

Year 9 Mathematics CATCH UP



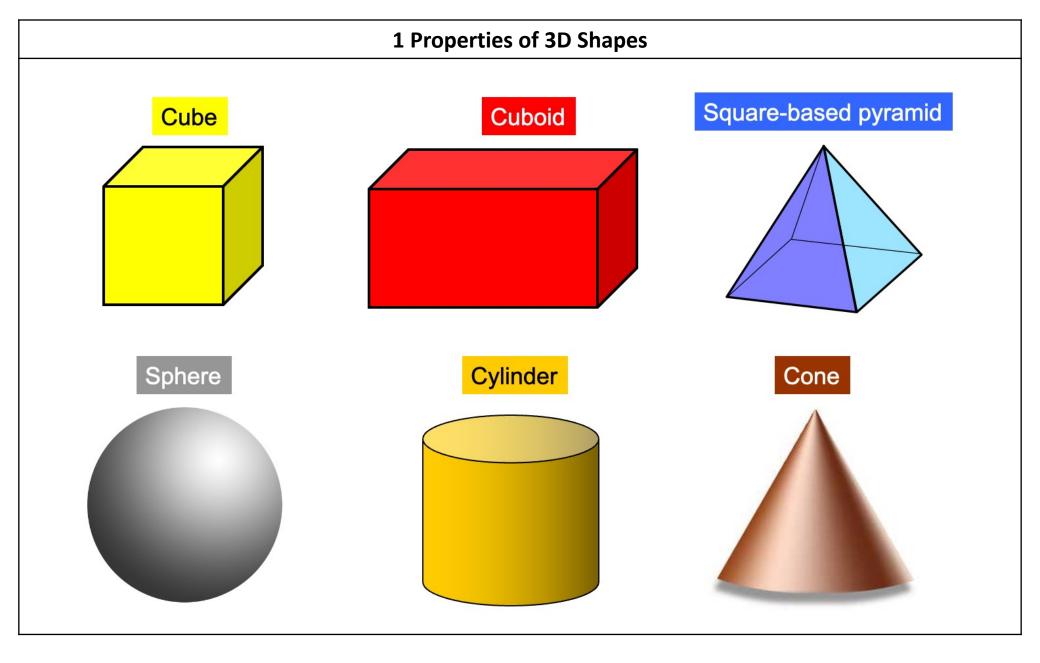
Name:

Class:

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Please see catch up course on <u>drfrostmaths.com</u>



Faces

A face is a flat or curved surface on a 3D shape.

Edges

An edge is where two faces meet.

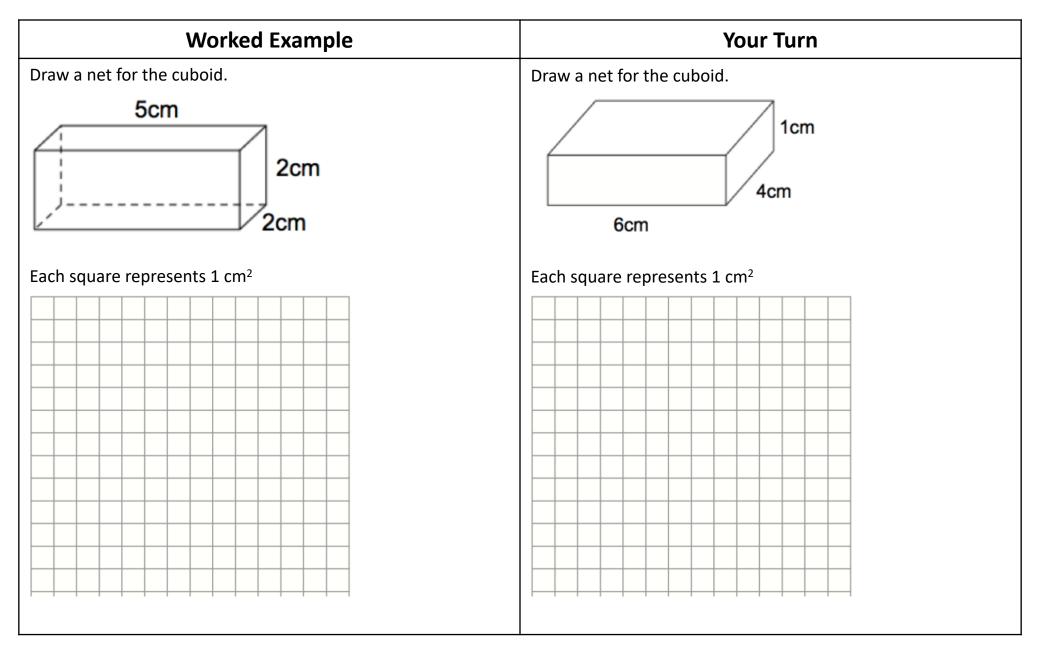
Vertices

A vertex is a corner where edges meet. The plural is vertices.

