

FOUNDATION LEARN SHEET

GCSE Maths – Foundation Tier: **LEARN THESE FACTS!** You will not be given them in the exam.

Types of number:

odd – ends in 1, 3, 5, 7, 9
even – ends in 0, 2, 4, 6, 8 (is divisible by 2)
factor – divides exactly into a number
 eg 5 is a factor of 10
multiple – in the times table of a number
 eg 20 is a multiple of 10
square number – can be written as a number multiplied by itself eg 9 is a square number because it can be written as 3×3 .
 The first 7 square numbers are 1, 4, 9, 16, 25, 36, 49, ...
prime number - can only be divided by one and itself: 2, 3, 5, 7, 11, 13, 17... are prime

Metric units:

Length – use mm, cm, m, km
Area – use mm^2 , cm^2 , m^2 , km^2 , (hectares)
Volume – use mm^3 , cm^3 , m^3 , ml, litres
Mass – use g, kg

Conversions:
 1 litre = 1000 ml
 1cm = 10mm
 1m = 100cm
 1kg = 1000g
 1kg = 2.2 pounds
 5 miles = 8 km

Percentage means “fraction out of 100”

50% = 0.5 = $\frac{1}{2}$ divide by 2
 25% = 0.25 = $\frac{1}{4}$ halve then halve again
 10% = 0.1 = $\frac{1}{10}$ divide by 10
 1% = 0.01 = $\frac{1}{100}$ divide by 100

Key formulae:

Circumference of circle = πd

Area of rectangle = length x width

Area of triangle = base x height \div 2

Area of circle = πr^2

Volume of cuboid = length x width x height

Volume of prism = cross-section area x length

perimeter is the distance round the edge

area is the space inside the shape

Special words:

sum – add the numbers together
product – multiply the numbers
difference – biggest take away the smallest
estimate – round the numbers first and give an approximate answer
solve – work out the value of the letter
correlation – the relationship between 2 variables, can be **positive**, **negative** or **no correlation**. Draw a line of best fit if correlation is positive/negative.
expand – multiply out brackets $2(x+3)=2x+6$
factorise – put brackets back in $x^2-3x = x(x-3)$
tessellate – fit shapes together with no gaps

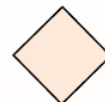
Averages:

mode/modal – the most common value or values
median – the middle value when they are in order
mean – add up all the values and divide by the number of terms
range – highest value take away the lowest value

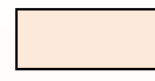
Names of shapes:



square



still a square!



rectangle



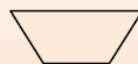
rhombus



parallelogram



kite



trapezium



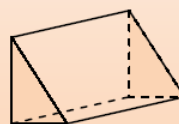
cuboid



cone



cylinder



triangular prism



square-based pyramid







triangle-based pyramid (tetrahedron)

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Angle Rules: Opposite angles are equal
 Angles at a point add up to 360°
 Angles in a quadrilateral add up to 360°
 Alternate angles in parallel lines (Z angles) are equal
 Corresponding angles in parallel lines (F angles) are equal
 Interior angles in parallel lines (C angles) add up to 180°

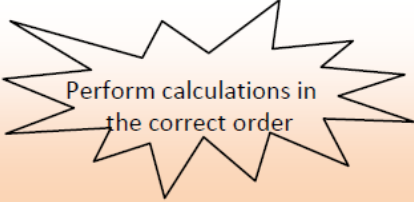
Angles on a straight line add up to 180°
 Angles in a triangle add up to 180°

right angle 

acute  obtuse  reflex 

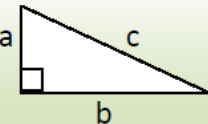
BRACKETS
INDICES
DIVISION
MULTIPLICATION
ADDITION
SUBTRACTION

Perform calculations in the correct order

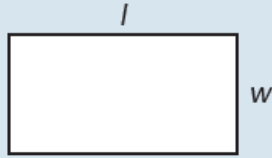
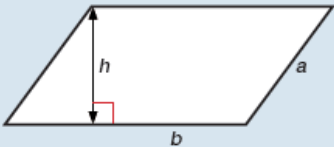
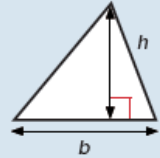
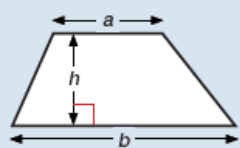


Pythagoras' theorem

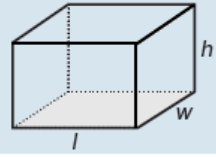
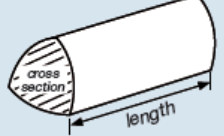
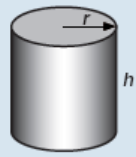
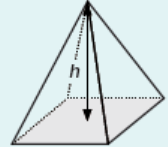
$a^2 + b^2 = c^2$



Areas

Rectangle = $l \times w$	
Parallelogram = $b \times h$	
Triangle = $\frac{1}{2} b \times h$	
Trapezium = $\frac{1}{2} (a + b)h$	

Volumes

Cuboid = $l \times w \times h$	
Prism = area of cross section \times length	
Cylinder = $\pi r^2 h$	
Volume of pyramid = $\frac{1}{3} \times$ area of base \times h	

Circles

Circumference = $\pi \times$ diameter, $C = \pi d$

Circumference = $2 \times \pi \times$ radius, $C = 2\pi r$

Area of a circle = $\pi \times$ radius squared $A = \pi r^2$

