# **Isaac Maths Resources**

GCSE Book https://isaacphysics.org/books/maths\_book\_gcse

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A-level Book https://isaacphysics.org/books/pre\_uni\_maths

Practise Maths https://isaacphysics.org/pages/maths\_practice

Master Maths https://isaacphysics.org/pages/master\_maths

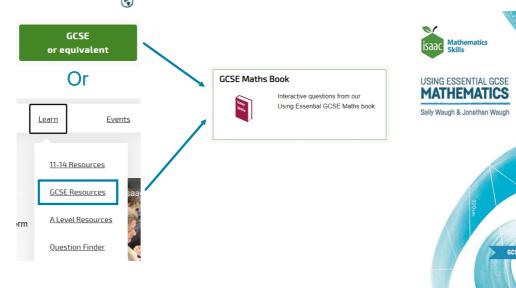
Question finder https://isaacphysics.org/gameboards

Concept Pages https://isaacphysics.org/concepts

Questions to try https://isaacphysics.org/gameboards#tcpd\_newtoisaac\_maths3

## **GCSE Book**

https://isaacphysics.org/books/maths\_book\_gcse



# Available for £1 in print, or online for free.



### Teacher resources.

For Teachers

Specification Table - maps the book to your exam board.

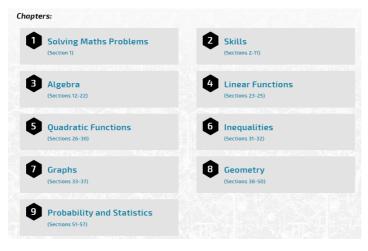
Teacher's Manual - authors' notes for teachers.

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

STEM Question Finder - table of problems that relate to STEM subjects.

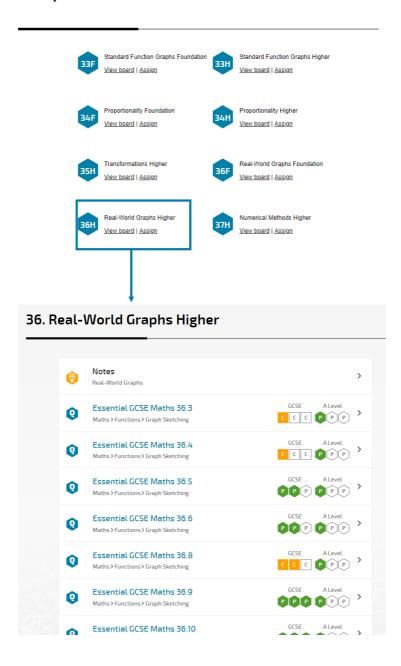
Maths Skills for GCSE Science - table of assumed skills for GCSE science courses.

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

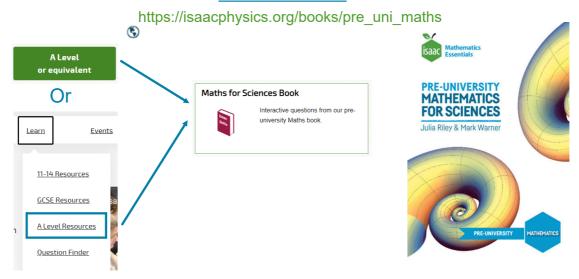


# Questions in gameboards for each chapter.

## Graphs



## **A-level Book**



Available for £1 in print, or online for free.



## Specification table for teachers

For Teachers

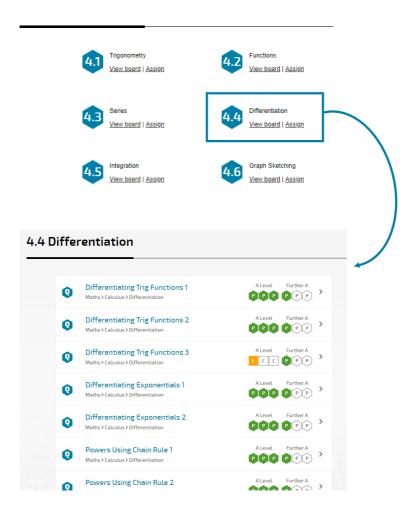
<u>Specification Table</u> - maps the book to your exam board.

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



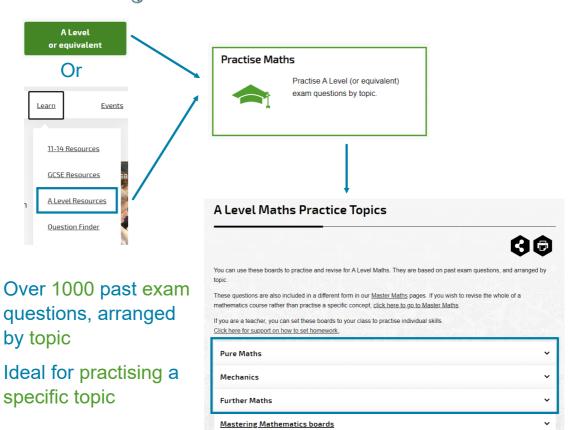
# Questions in gameboards for each chapter.