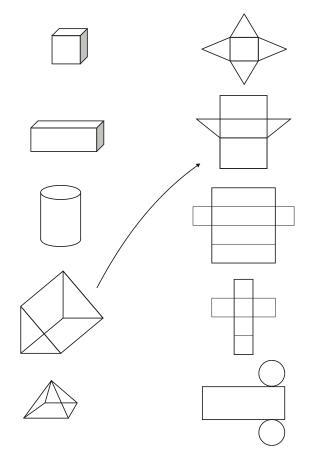
Worked Example	Your Turn
For the cuboid, write down the:	For the triangular prism, write down the:
Number of faces (F)	Number of faces (F)
The number of edges (E)	The number of edges (E)
The number of vertices (V)	The number of vertices (V)
Calculate $V - E + F$	Calculate $V - E + F$

Nets

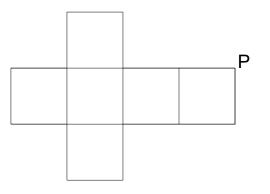
A net shows what a 3D solid could look like if 'unfolded' and laid out flat



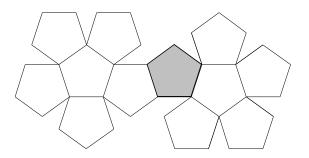
1. Match the 3D solids with their net



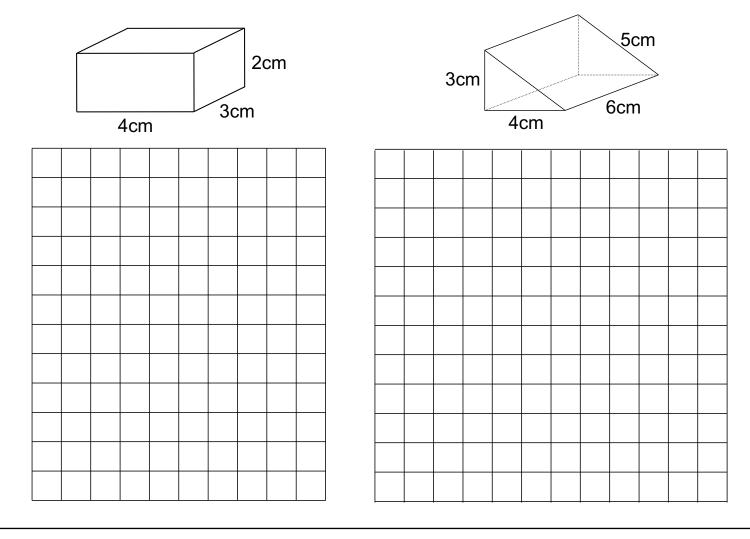
2. The net is folded to make a cube.Two other vertices meet at *P*.Mark each of these vertices with the letter *P*.



