors: In general, as a consequence of a casual error, candidates lose the opportunity of gaining the appropriate ic mark or pd mark.
15. **Do not write any comments on the scripts.** A revised summary of acceptable notation is given on page 4.
16. Working that has been crossed out by the candidate cannot receive any credit. If you feel that a candidate has been disadvantaged by this action, make a P.A. Referral.
17. Throughout this paper, unless specifically mentioned, a correct answer with no working receives no credit.

Summary

Throughout the examination procedures many scripts are remarked. It is essential that markers follow common procedures:

1. **Tick** correct working.
2. Put a mark in the **outer right-hand margin to match the marks allocations on the question paper.**
3. Do **not** write marks as fractions.
4. Put each mark **at the end** of the candidate's response to the question.
5. **Follow through** errors to see if candidates can score marks subsequent to the error.
6. Do **not** write any comments on the scripts.

Higher Mathematics : A Guide to Standard Signs and Abbreviations

Remember - No comments on the scripts. Please use the following and nothing else.

Signs

✓	The tick. You are not expected to tick every line but of course you must check through the whole of a response.	Bullets showing where marks are being allotted may be shown on scripts		
— ✕	The cross and underline. Underline an error and place a cross at the end of the line.	$\frac{dy}{dx} = 4x - 7$	✓ •	margins
		$4x - 7 = 0$	✕	
✕	The tick-cross. Use this to show correct work where you are following through subsequent to an error.	$x = \frac{7}{4}$	✕ •	2
		$y = 3\frac{7}{8}$	✕ •	
✕	The tick-cross. Use this to show correct work where you are following through subsequent to an error.	$C = \frac{(1, -1)}{3 - (-1)}$	✕	3
		$m = \frac{3 - (-1)}{4 - 1}$	✕ •	
✕	The tick-cross. Use this to show correct work where you are following through subsequent to an error.	$m_{rad} = \frac{4}{3}$	✕ •	3
		$m_{tgt} = \frac{-1}{\frac{4}{3}}$	✕ •	
✕	The tick-cross. Use this to show correct work where you are following through subsequent to an error.	$m_{tgt} = -\frac{3}{4}$	✕ •	3
		$y - 3 = -\frac{3}{4}(x - 2)$	✕ •	
∧	The roof. Use this to show something is missing such as a crucial step in a proof or a 'condition' etc.	$x^2 - 3x = 28$	✓ •	1
		$x = 7$	∧	
~	The tilde. Use this to indicate a minor transgression which is not being penalised (such as bad form).	$\sin(x) = 0.75 = \sin(0.75) = 48.6^\circ$	✓ •	1
✕	The double cross-tick. Use this to show correct work but which is inadequate to score any marks. This may happen when working has been eased.			

Remember - No comments on the scripts. No abbreviations. No new signs. Please use the above and nothing else.

All of these are to help us be more consistent and **accurate**.

Note: There is no such thing as a transcription error, a trivial error, a casual error or an insignificant error. These are all mistakes and as a consequence a mark is lost.

Page 5 lists the syllabus coding for each topic. This information is given in the legend underneath the question. The calculator classification is CN(calculator neutral), CR(calculator required) and NC(non-calculator).

