Isaac Maths Resources

GCSE Book https://isaacphysics.org/books/maths_book_gcse

A-level Book https://isaacphysics.org/books/pre_uni_maths_2e

Practise Maths https://isaacphysics.org/pages/maths_practice

Revision Boards https://isaacphysics.org/pages/maths_practice#master_maths

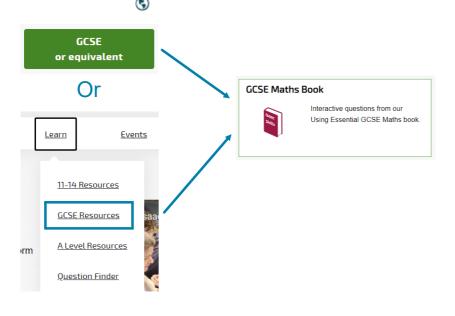
Question finder https://isaacphysics.org/questions

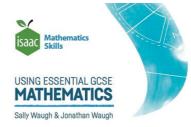
Concept Pages https://isaacphysics.org/concepts

Questions to try https://isaacphysics.org/gameboards#tcpd_newtoisaac_maths4

GCSE Book

https://isaacphysics.org/books/maths_book_gcse







Available for £1.50 in print, or online for free.



Teacher resources.

For Teachers

Specification Table - maps the book to your exam board.

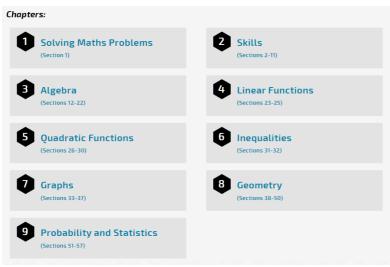
Teacher's Manual - authors' notes for teachers.

Preparation for Sixth Form (pdf) - by the authors.

 $\underline{\textbf{STEM Question Finder}} \text{ - table of problems that relate to STEM subjects}.$

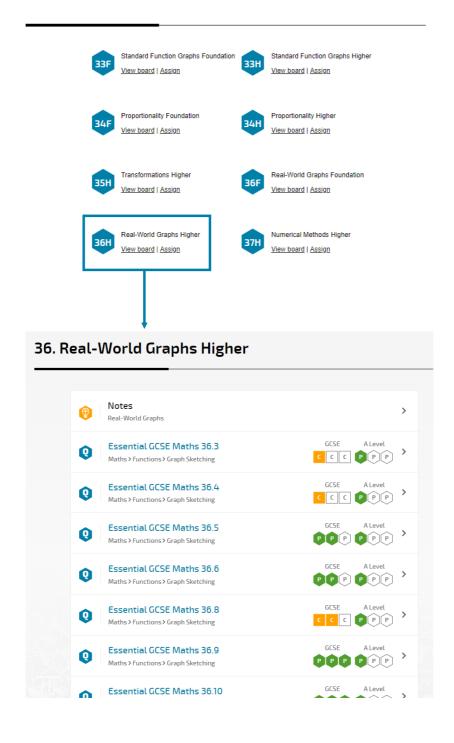
Maths Skills for GCSE Science - table of assumed skills for GCSE science courses.

Covers all of GCSE Maths, with sections for Foundation or Higher.



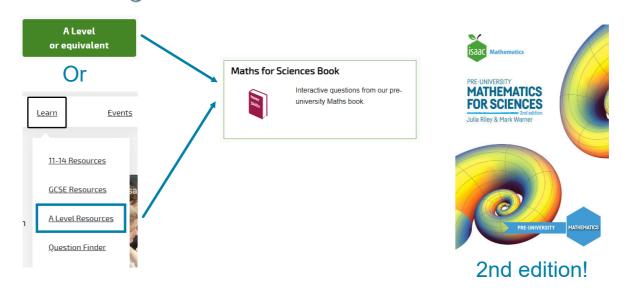
Questions in gameboards for each chapter.

Graphs

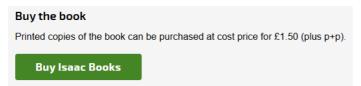


A-level Book

https://isaacphysics.org/books/pre_uni_maths_2e



Available for £1.50 in print, or online for free.