3. The net shown is folded to make a dodecahedron. Label the face which is opposite the shaded one



4. Using the grid provided with 1 square = 1 cm, draw an accurate net of these solids

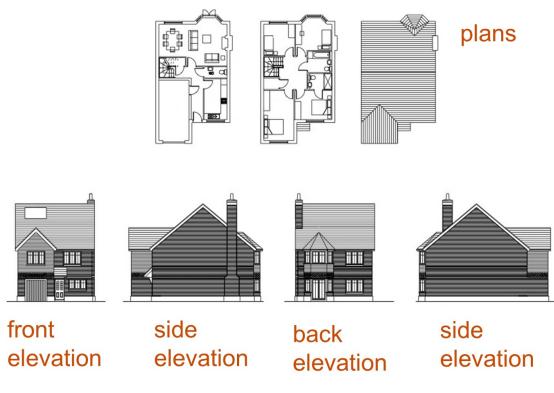


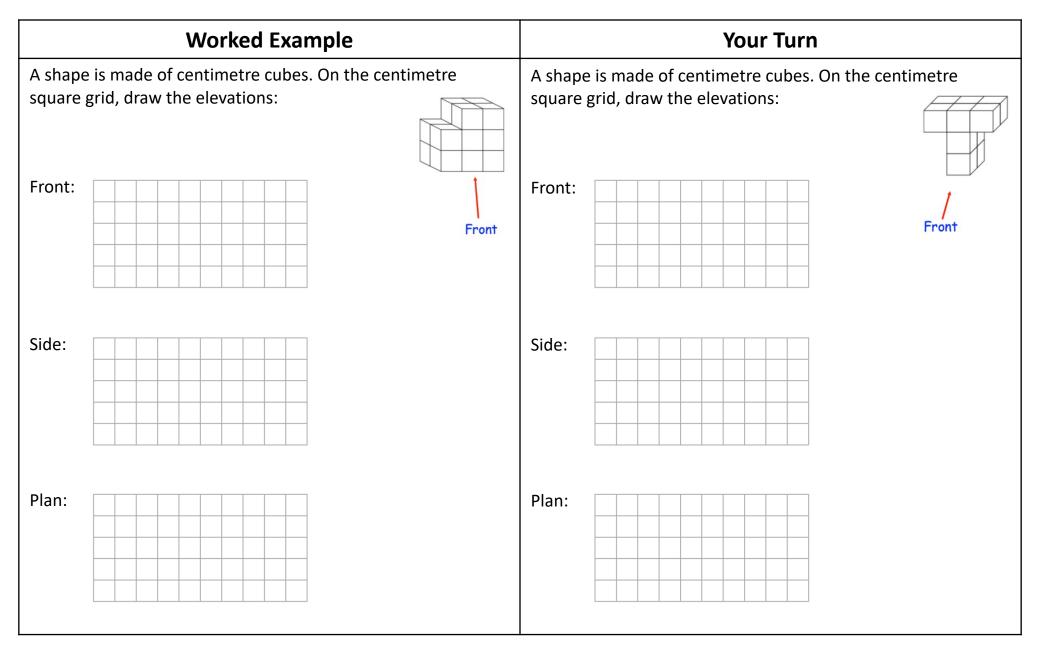
2 Plans and Elevations

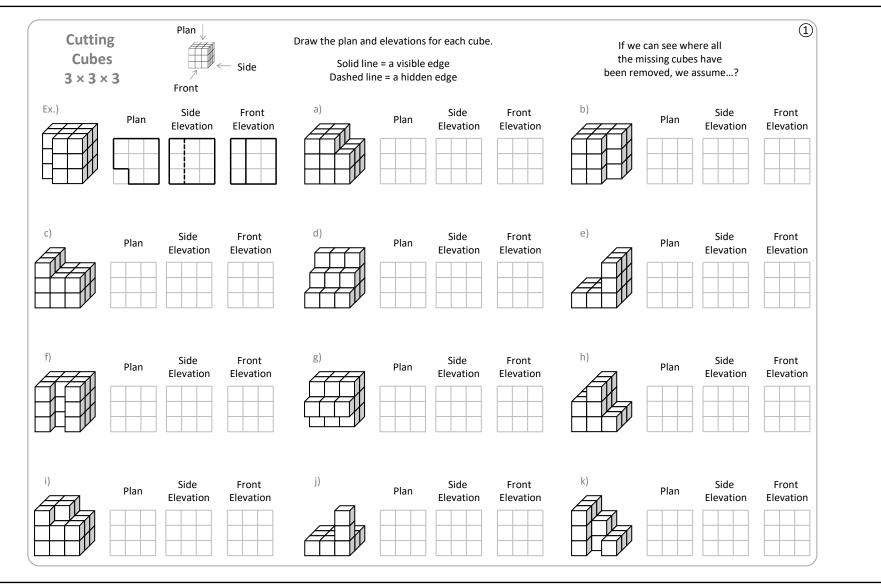
The **plan** is the view from the top of a 3D solid.

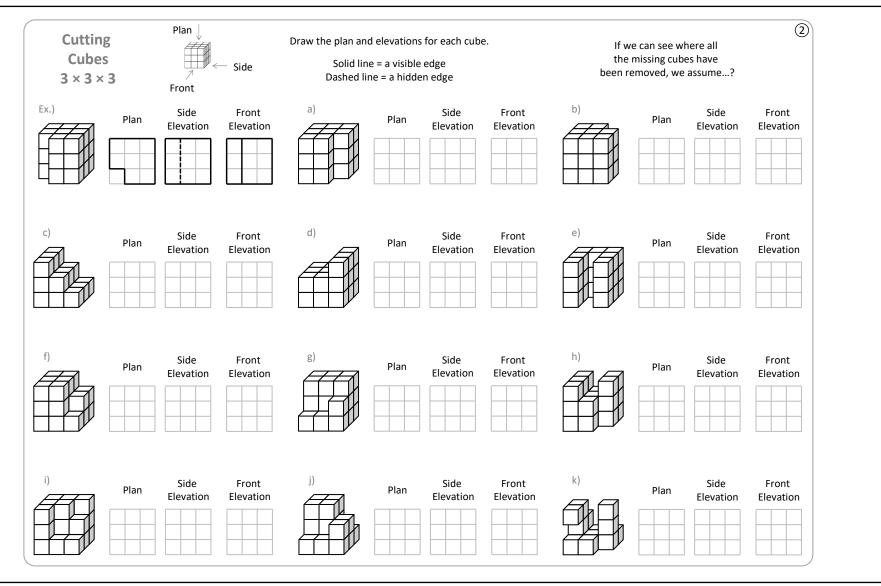
Elevations are horizontal views of a 3D object:

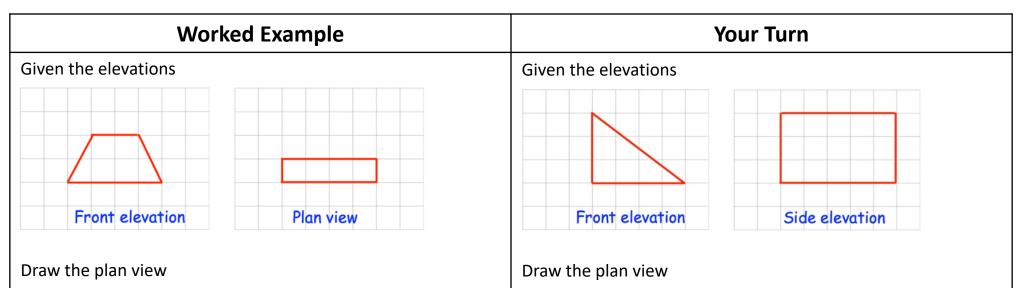
- **Front elevation**: The view from the front of an object.
- Back elevation: The view from behind the object.
- **Side elevation**: The view from the side of an object.





