

Year 11 Unit 4

Velocity-time graphs and algebraic proof (Higher)

Prior knowledge: Year 10 unit 2 speed, distance, time
Year 10 unit 1 circle theorems and unit 5 further trigonometry

Leads onto: Year 11 exams
Year 12 kinematics and further algebraic proof

What do I need to be able to do?

- Plot and interpret velocity-time graphs to find
 - Velocity (change in y)
 - Time (change in x)
 - Distance (area)
 - Acceleration (gradient)
- Calculate areas by using trapeziums
- Understand and calculate instantaneous rates of change using tangents
- Understand the purpose and nature of algebraic proof for
 - odd and even numbers
 - square and cube numbers
 - Sine and cosine rules
 - Angle facts and circle theorems
- Understand the purpose and limitations of disproof by counterexample

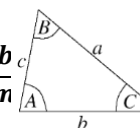
Keywords/formula

Velocity and **displacement** are the vector quantities for speed and distance

Area of a trapezium is $\frac{(a+b)h}{2}$ where a, b are the lengths of the parallel sides and h is the distance between them

Tangent is a straight line that intersects a curve at just one point

Sine rule



$$\frac{a}{\sin A} = \frac{b}{\sin B} = \frac{c}{\sin C}$$

Cosine rule

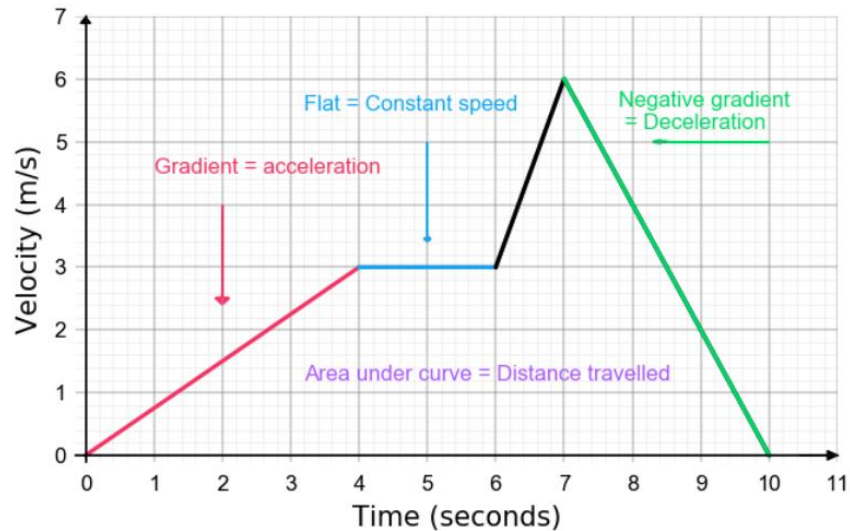
$$a^2 = b^2 + c^2 - 2bc \cos A$$

Area of a triangle

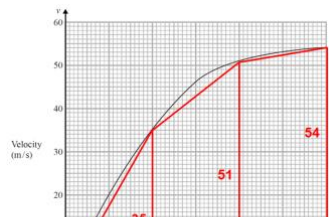
$$\text{Area} = \frac{1}{2} ab \sin C$$

Look up the seven **circle theorems**

Velocity-time graphs

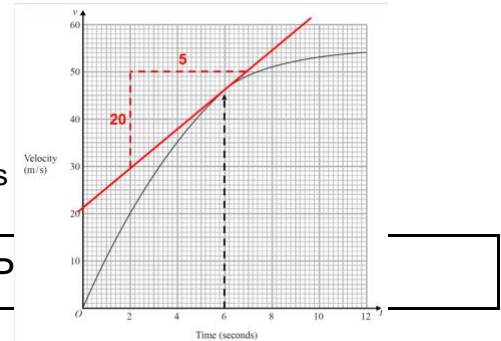


If the line is curved then the acceleration is constantly changing



To find the area (distance travelled) you can approximate with trapeziums

A tangent to the curve gives the acceleration at that instantaneous moment



Integer is any positive or negative whole number

Sum means add the terms together

Product means multiply the terms together

For any given number, n

An **even** number can be represented as $2n$

An **odd** number can be represented as $2n + 1$

A **square** number is n^2

Consecutive numbers can be represented as $n, n + 1, n + 2$, etc

A **multiple** of 5 can be represented by $5n$

You can **disprove** a statement using a **counter example**, as you only need to have one example that doesn't work to show the statement is false.

To **prove** a statement you need to use algebra or geometry to show each step from the start to the conclusion

In general:

Define your variables - say what each letter represents

Show every step - be clear in your workings and take the space that you need!

Give reasons - state clearly any rules you are using eg the angle sum of a triangle is 180°

Re-read your work at the end to make sure you haven't missed any steps, reasons or method marks