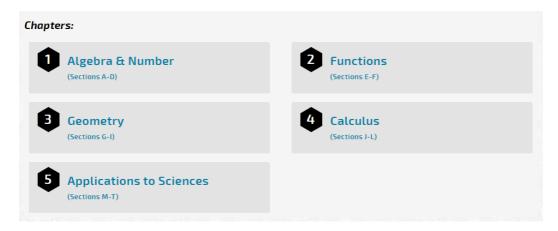


Specification table for teachers

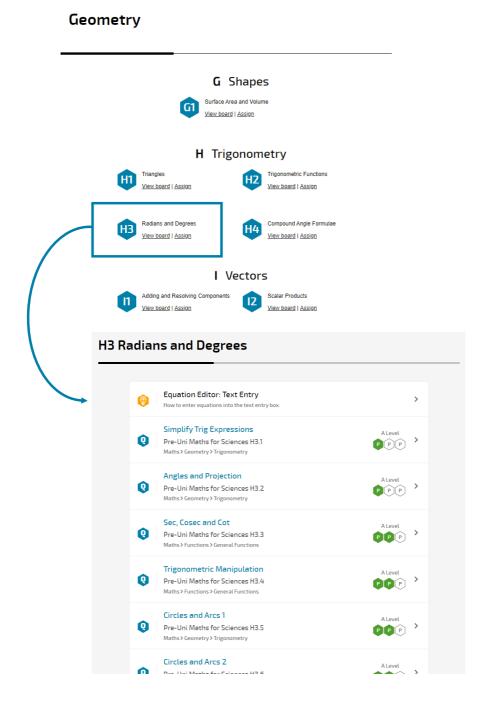
For Teachers

<u>Specification Table</u> - maps the book to your exam board.

Covers pure content for A-level Maths, and some of Further Maths. Focuses on mathematical methods used in the sciences.

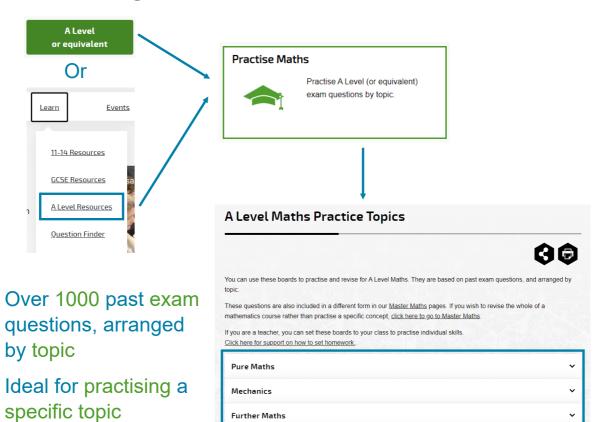


Questions in gameboards for each chapter.



Practise Maths

https://isaacphysics.org/pages/maths_practice



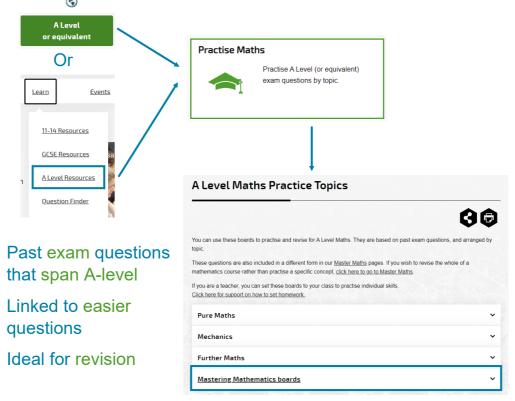
Stage 2 (Year 13) Field Board Topic Algebra and functions Algebraic Division Link Curve Sketching and Combined Transformations Link Functions and Algebra <u>Link</u> Functions: Graphs and Inverse Functions <u>Link</u> Modulus Link Partial Fractions Link Graphs and roots in context Link Coordinate geometry Parametric equations <u>Link</u> Differentiation Constructing Differential Equations <u>Link</u> Differentiation and Gradients: Beyond Polynomials <u>Link</u> Differentiation: Chain Rule Differentiation: Implicit <u>Link</u> Differentiation: Products Link **Differentiation: Quotients** <u>Link</u> Differentiation: Synoptic Problems <u>Link</u> Area Between Two Curves Integration <u>Link</u> Integration by Parts <u>Link</u> Integration by Substitution <u>Link</u> Integration by substitution (trig) <u>Link</u> Integration: General Link