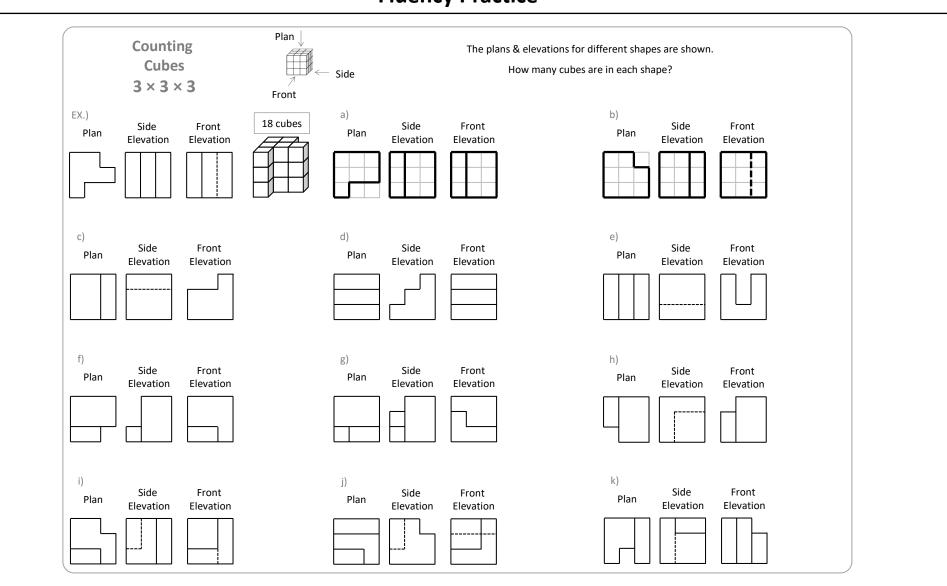






Sketch the solid shape

Sketch the solid shape



3 Volume and Surface Area of Prisms

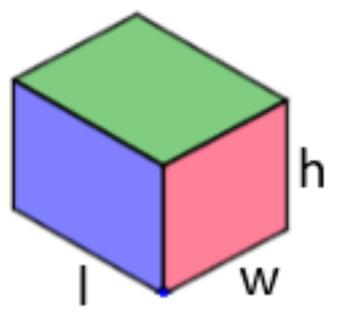
Volume is the amount of space an object takes up.

Surface Area is the total area across the surface.

Volume of Cuboids

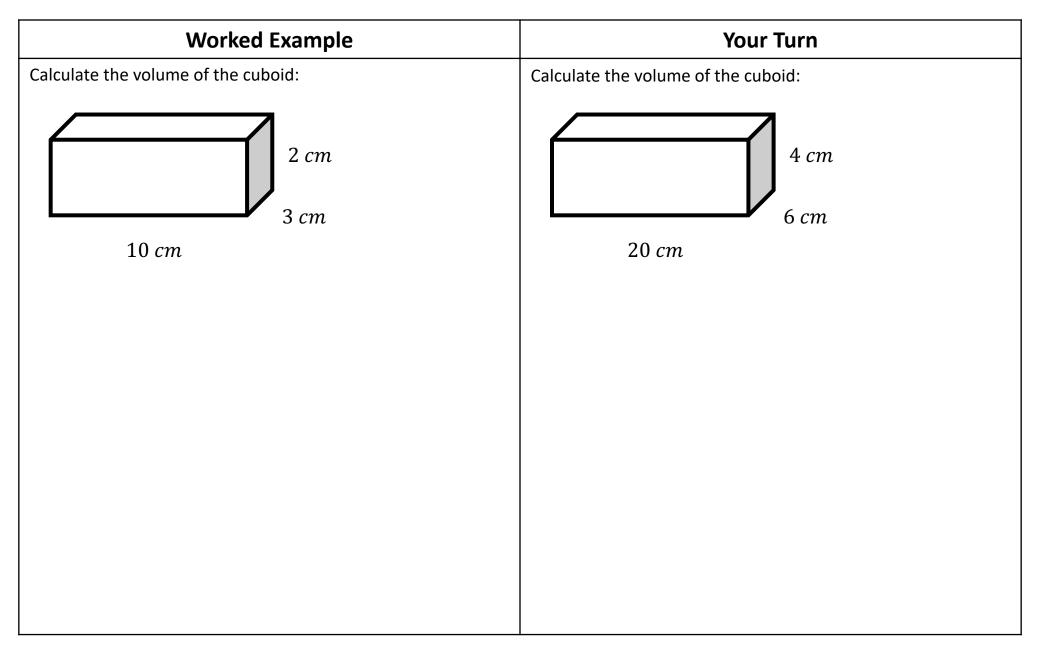
Volume of Cuboid = Length \times Width \times Height