1	2		UNIT 1	1	2		UNIT 2	1	2		UNIT 3	Year	page 5
		A1	determine range/domain			A15	use the general equation of a parabola			A28	use the laws of logs to simplify/find equiv. expression		
		A2	recognise general features of graphs:poly,exp,log			A16	solve a quadratic inequality			A29	sketch associated graphs		
		A3	sketch and annotate related functions			A17	find nature of roots of a quadratic			A30	solve equs of the form $A = Be^{kt}$ for A,B,k or t		
		A4	obtain a formula for composite function			A18	given nature of roots, find a condition on coeffs			A31	solve equs of the form $\log_b(a) = c$ for a,b or c		
		A5	complete the square			A19	form an equation with given roots			A32	solve equations involving logarithms		
		A6	interpret equations and expressions			A20	apply A15-A19 to solve problems			A33	use relationships of the form $y = ax^n$ or $y = ab^x$		
		A7	determine function(poly,exp,log) from graph & vv							A34	apply A28-A33 to problems		
		A8	sketch/annotate graph given critical features										
		A9	interpret loci such as st.lines,para,poly, circle										
		A10	use the notation u_n for the nth term			A21	use Rem Th. For values, factors, roots			G16	calculate the length of a vector		
		A11	evaluate successive terms of a RR			A22	solve cubic and quartic equations			G17	calculate the 3rd given two from A,B and vector AB		
		A12	decide when RR has limit/interpret limit			A23	find intersection of line and polynomial			G18	use unit vectors		
		A13	evaluate limit			A24	find if line is tangent to polynomial			G19	use: if u , v are parallel then $\mathbf{v} = k\mathbf{u}$		
		A14	apply A10-A14 to problems			A25	find intersection of two polynomials			G20	add, subtract, find scalar mult. of vectors		
						A26	confirm and improve on approx roots			G21	simplify vector pathways		
						A27	apply A21-A26 to problems			G22	interpret 2D sketches of 3D situations		
										G23	find if 3 points in space are collinear		
										G24	find ratio which one point divides two others		
		G1	use the distance formula			G9	find C/R of a circle from its equation/other data			G25	given a ratio, find/interpret 3rd point/vector		
		G2	find gradient from 2 pts,/angle/equ. of line			G10	find the equation of a circle			G26	calculate the scalar product		
		G3	find equation of a line			G11	find equation of a tangent to a circle			G27	use: if u , v are perpendicular then $\mathbf{v} \cdot \mathbf{u} = 0$		
		G4	interpret all equations of a line			G12	find intersection of line & circle			G28	calculate the angle between two vectors		
		G5	use property of perpendicular lines			G13	find if/when line is tangent to circle			G29	use the distributive law		
		G6	calculate mid-point			G14	find if two circles touch			G30	apply G16-G29 to problems eg geometry probs.		
		G7	find equation of median, altitude, perp. bisector			G15	apply G9-G14 to problems						
		G8	apply G1-G7 to problems eg intersect.,concur.,collin.										
		C1	differentiate sums, differences			C12	find integrals of px^n and sums/diffs			C20	differentiate $p\sin(ax+b)$, $p\cos(ax+b)$		
		C2	differentiate negative & fractional powers			C13	integrate with negative & fractional powers			C21	differentiate using the chain rule		
		C3	express in differentiable form and differentiate			C14	express in integrable form and integrate			C22	integrate $(ax + b)^n$		
		C4	find gradient at point on curve & vv			C15	evaluate definite integrals			C23	integrate $p\sin(ax+b)$, $p\cos(ax+b)$		
		C5	find equation of tangent to a polynomial/trig curve			C16	find area between curve and x-axis			C24	apply C20-C23 to problems		
		C6	find rate of change			C17	find area between two curves						
		C7	find when curve strictly increasing etc			C18	solve differential equations(variables separable)						
		C8	find stationary points/values			C19	apply C12-C18 to problems						
		C9	determinenature of stationary points										
		C10	sketch curvegiven the equation										
		C11	apply C1-C10 to problems eg optimise, greatest/least										
		T1	use gen. features of graphs of $f(x)=k\sin(ax+b)$, $f(x)=k\cos(ax+b)$; identify period/amplitude			T7	solve linear & quadratic equations in radians			T12	solve sim.equs of form $k\cos(a)=p$, $k\sin(a)=q$		
		T2	use radians inc conversion from degrees & vv			T8	apply compound and double angle (c & da) formulae in numerical & literal cases			T13	express $p\cos(x)+q\sin(x)$ in form $k\cos(x\pm a)$ etc		
		T3	know and use exact values			T9	apply c & da formulae in geometrical cases			T14	find max/min/zeros of $p\cos(x)+q\sin(x)$		
		T4	recognise form of trig. function from graph			T10	use c & da formulaewhen solving equations			T15	sketch graph of $y=p\cos(x)+q\sin(x)$		
		T5	interpret trig. equations and expressions			T11	apply T7-T10 to problems			T16	solve equ of the form $y=p\cos(rx)+q\sin(rx)$		
		T6	apply T1-T5 to problems							T17	apply T12-T16 to problems		

1.01

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.01		3	G2, G3	CN	7063	1		2	3		

Find the equation of the line through the point $(-1,4)$ which is parallel to the line with equation $3x - y + 2 = 0$.