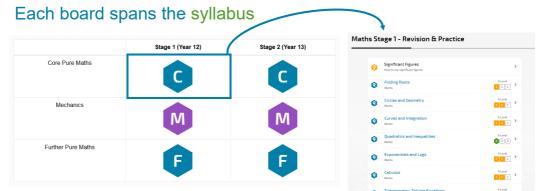
Further Maths

Mastering Mathematics boards

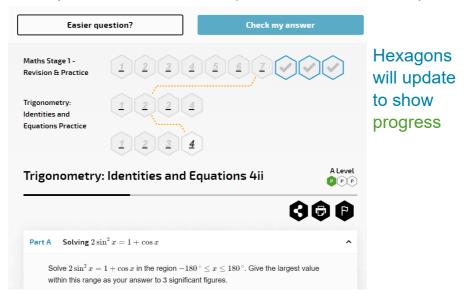
Revision Boards

https://isaacphysics.org/pages/maths_practice#master_maths



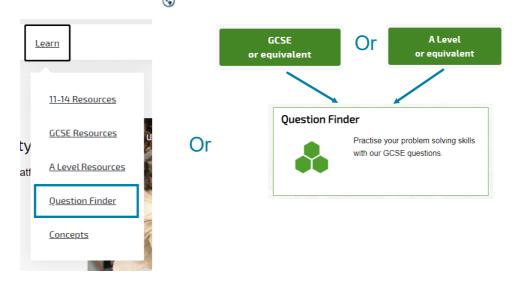


Each question part links to an easier question on the same topic

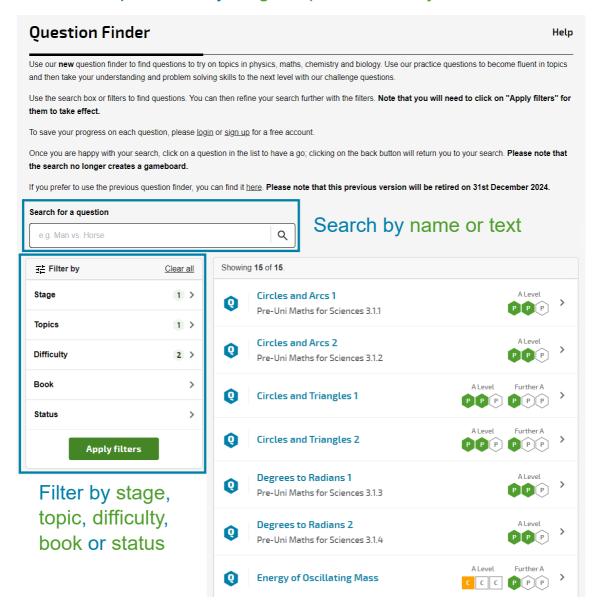


Question Finder

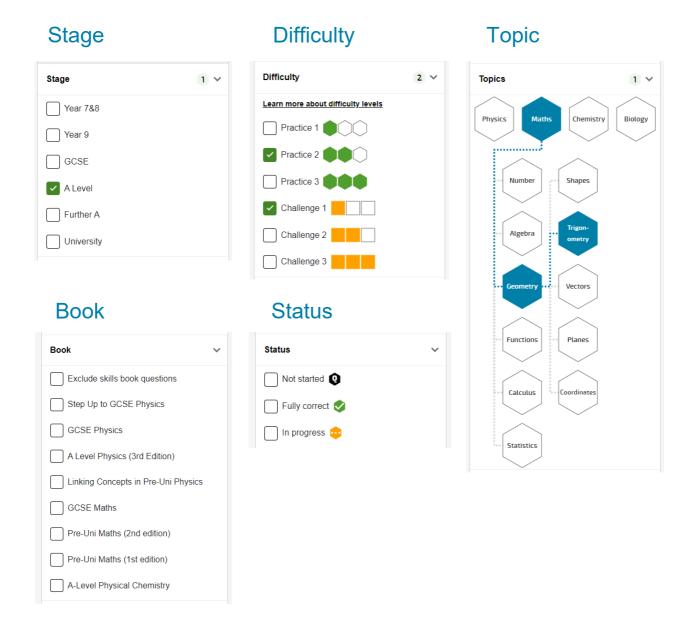
https://isaacphysics.org/questions



Search for questions by stage, topic or difficulty.

