

# Edexcel Level 3 Advanced GCE in Mathematics (9MA0)

## Two-year Scheme of Work

Students studying A Level Mathematics will take 3 papers at the end of Year 13 as indicated below. All students will study Pure, Statistics and Mechanics.

A level Mathematics	
<b>Paper 1:</b> Pure Mathematics 33%, 2 hours, 100 marks	Any pure content can be assessed on either paper
<b>Paper 2:</b> Pure Mathematics 33%, 2 hours, 100 marks	
<b>Paper 3:</b> Statistics and Mechanics 33%, 2 hours, 100 marks	Section A: Statistics (50 marks) Section B: Mechanics (50 marks)

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# Year 1: AS Mathematics pure content

## Pure Mathematics

Unit	Title
<b>1</b>	<b>Algebra and functions</b>
<u>a</u>	Algebraic expressions – basic algebraic manipulation, indices and surds
<u>b</u>	Quadratic functions – factorising, solving, graphs and the discriminants
<u>c</u>	Equations – quadratic/linear simultaneous
<u>d</u>	Inequalities – linear and quadratic (including graphical solutions)
<u>e</u>	Graphs – cubic, quartic and reciprocal
<u>f</u>	Transformations – transforming graphs – $f(x)$ notation
<b>2</b>	<b>Coordinate geometry in the <math>(x, y)</math> plane</b>
<u>a</u>	Straight-line graphs, parallel/perpendicular, length and area problems
<u>b</u>	Circles – equation of a circle, geometric problems on a grid
<b>3</b>	<b>Further algebra</b>
<u>a</u>	Algebraic division, factor theorem and proof
<u>b</u>	The binomial expansion
<b>4</b>	<b>Trigonometry</b>
<u>a</u>	Trigonometric ratios and graphs
<u>b</u>	Trigonometric identities and equations
<b>5</b>	<b>Vectors (2D)</b>
<u>a</u>	Definitions, magnitude/direction, addition and scalar multiplication
<u>b</u>	Position vectors, distance between two points, geometric problems
<b>6</b>	<b>Differentiation</b>
<u>a</u>	Definition, differentiating polynomials, second derivatives
<u>b</u>	Gradients, tangents, normals, maxima and minima
<b>7</b>	<b>Integration</b>
<u>a</u>	Definition as opposite of differentiation, indefinite integrals of $x^n$
<u>b</u>	Definite integrals and areas under curves
<b>8</b>	<b>Exponentials and logarithms:</b> Exponential functions and natural logarithms

## Year 1: AS Mathematics applied content Statistics and Mechanics

Unit	Title
<b>Section A – Statistics</b>	
<b>1</b>	<b>Statistical sampling</b>
	<u>a</u> Introduction to sampling terminology; Advantages and disadvantages of sampling
	<u>b</u> Understand and use sampling techniques; Compare sampling techniques in context
<b>2</b>	<b>Data presentation and interpretation</b>
	<u>a</u> Calculation and interpretation of measures of location; Calculation and interpretation of measures of variation; Understand and use coding
	<u>b</u> Interpret diagrams for single-variable data; Interpret scatter diagrams and regression lines; Recognise and interpret outliers; Draw simple conclusions from statistical problems
<b>3</b>	<b>Probability:</b> Mutually exclusive events; Independent events
<b>4</b>	<b>Statistical distributions:</b> Use discrete distributions to model real-world situations; Identify the discrete uniform distribution; Calculate probabilities using the binomial distribution (calculator use expected)
<b>5</b>	<b>Statistical hypothesis testing</b>
	<u>a</u> Language of hypothesis testing; Significance levels
	<u>b</u> Carry out hypothesis tests involving the binomial distribution
<b>Section B – Mechanics</b>	
<b>6</b>	<b>Quantities and units in mechanics</b>
	<u>a</u> Introduction to mathematical modelling and standard S.I. units of length, time and mass
	<u>b</u> Definitions of force, velocity, speed, acceleration and weight and displacement; Vector and scalar quantities
<b>7</b>	<b>Kinematics 1 (constant acceleration)</b>
	<u>a</u> Graphical representation of velocity, acceleration and displacement
	<u>b</u> Motion in a straight line under constant acceleration; <i>suvat</i> formulae for constant acceleration; Vertical motion under gravity
<b>8</b>	<b>Forces &amp; Newton's laws</b>
	<u>a</u> Newton's first law, force diagrams, equilibrium, introduction to <b>i, j</b> system
	<u>b</u> Newton's second law, ' $F = ma$ ', connected particles (no resolving forces or use of $F = \mu R$ ); Newton's third law: equilibrium, problems involving smooth pulleys
<b>9</b>	<b>Kinematics 2 (variable acceleration)</b>
	<u>a</u> Variable force; Calculus to determine rates of change for kinematics
	<u>b</u> Use of integration for kinematics problems i.e. $r = \int v dt$ , $v = \int a dt$