3

The primary method m.s is based on the following generic m.s.

This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

•¹

ss

express in standard form

•²

ic

interpret gradient

•³

ic

state equation of line

Primary Method : Give 1 mark for each •

•¹

$y = 3x....$

stated/implied by

•²

•²

$gradient = 3$

stated/implied by

•³

•³

$y - 4 = 3(x - (-1))$

or

•¹

$form\ is\ 3x - y + c = 0$

•²

$3 \times (-1) - 4 + c = 0$

•³

$c = 7$

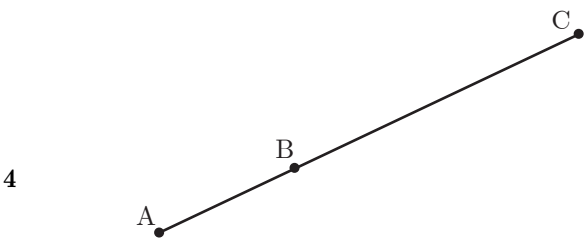
Notes

- 1
- Accept any form of the answer (with or without working) for 3 marks

1.02

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.02		4	G17	CN	7001	1	1	2	4		

Relative to a suitable coordinate system A and B are the points $(-2,1,-1)$ and $(1,3,2)$ respectively. A, B and C are collinear points and C is positioned such that $BC = 2AB$. Find the coordinates of C.



The primary method m.s. is based on the following generic m.s.
This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

•¹ ss introduces vectors

•² pd completes

•³ ic interprets positions

•⁴ ic finds C

Primary Method : Give 1 mark for each •

•¹ $\overrightarrow{AB} = \mathbf{b} - \mathbf{a}$

stated or implied by •²

•² $\overrightarrow{AB} = \begin{pmatrix} 3 \\ 2 \\ 3 \end{pmatrix}$

•³ $\overrightarrow{BC} = \begin{pmatrix} 6 \\ 4 \\ 6 \end{pmatrix}$

•⁴ $C = (7,7,8)$

- Notes
- 1 Treat $C = \begin{pmatrix} 7 \\ 7 \\ 8 \end{pmatrix}$ as bad form
- 2 In Alt. method 2, without a diagram only •², •³ and •⁴ are available.

Alt. method 1

•¹ $c - b = 2b - 2a$

•² $c = 3b - 2a$

•³ $c = 3 \begin{pmatrix} 1 \\ 3 \\ 2 \end{pmatrix} - 2 \begin{pmatrix} -2 \\ 1 \\ -1 \end{pmatrix}$

•⁴ $C = (7,7,8)$

Alt. method 2

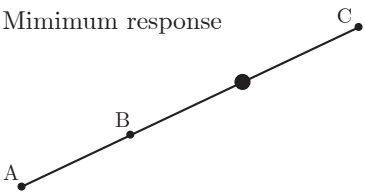
•¹ ic diagram $\rightarrow \rightarrow$

•² pd $x = 7$

•³ pd $y = 7$

•⁴ pd $z = 8$

Minimum response



1.03

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.03	a	2	A4	CN	7069	1		1	2		
	b	2	A4			1		1	2		

Functions f and g , defined on suitable domains, are given by
 $f(x) = x^2 + 1$ and $g(x) = 1 - 2x$.

Find

(a) $g(f(x))$

2

(b) $g(g(x))$

2

The primary method m.s is based on the following generic m.s.
This generic marking scheme may be used as an equivalence guide
but only where a candidate does not use the primary method or any
alternative method shown in detail in the marking scheme.