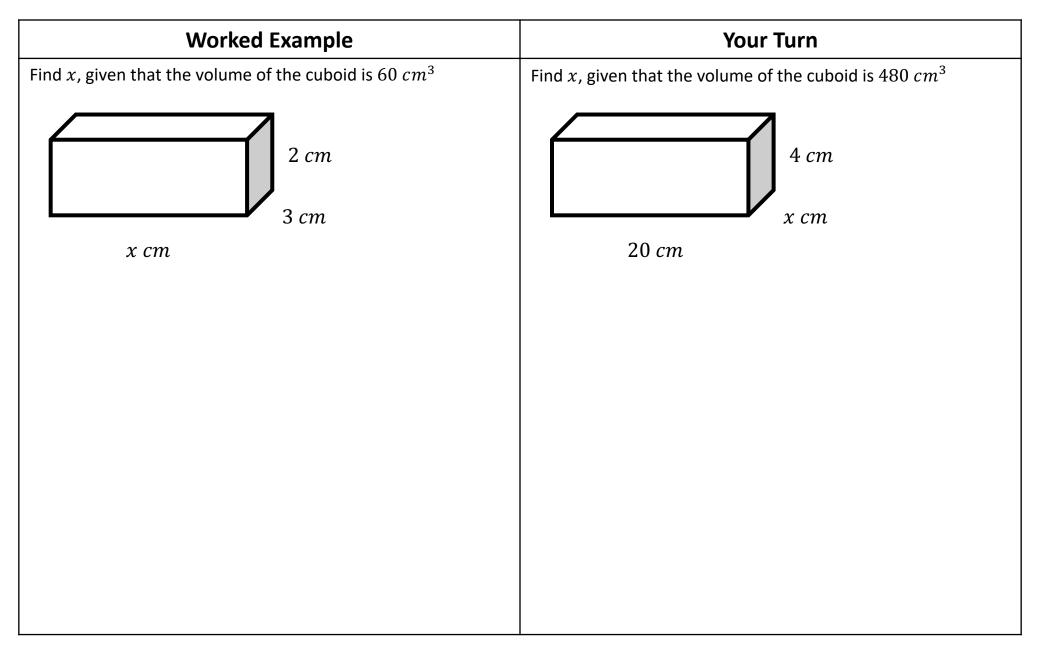
Volume of Cuboid = $l \times w \times h$



Worked Example	Your Turn
Calculate the volume of the cube:	Calculate the volume of the cube:
C C C C C C C C C C C C C C C C C C C	5 cm

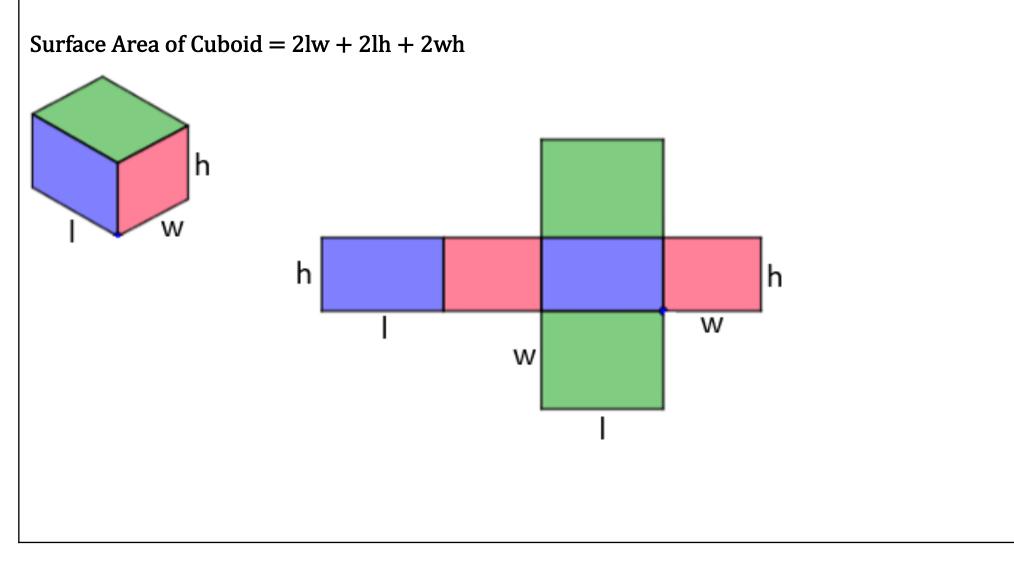
Worked Example	Your Turn
Find x, given that the volume of the cube is $27 \ cm^3$	Find x, given that the volume of the cube is $125 \ cm^3$
x cm	x cm