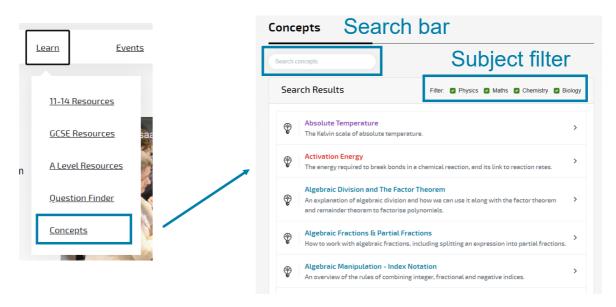


Isaac Maths Resources

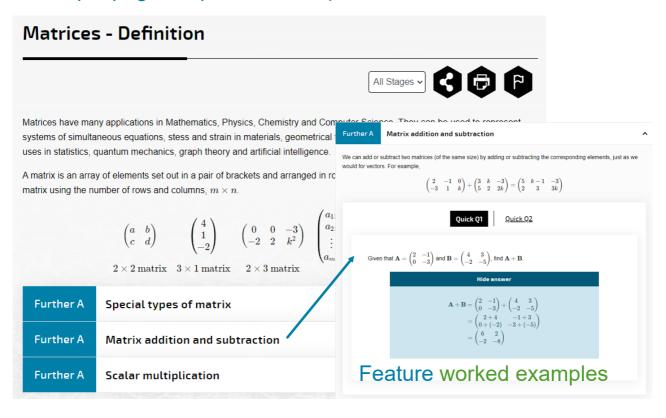


Concept Pages

https://isaacphysics.org/concepts



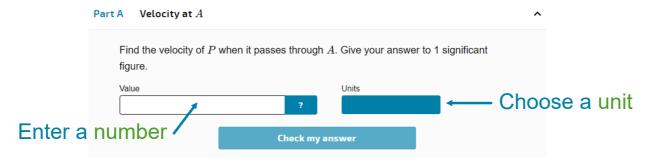
Concepts pages explain a concept in detail.



Question Types

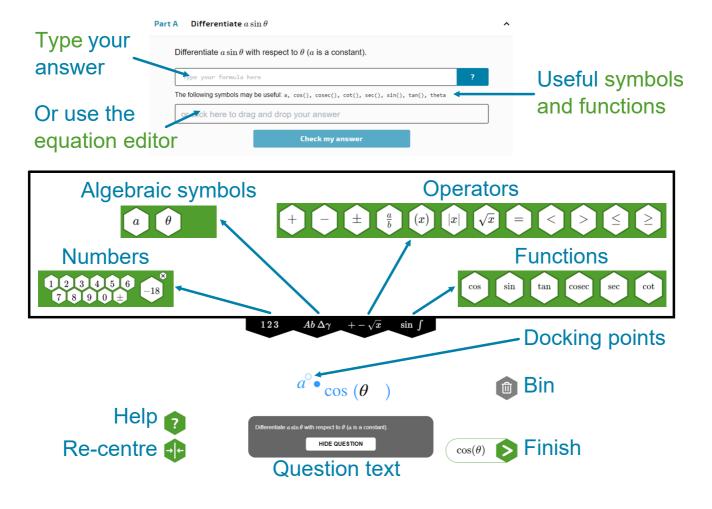
There are many different types of questions available on Isaac Physics. Here are some examples of different types.

Numeric Questions



These will check answers for appropriate use of significant figures.

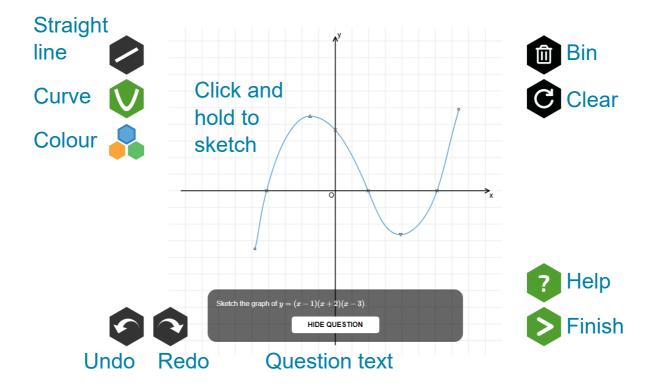
Symbolic Questions



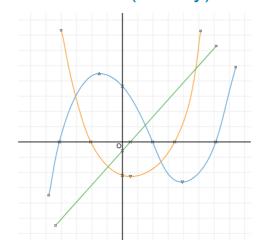
Graph Sketcher Questions

Click on the grid to start:

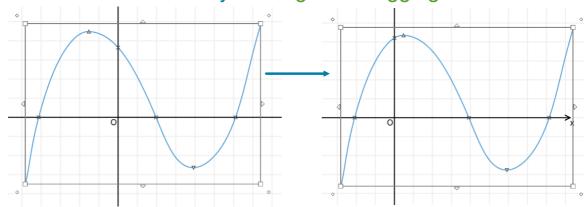
https://isaacphysics.org/questions/cubic_modulus



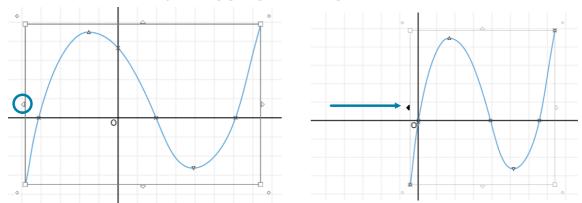
You can draw up to 3 strokes (usually):



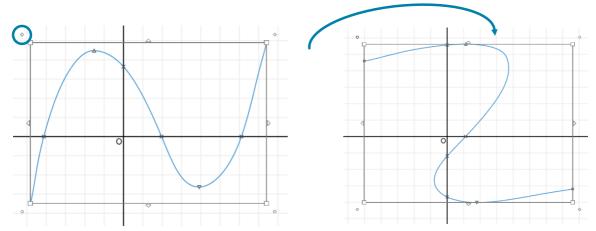
You can move a stroke by clicking and dragging.