•¹ ss know to start from the "inside"

•² ic interpret composite function

•³ ss know to start from the "inside"

•⁴ ic interpret composite function

Primary Method : Give 1 mark for each •

•¹ $g(f(x)) = g(x^2 + 1)$ s/i by •²

•² $1 - 2(x^2 + 1)$

•³ $g(g(x)) = g(1 - 2x)$ s/i by •⁴

•⁴ $1 - 2(1 - 2x)$

- Notes**
- 1 in (a) :
for finding $f(g(x))$:
 $g(1 - 2x)$ no mark
 $(1 - 2x)^2 + 1$ award •²
for finding $f(f(x))$: no marks
- 2 in (b) :
for finding $f(g(x))$: no mark
for finding $f(f(x))$:
 $f(x^2 + 1)$ no mark
 $(x^2 + 1)^2 + 1$ award •⁴
- 3 There are no marks available for
either $g(x) \times f(x)$ or $g(x) \times g(x)$.

1.04

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.04		4	A18	CN	7099	1	1	2	4		

Find the range of values of k such that the equation $kx^2 - x - 1 = 0$ has no real roots.

4

The primary method m.s is based on the following generic m.s.

This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

•¹ ss

know to use discriminant < 0

•² ic

interpret the values of a, b and c

•³ ic

substitute

•⁴ pd

solve an inequation

Primary Method : Give 1 mark for each •

•¹

$b^2 - 4ac < 0$

•²

$a = k, b = -1, c = -1$

s/i by •³

•³

$1 + 4k$

•⁴

$k < -\frac{1}{4}$

- Notes**
- 1

The " < 0 " has to appear at least once at the •¹ stage or the •³ stage for •¹ to be awarded
- 2

If an x appears at •² stage, none of •², •³ or •⁴ are available
- 3

Some candidates may start with the quadratic formula. Apply the marking scheme to the part underneath the square root sign
- 4

The use of any expression masquerading as the discriminant can only gain •² at most

Common Error 1

•¹X

$b^2 - 4ac$

•²√ , •³√

$1 + 4k$

$k = -\frac{1}{4}$

•⁴X

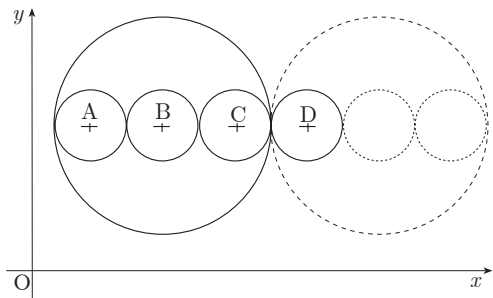
$k < -\frac{1}{4}$

1.05

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.05		5	G10	CN	7041	1	1	3	5		

The large circle has equation $x^2 + y^2 - 14x - 16y + 77 = 0$.
Three congruent circles with centres A, B and C are drawn inside the large circle with the centres lying on a line parallel to the x -axis.
This pattern is continued, as shown in the diagram.
Find the equation of the circle with centre D.

5



The primary method m.s is based on the following generic m.s.
This generic marking scheme may be used as an equivalence guide
but only where a candidate does not use the primary method or any
alternative method shown in detail in the marking scheme.

•¹ ic state centre

•² ss know to, and find, large radius

•³ ss know to, and find the small radius

•⁴ ic interpret new centre

•⁵ ic state equation of circle

Primary Method : Give 1 mark for each •

•¹ $B = (7,8)$

•² $r_{large} = \sqrt{7^2 + 8^2 - 77} = 6$

•³ $r_{small} = \frac{6}{3}$ s/i by •⁵

•⁴ $D = (15,8)$ s/i by •⁵

•⁵ $(x - 15)^2 + (y - 8)^2 = 2^2$

- Note**
- 1 If $D = (31,8)$ then •⁴ is not available;
however either of
 $(x - 31)^2 + (y - 8)^2 = 2^2$
or $(x - 31)^2 + (y - 8)^2 = 6^2$
may be awarded •⁵
- 2 •⁵ is only awarded for substituting numerical
values for the centre and the radius

1.06

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.06		4	T7	NC	7100	1	2	1	4		

Solve the equation $\sin(2x^\circ) = 6\cos(x^\circ)$ for $0 \leq x \leq 360$.