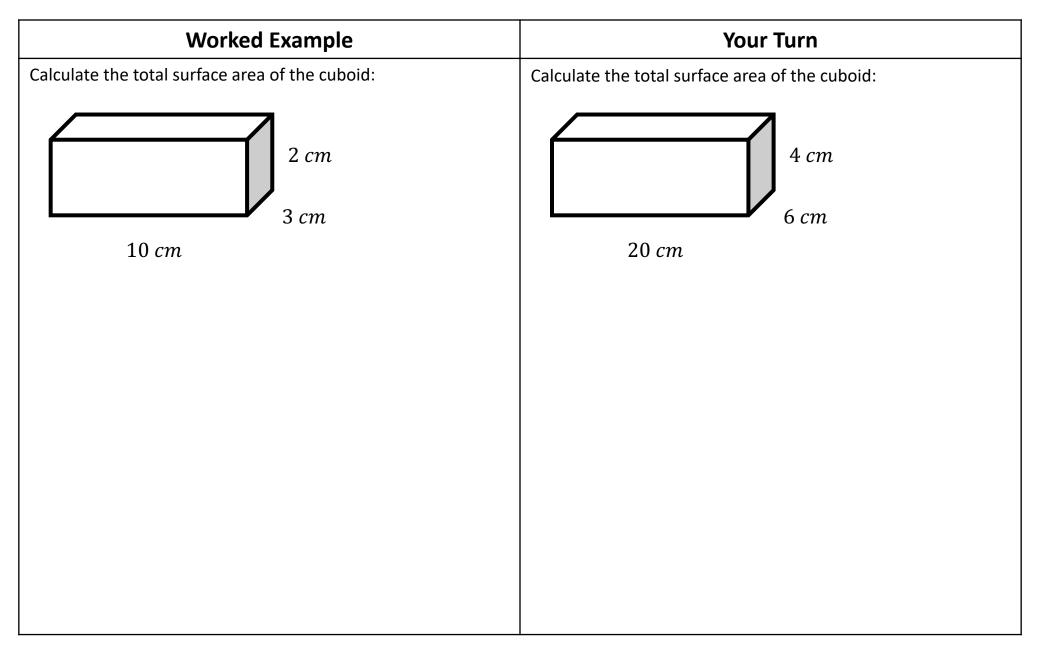
Surface Area of Cuboids

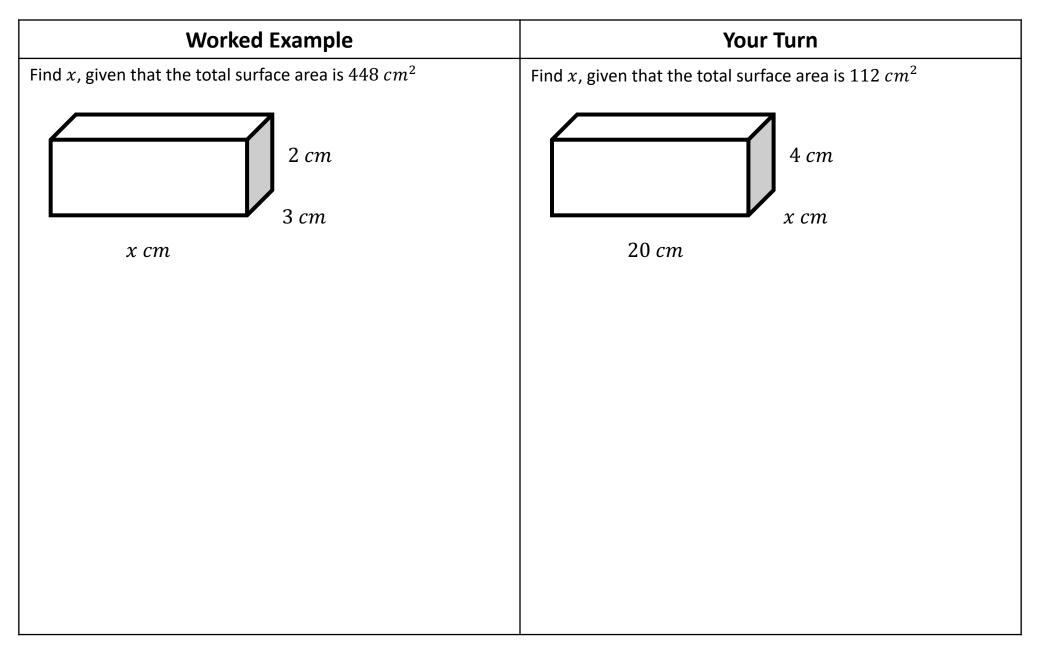
Surface Area of Cuboid = $2 \times \text{Length} \times \text{Width} + 2 \times \text{Length} \times \text{Height} + 2 \times \text{Width} \times \text{Height}$



Worked Example	Your Turn
Calculate the surface area of the cube:	Calculate the surface area of the cube:
The second secon	5 cm

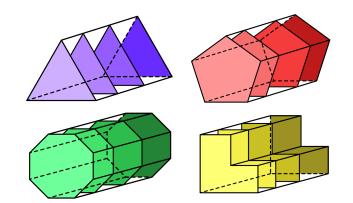
Worked Example	Your Turn
Find x, given that the total surface area of the cube is $54 \ cm^2$:	Find x, given that the total surface area of the cube is $150 \ cm^2$:
x cm	x cm