## Year 2: Remaining A Level Mathematics pure content

### Pure Mathematics

Unit	Title
<b>1</b>	<b>Proof:</b> Examples including proof by deduction* and proof by contradiction
<b>2</b>	<b>Algebraic and partial fractions</b>
<u>a</u>	Simplifying algebraic fractions
<u>b</u>	Partial fractions
<b>3</b>	<b>Functions and modelling</b>
<u>a</u>	Modulus function
<u>b</u>	Composite and inverse functions
<u>c</u>	Transformations
<u>d</u>	Modelling with functions* <div style="text-align: right; font-size: small;">*examples may be Trigonometric, exponential, reciprocal etc.</div>
<b>4</b>	<b>Series and sequences</b>
<u>a</u>	Arithmetic and geometric progressions (proofs of 'sum formulae')
<u>b</u>	Sigma notation
<u>c</u>	Recurrence and iterations
<b>5</b>	<b>The binomial theorem</b>
<u>a</u>	Expanding $(a + bx)^n$ for rational $n$ ; knowledge of range of validity
<u>b</u>	Expansion of functions by first using partial fractions
<b>6</b>	<b>Trigonometry</b>
<u>a</u>	Radians (exact values), arcs and sectors
<u>b</u>	Small angles
<u>c</u>	Secant, cosecant and cotangent (definitions, identities and graphs); Inverse trigonometrical functions; Inverse trigonometrical functions
<u>d</u>	Compound* and double (and half) angle formulae <div style="text-align: right; font-size: small;">*geometric proofs expected</div>
<u>e</u>	$R \cos(x \pm \alpha)$ or $R \sin(x \pm \alpha)$
<u>f</u>	Proving trigonometric identities
<u>g</u>	Solving problems in context (e.g. mechanics)
<b>7</b>	<b>Parametric equations</b>
<u>a</u>	Definition and converting between parametric and Cartesian forms
<u>b</u>	Curve sketching and modelling

Unit	Title
<b>8</b>	<b>Differentiation</b>
<u>a</u>	Differentiating $\sin x$ and $\cos x$ from first principles
<u>b</u>	Differentiating exponentials and logarithms
<u>c</u>	Differentiating products, quotients, implicit and parametric functions.
<u>d</u>	Second derivatives (rates of change of gradient, inflections)
<u>e</u>	Rates of change problems* (including growth and kinematics) *see Integration (part 2) – Differential equations
<b>9</b>	<b>Numerical methods*</b>
<u>a</u>	Location of roots
<u>b</u>	Solving by iterative methods (knowledge of ‘staircase and cobweb’ diagrams)
<u>c</u>	Newton-Raphson method
<u>d</u>	Problem solving
	*See Integration (part 2) for the trapezium rule
<b>10</b>	<b>Integration (part 1)</b>
<u>a</u>	Integrating $x^n$ (including when $n = -1$ ), exponentials and trigonometric functions
<u>b</u>	Using the reverse of differentiation, and using trigonometric identities to manipulate integrals
<b>11</b>	<b>Integration (part 2)</b>
<u>a</u>	Integration by substitution
<u>b</u>	Integration by parts
<u>c</u>	Use of partial fractions
<u>d</u>	Areas under graphs or between two curves, including understanding the area is the limit of a sum (using sigma notation)
<u>e</u>	The trapezium rule
<u>f</u>	Differential equations (including knowledge of the family of solution curves)
<b>12</b>	<b>Vectors (3D):</b> Use of vectors in three dimensions; knowledge of column vectors and <b>i</b> , <b>j</b> and <b>k</b> unit vectors

## Year 2: Remaining A Level Mathematics applied content

### Statistics and Mechanics

Unit	Title
<b>Section A – Statistics</b>	
<b>1</b>	<b>Regression and correlation</b>
<u>a</u>	Change of variable
<u>b</u>	Correlation coefficients Statistical hypothesis testing for zero correlation
<b>2</b>	<b>Probability</b>
<u>a</u>	Using set notation for probability Conditional probability
<u>b</u>	Questioning assumptions in probability
<b>3</b>	<b>The Normal distribution</b>
<u>a</u>	Understand and use the Normal distribution
<u>b</u>	Use the Normal distribution as an approximation to the binomial distribution Selecting the appropriate distribution
<u>c</u>	Statistical hypothesis testing for the mean of the Normal distribution
<b>4</b>	<b>Moments:</b> Forces' turning effect
<b>5</b>	<b>Forces at any angle</b>
<u>a</u>	Resolving forces
<u>b</u>	Friction forces (including coefficient of friction $\mu$ )
<b>6</b>	<b>Applications of kinematics:</b> Projectiles
<b>7</b>	<b>Applications of forces</b>
<u>a</u>	Equilibrium and statics of a particle (including ladder problems)
<u>b</u>	Dynamics of a particle
<b>8</b>	<b>Further kinematics</b>
<u>a</u>	Constant acceleration (equations of motion in 2D; the <b>i, j</b> system)
<u>b</u>	Variable acceleration (use of calculus and finding vectors $\dot{\mathbf{r}}$ and $\ddot{\mathbf{r}}$ at a given time)