

<u>Gameboard</u>

Maths

Algebra Quadratio

Quadratics Essential GCSE Maths 29.3

### Essential GCSE Maths 29.3



Express the following in completed square form.

Give your answers in the form  $b(x+a)^2+c$ , use improper (top heavy) fractions rather than mixed fractions in your answers.

Part A 
$$2x^2 - 8x + 2$$

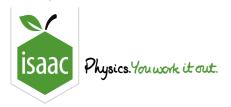
$$2x^2 - 8x + 2$$

The following symbols may be useful: x

Part B 
$$3x^2 - 18x - 7$$

$$3x^2 - 18x - 7$$

The following symbols may be useful: x



Gameboard

Maths

Functions

Graph Sketching

Essential GCSE Maths 27.4

### Essential GCSE Maths 27.4



Without drawing graphs, find for each function:

(i) the y-intercept (ii) where the graph crosses the x-axis.

Part A 
$$y=x^2+x-2$$

$$y = x^2 + x - 2$$

- (i) Find the y-intercept
- (ii) Where does the graph cross the x-axis?

Enter the lower value.

Enter the higher value.

Part B  $y=x^2+6x+5$ 

$$y = x^2 + 6x + 5$$

- (i) Find the y-intercept
- (ii) Where does the graph cross the x-axis?

Enter the lower value.

Enter the higher value.

Part C  $y=x^2-8x+15$ 

$$y = x^2 - 8x + 15$$

- (i) Find the y-intercept
- (ii) Where does the graph cross the x-axis?

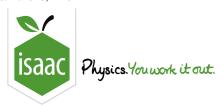
Enter the lower value.

Enter the higher value.

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**Equations** 



Gameboard

Maths

Functions Graph Sketching

Essential GCSE Maths 27.11

### Essential GCSE Maths 27.11



The formula  $s=ut+\frac{1}{2}at^2$  is used to calculate the height s of projectiles (such as balls) as a function of time.

Plot a graph of s against t for  $0 \leqslant t \leqslant 7$ , given that  $u = 29.43 \, \mathrm{m/s}$  and  $a = -9.81 \, \mathrm{m/s^2}$ .

### Part A What is the maximum height?

What is the maximum height reached? Give your answer to 3 s.f..

### Part B How long to return to its starting height?

How long does a projectile modelled by this graph take to return to its starting height? You may assume the projectile was launched at t=0. Give your answer to 3 s.f..

### Part C What is the relative position of the projectile?

At  $t=7\,\mathrm{s}$ , what is the height of the projectile relative to its starting position? Give your answer to 3 s.f..

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**Equations** 



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Maths

Quadratics: Graphs and Discriminants 2ii

# Quadratics: Graphs and Discriminants 2ii



The quadratic equation  $x^2 + kx + k = 0$  has no real roots for x.

#### Part A Find discriminant

Write down the discriminant of  $x^2 + kx + k$  in terms of k.

The following symbols may be useful:  $\ensuremath{k}$ 

### Part B Possible values of k

Hence find the set of values k can take.

What form does your answer take? Choose from the list below, where a and b are constants and a < b, and then find a and/or b.

- k < a
- $k \leq a$
- k > a
- $k \geq a$
- $\bigcirc$  a < k < b
- $\bigcirc$   $a \leq k \leq b$
- k < a or k > b
- $k \le a \text{ or } k \ge b$

Write down the value of a.

Write down the value of b (or if your chosen form has no b, write "n").

The following symbols may be useful:  $\ensuremath{\mathsf{n}}$ 

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**Equations** 



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Maths

Algebra Simultane

Simultaneous Equations Linear-Quadratic 3

### Linear-Quadratic 3

# GCSE A Level

Pre-Uni Maths for Science C1.7

Solve the simultaneous equations  $p^2 + 2pq + 4q^2 = 7$  and 2p = q + 1. (Where appropriate give your answer in the form of a proper or improper fraction.)

### Part A p furthest from zero and q

Find the value of p furthest from zero given that  $p^2+2pq+4q^2=7$  and 2p=q+1.

The following symbols may be useful: p, q

Find q for the value of p found above.

The following symbols may be useful: p, q

#### Part B p closest to zero and q

Find the value of p closest to zero given that  $p^2 + 2pq + 4q^2 = 7$  and 2p = q + 1.

The following symbols may be useful: p, q

Find q for the value of p found above.

The following symbols may be useful: p, q



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Maths

Algebra Manipulation

Quadratic Inequalities

# **Quadratic Inequalities**



Pre-Uni Maths for Science A2.5

Solve the following quadratic inequalities.

Part A 
$$3x^2 - 2x - 8 < 0$$

Solve the inequality  $3x^2 - 2x - 8 \le 0$ . Firstly select the form of your answer from the choices given below, where a and b are constants and a < b, and then find a and/or b.

Select the form of your answer from the choices given below.

- x > b only
- x < a or x > b
- $x \geq b$  only
- x < a only
- $a \le x \le b$
- $x \le a \text{ or } x \ge b$
- $x \leq a$  only
- $\bigcirc$  a < x < b

Given your deduction above, find a.