4

The primary method m.s. is based on the following generic m.s.

This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

•¹

ss

know and use double angle formula

•²

pd

write in st. form and factorise

•³

pd

start to solve

•⁴

ic

know and use exact values

Primary Method : Give 1 mark for each •

•¹

$2\sin(x^\circ)\cos(x^\circ)$

•²

$\cos(x^\circ)(2\sin(x^\circ) - 6) = 0$

•³

$\cos(x^\circ) = 0$ and $x = 90, 270$

•⁴

$\sin(x^\circ) = 3$ and no solution

or

•³

$\cos(x^\circ) = 0$ and $\sin(x^\circ) = 3$

•⁴

$x = 90, 270$ and no solution

- Notes**
- 1

•¹ is NOT available for $2\sin A \cos A$ with no further working
- 2

The " $= 0$ " has to appear at least once at the •¹ stage or the •² stage
- 3

The inclusion of extra answers which would have been correct but are outside the given interval should be treated as bad form (i.e. not penalised)
- 4

In following through from an error, •⁴ is only available for solving an equation with no solution
- 5

The phrase "no solution" does not always appear after $\sin(x) = 3$. The minimum indication that no solution exists might simply be a line drawn through or underneath the equation.

- Alt. method : Division by $\cos(x^\circ)$**
- ¹

$2\sin(x^\circ)\cos(x^\circ)$
- ²

either $\cos(x^\circ) = 0$ or $\cos(x^\circ) \neq 0$ *stated explicitly*
- ³

$\cos(x^\circ) = 0 \Rightarrow x = 90$ or 270
- ⁴

$2\sin(x^\circ) = 6 \Rightarrow$ no solution

1.07

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.07	a	3	A14	CN	7080		2	1	3		
	b	3				1	1	1	3		

A sequence is defined by the recurrence relation

$$u_{n+1} = \frac{1}{4}u_n + 16, u_0 = 0.$$

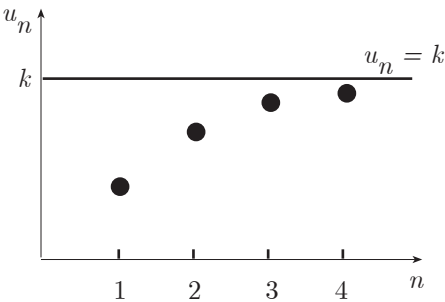
(a) Calculate the values of u_1, u_2 and u_3 .

Four terms of this sequence, u_1, u_2, u_3 and u_4 are plotted as shown in the graph.

As $n \rightarrow \infty$, the points on the graph approach the line $u_n = k$, where k is the limit of this sequence.

- (b) (i) Give a reason why this sequence has a limit.
(ii) Find the exact value of k .

3



3

The primary method m.s is based on the following generic m.s.

This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

•¹

ic

interpret r.r.

•²

pd

process

•³

pd

interpret and process

•⁴

ic

interpret "a"

•⁵

ss

know how to find limit

•⁶

pd

complete

Primary Method : Give 1 mark for each •

•¹

$u_1 = \frac{1}{4}u_0 + 16$

s/i by

•²

•²

16

•³

20, 21

•⁴

$-1 < \frac{1}{4} < 1$

•⁵

$k = \frac{1}{4}k + 16$

•⁶

$k = \frac{64}{3}$

Alternative for •⁵ and •⁶

•⁵

$k = \frac{16}{1 - 0.25}$

•⁶

$k = \frac{64}{3}$

- Notes 1**
- 1

In (a) only numerical values for u_1, u_2 and u_3 are acceptable
- 2

For (b)(i) accept
 $|\frac{1}{4}| < 1$
 $0 < \frac{1}{4} < 1$
 $\frac{1}{4}$ lies between -1 and 1
 $\frac{1}{4}$ is a proper fraction
- 3