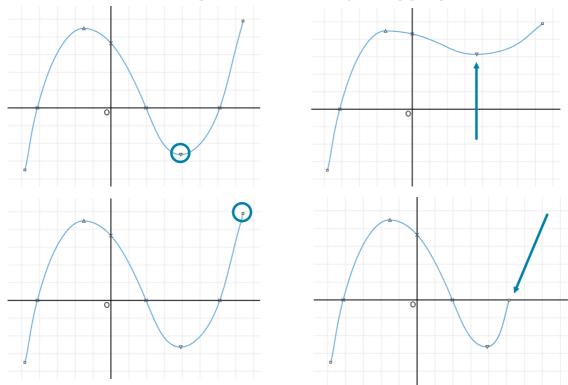
You can stretch it by dragging the edge of the selection box.



You can rotate it by dragging the outer handle near the corner.

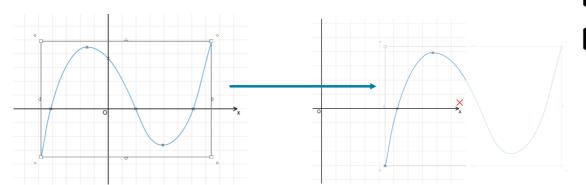


You can move a turning point or end by dragging it.



You can delete a stroke by using the bin or dragging it off the grid.

Clear will delete everything.



How strict is it?

It uses rough positions:

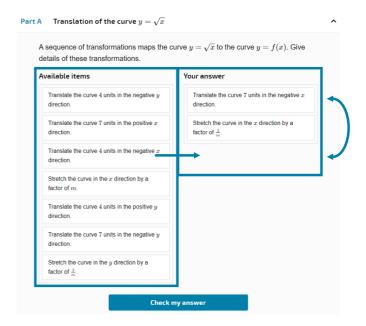
- Which quadrants?
- Where does it cross the axes? (+/- or origin)
- Where are the turning points?
- What are the start and end gradients?

Reorder Questions

Choose from available items

Drag items into the answer

Put items in the correct order

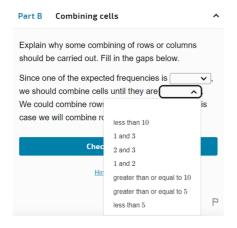


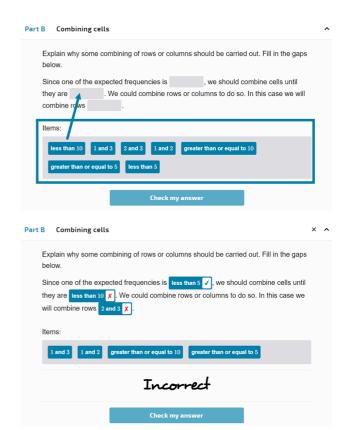
Cloze Text Questions

Drag items to fill in the boxes

Receive individual feedback on each item

Small screens use a dropdown menu



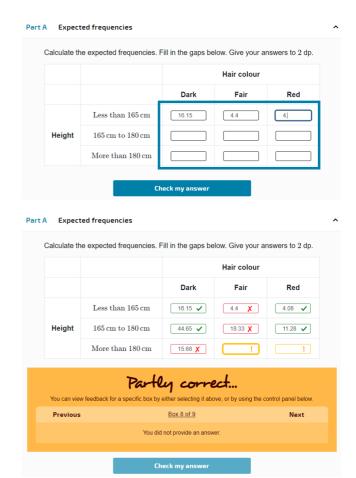


Inline Questions

Type numbers or text in the boxes

Receive individual feedback on each box

Some boxes may require units

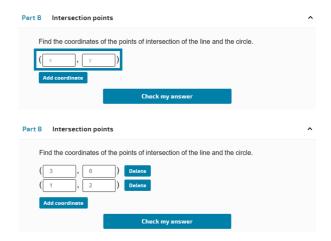


Coordinate Questions

Type numbers in the boxes

You can add/delete coordinates

Coordinate points can be submitted in any order (but not the abscissa and ordinate)



Have a go!

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