Given your deduction above, find b.

Part B  $-2x^2 + 5 < 7x + 11$ 

Solve the inequality  $-2x^2 + 5 < 7x + 11$ . Firstly select the form of your answer from the choices given below, where c and d are constants, and then find c and/or d.

Select the form of your answer from the choices given below.

- $x \le c \text{ or } x \ge d$
- c < x < d
- $c \le x \le d$
- x < c only
- x < c or x > d
- x > d only
- $x \leq c$  only
- $x \geq d$  only

Given your deduction above, find  $\emph{c}.$ 

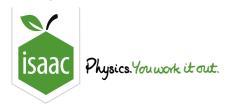
Given your deduction above, find d.

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**Equations** 



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Maths

Algebra Quadratics

Quadratic Equations 5

### **Quadratic Equations 5**



Pre-Uni Maths for Science B1.10

Show that the solution to the equation  $mp^2+bp+k=0$  can be written as  $p=-\gamma\pm\sqrt{\gamma^2-\omega^2}$ .

#### Part A Find an expression for $\gamma$

Hence find an expression for  $\gamma$  in terms of one or more of the constants m, b and k in the original equation.

The following symbols may be useful: b, gamma, k, m, omega

### Part B Find an expression for $\omega$

Also give an expression for  $\omega$  in terms of one or more of the constants m, b and k.

The following symbols may be useful: b, gamma, k, m, omega

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**Equations** 



Home Gameboard

Maths

Algebra

Simultaneous Equations

Linear-Ouadratic 6

### Linear-Quadratic 6

Pre-Uni Maths for Science C1.10



A particle of mass M, travelling at speed u, collides head-on and elastically with a stationary particle of mass m. After the collision the particles of mass M and of mass m travel at (non-zero) speeds v and w respectively.

By applying the laws of conservation of momentum and kinetic energy we can write down two simultaneous equations for the collision: Mu=Mv+mw and  $\frac{1}{2}Mu^2=\frac{1}{2}Mv^2+\frac{1}{2}mw^2$ 

#### Part A w (speed of particle of mass m after collision)

Find an expression for w, the speed of the particle of mass m after the collision, in terms of u, M and m.

The following symbols may be useful: M, m, u, v, w

### Part B v (speed of particle of mass M after collision)

Find the corresponding expression for v, the speed of the particle of mass M after the collision, in terms of u, M and m.

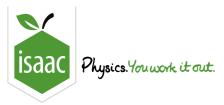
The following symbols may be useful: M, m, u, v, w

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STEM SMART Double Maths 2 - Quadratic & Cubic

**Equations** 



Gameboard

Maths

Algebra and Roots: Cubics 2ii

# Algebra and Roots: Cubics 2ii



The cubic equation  $x^3 - 6x^2 + kx + 10 = 0$  has roots p - q, p + q and p.

Part A p

Find p by considering the sum of roots.

The following symbols may be useful: p

### Part B q

Find q by considering the product of roots. Take q to be positive.

The following symbols may be useful: q

#### Part C k

Find k.

The following symbols may be useful:  $\ensuremath{k}$ 

 $\label{lem:condition} \mbox{Adapted with permission from UCLES, A Level, OCR FP1 Specimen paper, Paper 4725, Question 2.}$ 



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Maths

Algebra and Roots: Cubics 1i

# Algebra and Roots: Cubics 1i



The cubic equation  $3x^3 - 9x^2 + 6x + 2 = 0$  has roots  $\alpha$ ,  $\beta$  and  $\gamma$ .

Part A 
$$\alpha + \beta + \gamma$$

Give the value of  $\alpha + \beta + \gamma$ .

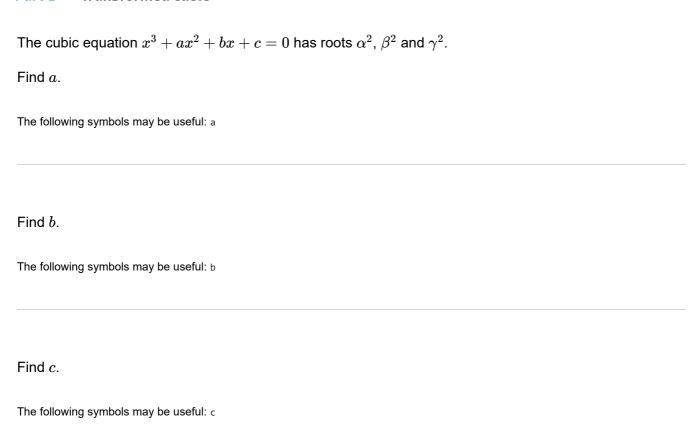
Part B 
$$\alpha \beta + \alpha \gamma + \beta \gamma$$

Give the value of  $\alpha\beta + \alpha\gamma + \beta\gamma$ .

Part C 
$$\alpha\beta\gamma$$

Give the value of  $\alpha\beta\gamma$ .

#### Part D Transformed cubic



Adapted with permission from UCLES, A Level, June 2012, Paper 4725, Question 10.