For (b)(i) do **NOT** accept
 $-1 \leq \frac{1}{4} \leq 1$
 $\frac{1}{4} < 1$
 $-1 < a < 1$ unless a is clearly identified/replaced by a $\frac{1}{4}$ anywhere in the answer

- Notes 2**
- 4

For (b)(ii)
 $k = \frac{b}{1 - a}$ and nothing else gains no marks
- 5

For (b)(ii)
 $k = \frac{16}{\frac{3}{4}}$ or $k = \frac{16}{0.75}$ may be awarded •⁵
 $k = \frac{16}{\frac{3}{4}}$ or $k = \frac{16}{0.75}$ or 21.3 does NOT gain •⁶
- 6

Accept L in lieu of k
- 7

An answer of $\frac{64}{3}$ without any working cannot gain •⁵ or •⁶
- 8

Any calculations based on formulae masquerading as a limit rule cannot gain •⁵ or •⁶.

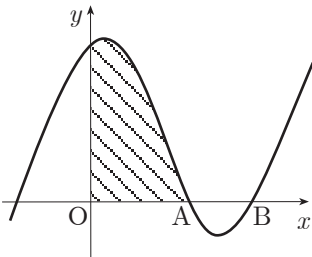
1.08

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.08	a	1	A21, C16	NC	7026	1			1		
	b	3				1	1	1	3		
	c	5				1	2	2	4	1	

The diagram shows a sketch of the graph
of $y = x^3 - 4x^2 + x + 6$.

- (a) Show that the graph cuts the x -axis at $(3,0)$
- (b) Hence or otherwise find the coordinates of A.
- (c) Find the shaded area.

1
3
5



The primary method m.s is based on the following generic m.s.		
This generic marking scheme may be used as an equivalence guide		
but only where a candidate does not use the primary method or any		
alternative method shown in detail in the marking scheme.		
• ¹	ss	know to evaluate, and evaluate at $x = 3$
• ²	ss	strategy for finding other factors
• ³	ic	quadratic factor
• ⁴	pd	find +ve root and identify
• ⁵	ss	know to integrate
• ⁶	ic	identify limits
• ⁷	pd	integrate
• ⁸	ic	substitute limits
• ⁹	pd	process limits

Primary Method : Give 1 mark for each •	
• ¹	' $f(3)$ ' = $27 - 36 + 3 + 6 = 0$
• ²	$(x - 3)(x^2 \dots)$
• ³	$(x - 3)(x^2 - x - 2)$
• ⁴	$(x - 3)(x - 2)(x + 1)$ so $A = (2, 0)$
• ⁵	$\int (x^3 - 4x^2 + x + 6) \, dx$
• ⁶	\int_0^2
• ⁷	$\frac{1}{4}x^4 - \frac{4}{3}x^3 + \frac{1}{2}x^2 + 6x$
• ⁸	$\frac{1}{4} \times 2^4 - \frac{4}{3} \times 2^3 + \frac{1}{2} \times 2^2 + 6 \times 2$
• ⁹	$\frac{22}{3}$

Notes

- 1 The working & evidence for (a) may appear in part (b) and vice versa
- 2 In Alternative Method 1, •¹, candidates must show some acknowledgement of the resulting "zero". Although a statement with respect to the "zero" is preferable, accept something as simple as an underlining of the zero
- 3 In (c) the appearance of \int_0^2 may NOT be used as evidence for •⁴
- 4 Since the area is totally above the x -axis, •⁹ is not available for a negative answer irrespective of whether or not the candidate tries to deal with it
- 5 For information:
 $\int_0^3 = \frac{27}{4}, \int_0^1 = \frac{65}{12}, \int_0^4 = \frac{32}{3}, \int_0^6 = 90$
- 6 For candidates who differentiate, or fail to even try to integrate, •⁷, •⁸ and •⁹ are not available