### Level 4



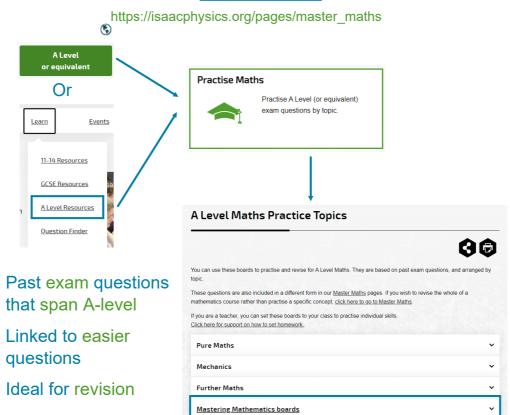
# **Practise Maths**

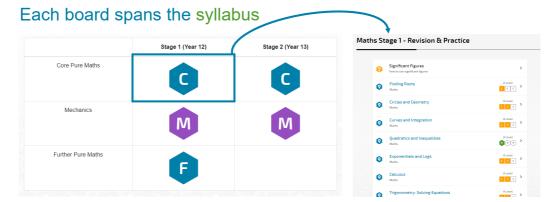
https://isaacphysics.org/pages/maths\_practice



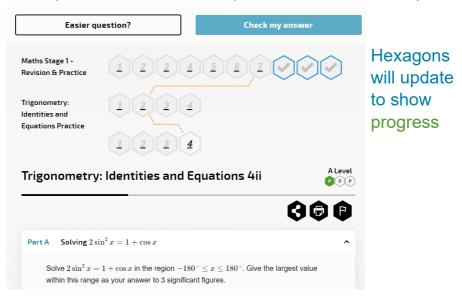
Field	Topic	Board
Algebra and functions	Algebraic Division	<u>Link</u>
	Curve Sketching and Combined Transformations	<u>Link</u>
	Functions and Algebra	<u>Link</u>
	Functions: Graphs and Inverse Functions	<u>Link</u>
	Modulus	<u>Link</u>
	Partial Fractions	<u>Link</u>
	Graphs and roots in context	<u>Link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



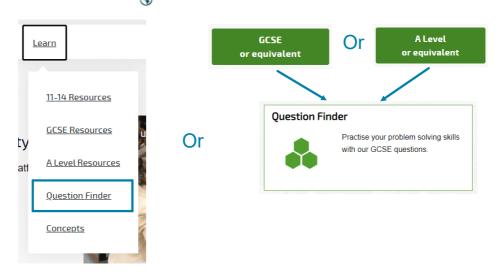


### Each question part links to an easier question on the same topic



## **Question Finder**

https://isaacphysics.org/gameboards



Search for questions by stage, topic or difficulty.



С3

C2

Choose your Questions

Select topic

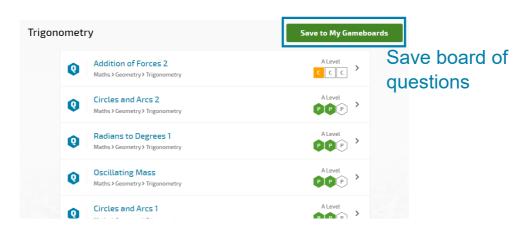
Help

Scroll to questions...

Select difficulty

> Generate a new set of questions

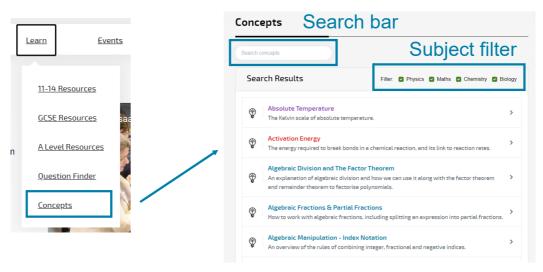
Shuffle Questions O



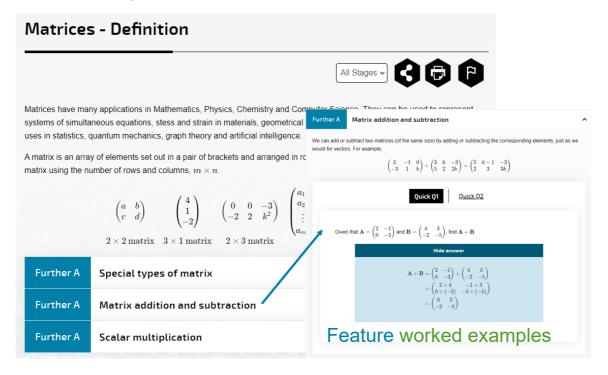
Go to Questions...