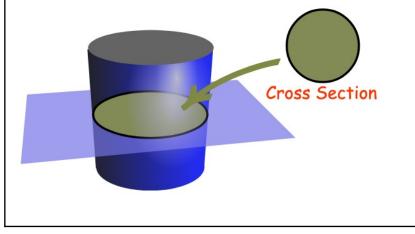
Prisms

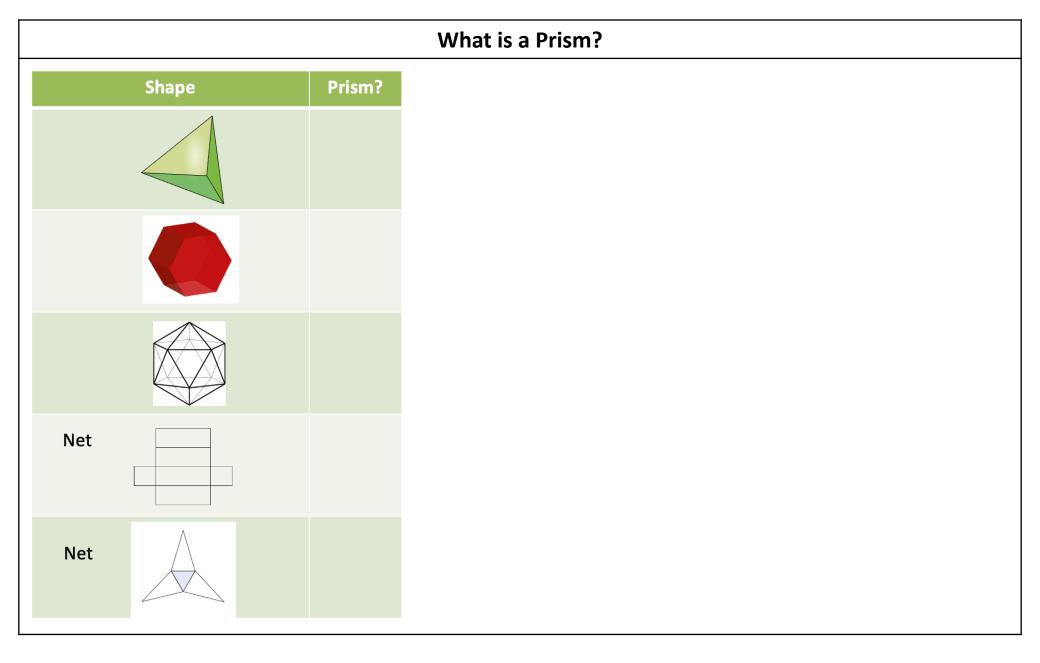
A prism is a 3D shape which has the same cross-section along its length.