- Alt. Method 1 for •¹ to •⁴
- ²

3	1	-4	1	6
		3	-3	-6
	1	-1	-2	<u>0</u>

•¹
- ³ $x^2 - x - 2$
- ⁴ $x = 2, x = -1$ AND $x_A = 2$
- Alt. Method 2 for •¹ to •⁴
- ¹ $f(3) = \dots = 0$
- ² try $f(n) = \dots$ where $n > 0$
- ³ $f(2) = \dots = 0$
- ⁴ $x_A = 2$

1.09

qu	ans	mk	code	calc	source	ss	pd	ic	C	B	A	U1	U2	U3
1.09	a	2	A31	NC	7049	1	1		1	1		2		
	b	7				3	3	1	5	2		7		
	c	1						1		1		1		

A function f is defined by the formula $f(x) = 3x - x^3$.

- (a) Find the exact values where the graph of $y = f(x)$ meets the x - and y -axes.

2
- (b) Find the coordinates of the stationary points of the function and determine their nature.

7
- (c) Sketch the graph of $y = f(x)$.

1

The primary method m.s is based on the following generic m.s.

This generic marking scheme may be used as an equivalence guide but only where a candidate does not use the primary method or any alternative method shown in detail in the marking scheme.

1 ss know to use, and use $x = 0$ and $y = 0$

2 pd process

3 ss know to differentiate

4 pd differentiate

5 ss know to set derivative to zero

6 pd solve

7 pd find corresponding y 's

8 ss know to justify, and justify stationary pts

9 ic interpret (e.g. nature table)

10 ic sketch including relevant points

Notes 1

- 1 1 is only available if 1 has been awarded
- 2 The " $= 0$ " shown at 5 must appear at least once somewhere in the working between 3 and 6
- 3 6 is only available as a consequence of solving $f'(x) = 0$
- 4 An unsimplified $\sqrt{1}$ should be penalised at the first occurrence
- 5 The evidence for 7 and 9 may not appear until the sketch
- 6 The nature table must reflect previous working from 4 and 6
- 7 The minimum requirement for the sketch is a cubic passing through the origin and with turning points annotated

Primary Method : Give 1 mark for each •

1 any two of $x = 0$, $x = \sqrt{3}$ and $x = -\sqrt{3}$

2 remaining one

3 $f'(x) =$

4 $3 - 3x^2$

5 $f'(x) = 0$

6 x

7 y

1

2

−1

−2

s/i by the sketch

8

9

...

−1

...

−

0

+

minimum

maximum

10 sketch(see below)

Notes 2

8 The use of the 2nd derivative is an acceptable strategy for 8

9 As shown in the Primary Method, 6 & 7, and 8 & 9 may be marked in series or in parallel [see foot of next page]

10 A " $-\sqrt{3}$ " appearing for the first time on the sketch may not be awarded 1 / 2 retrospectively

11 See foot of next page for examples of a nature table.

14

1.10

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.10		3	C21	CN	7004	2	1			3	

Given that $y = \sqrt{3x^2 + 2}$, find $\frac{dy}{dx}$.

3

The primary method m.s is based on the following generic m.s.
This generic marking scheme may be used as an equivalence guide
but only where a candidate does not use the primary method or any
alternative method shown in detail in the marking scheme.

•¹

ss

expresses in standard form

•²

pd

differentiate a binomial to fractional power

•³

ss

know and use chain rule

Primary Method : Give 1 mark for each •

•¹

$(3x^2 + 2)^{\frac{1}{2}}$

•²

$\frac{1}{2}(3x^2 + 2)^{-\frac{1}{2}}$

•³

$\times 6x$

see previous page

Marking in series

Marking in parallel

•⁶

$x = 1, x = -1$

•⁷

$y = 2, y = -2$

•⁶

$x = 1, y = 2$

•⁷

$x = -1, y = -2$

Marking in series or parallel

•⁶

x

1

−1

•⁷

y

2

−2

Example of a minimum requirement nature table

		\bullet^8			\bullet^9	
\bullet^8	...	-1	1	...
f'	-	0	+	+	0	-
\bullet^9		minimum			maximum	