## **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 https://isaacphysics.org/questions/gcse\_maths\_ch2\_11\_q1

Symbolic https://isaacphysics.org/questions/algebra\_level2\_ineq\_5

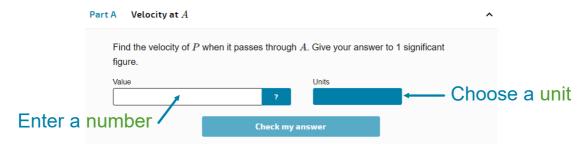
Graph sketcher https://isaacphysics.org/questions/sketch\_reciprocal\_trig

Cloze text https://isaacphysics.org/questions/proof\_surface\_areas

Reorder https://isaacphysics.org/questions/combined\_transformations

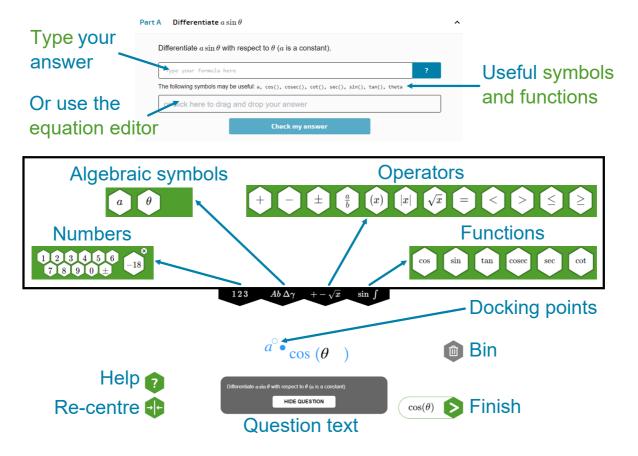
Board link: https://isaacphysics.org/gameboards#tcpd\_newtoisaac\_maths3

## **Numeric Questions**

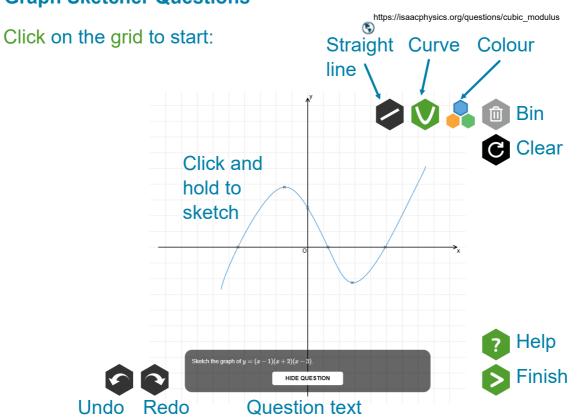


These will check answers for appropriate use of significant figures.

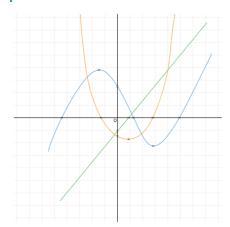
# **Symbolic Questions**



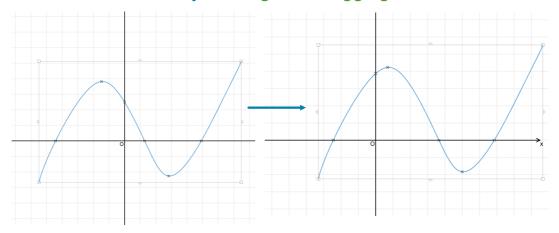
# **Graph Sketcher Questions**



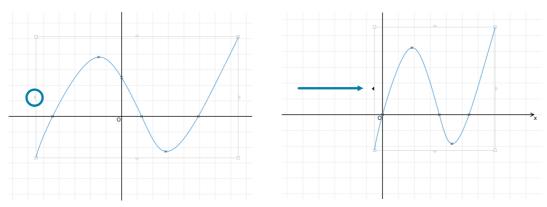
# You can draw up to 3 strokes:



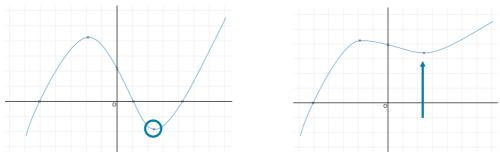
You can move a stroke by clicking and dragging.



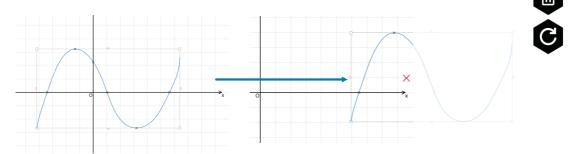
You can stretch it by dragging the edge of the selection box.



You can move a turning point by dragging it.



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



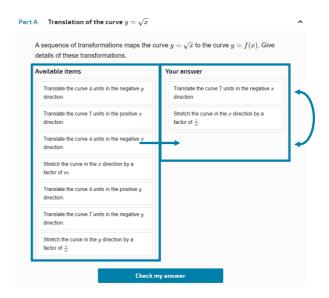
### How strict is it?

# 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 slopes?

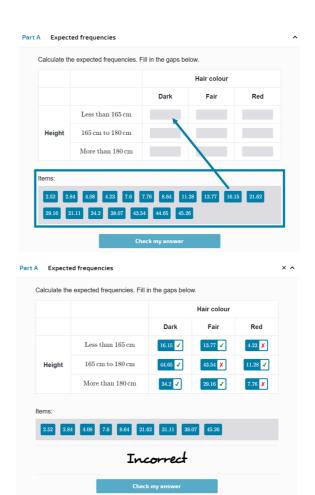
## **Reorder Questions**

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



# Have a go!

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