Example of a preferred nature table

		● ⁸			● ⁹		
● ⁸	x	→	−1	→	→	1	→
	f'	−	0	+	+	0	−
● ⁹		∴	...	∴	∴	...	∴
		min at			max at		
		$x = -1$			$x = 1$		

Common Errors

1

•¹

X

$y = (3x^2 + 2)^{-1}$

•²

X

$\frac{dy}{dx} = -(3x^2 + 2)^{-2}$

•³

$X \checkmark$

 $\dots \times 6x$

2

•¹

\checkmark

$y = (3x^2 + 2)^{\frac{1}{2}}$

•²

X

 $\frac{dy}{dx} = -\frac{1}{2}(3x^2 + 2)^{\frac{3}{2}}$

•³

$X \checkmark$

 $\dots \times 6x$

1.11

qu	part	mk	code	calc	source	ss	pd	ic	C	B	A
1.11	a	4	T13, T15	NC	7006	1	2	1	4		
	b	4						4		2	2

- (a) Express $f(x) = \sqrt{3} \cos(x) + \sin(x)$ in the form $k \cos(x - a)$,
where $k > 0$ and $0 < a < \frac{\pi}{2}$.
4
- (b) Hence or otherwise sketch the graph of $y = f(x)$ in the
interval $0 \leq x \leq 2\pi$.
4

The primary method m.s. is based on the following generic m.s.
This generic marking scheme may be used as an equivalence guide
but only where a candidate does not use the primary method or any
alternative method shown in detail in the marking scheme.

•¹ ss know to use, and use compound formula

•² ic equates coefficients

•³ pd finds k

•⁴ pd finds a

•⁵ ic interprets a

•⁶ ic interprets k

•⁷ ic sketch with x -intercepts

•⁸ ic sketch with y -intercept

Primary Method : Give 1 mark for each •

•¹ $k \cos(x) \cos(a) + k \sin(x) \sin(a)$ *stated explicitly*

•² $k \cos(a) = \sqrt{3}, k \sin(a) = 1$ *stated explicitly*

•³ $k = 2$

•⁴ $a = \frac{\pi}{6}$
a sketch showing

•⁵ $\max(\frac{\pi}{6}, \dots)$ and $\min(\frac{7\pi}{6}, \dots)$

•⁶ $\max(\dots, 2)$ and $\min(\dots, -2)$

•⁷ $(\frac{2\pi}{3}, 0)$ and $(\frac{5\pi}{3}, 0)$

•⁸ $(0, \sqrt{3})$

Notes 1

- 1 In the whole question, do not penalise more than
once for not using radians
Table showing marks lost for using degrees:

a	30°	$\frac{\pi}{6}$	60°	$\frac{\pi}{3}$
graph in degrees	-1	-1	-2	-2
graph in radians	-1	OK	-1	-1

- In (a)
- 2 $k(\cos x \cos a + \sin x \sin a)$ is acceptable for •¹
- 3 $k = \sqrt{4}$ does NOT earn •³
- 4 $2(\cos x \cos a + \sin x \sin a)$ etc is acceptable for •¹ & •³
- 5 Candidates may use any form of the wave equation as
long as their final answer is in the form $k \cos(x - a)$. If
not then •⁴ is not available
- 6 Treat $k \cos x \cos a + \sin x \sin a$ as bad form ONLY if •²
is gained.

Notes 2

- In (b)
- 7 Do not penalise graphs which go beyond $0 \leq x \leq 2\pi$
- 8 A maximum of 3 marks are available for candidates
who attempt to sketch graphs of $k \cos(x + a)$,
 $k \sin(x + a)$ or $k \sin(x - a)$. No other graphs can earn
any credit

- 9 Alternative marking for 2 marks for candidates
who do not make a sketch

- $\max(\frac{\pi}{6}, \dots), \min(\frac{7\pi}{6}, \dots), (\dots, 2), (\dots, -2),$
 $(\frac{2\pi}{3}, 0), (\frac{5\pi}{3}, 0)$ and $(0, \sqrt{3})$
- ⁵ any two from the above list
- ⁶ another two from the above list