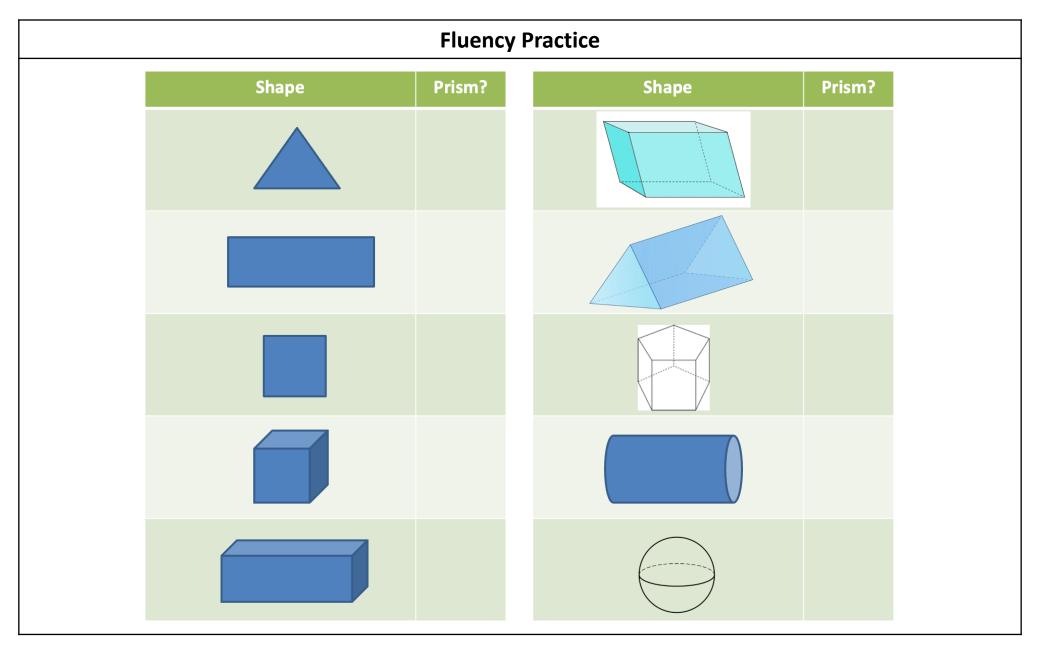


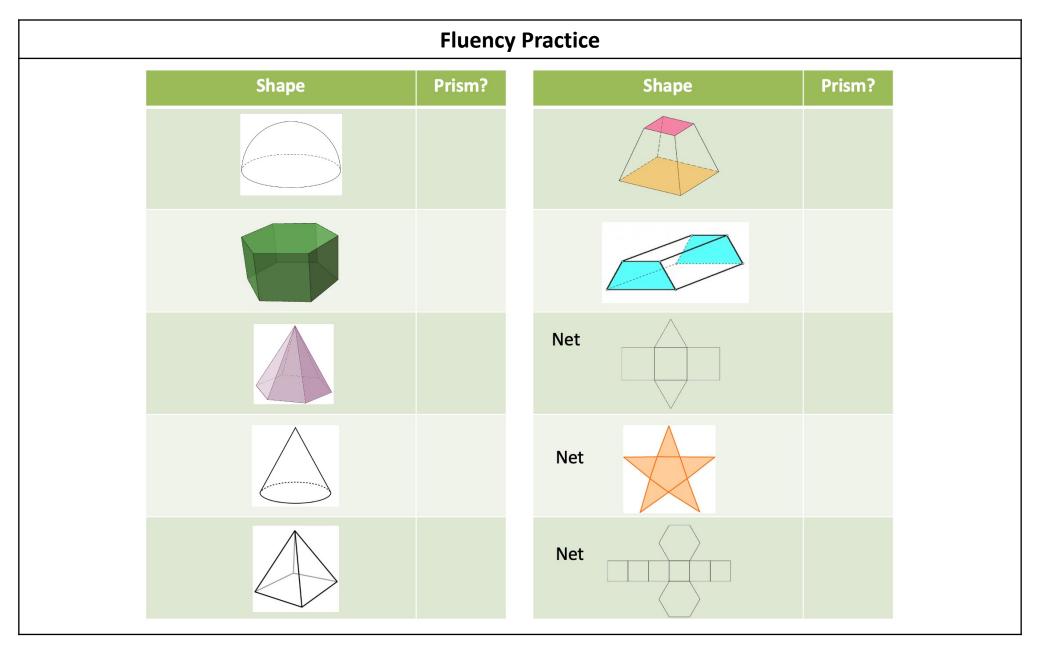
Cross-Section

It is the shape made when a solid is cut through parallel to the base.





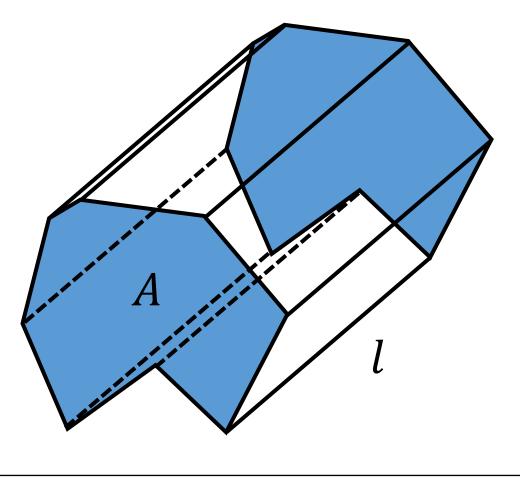


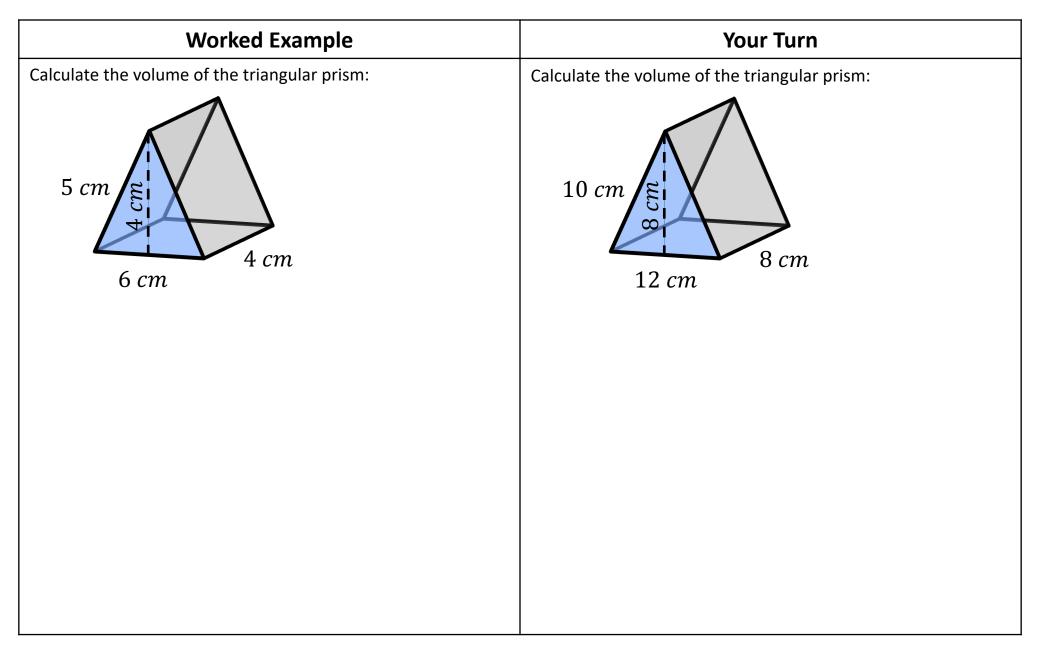


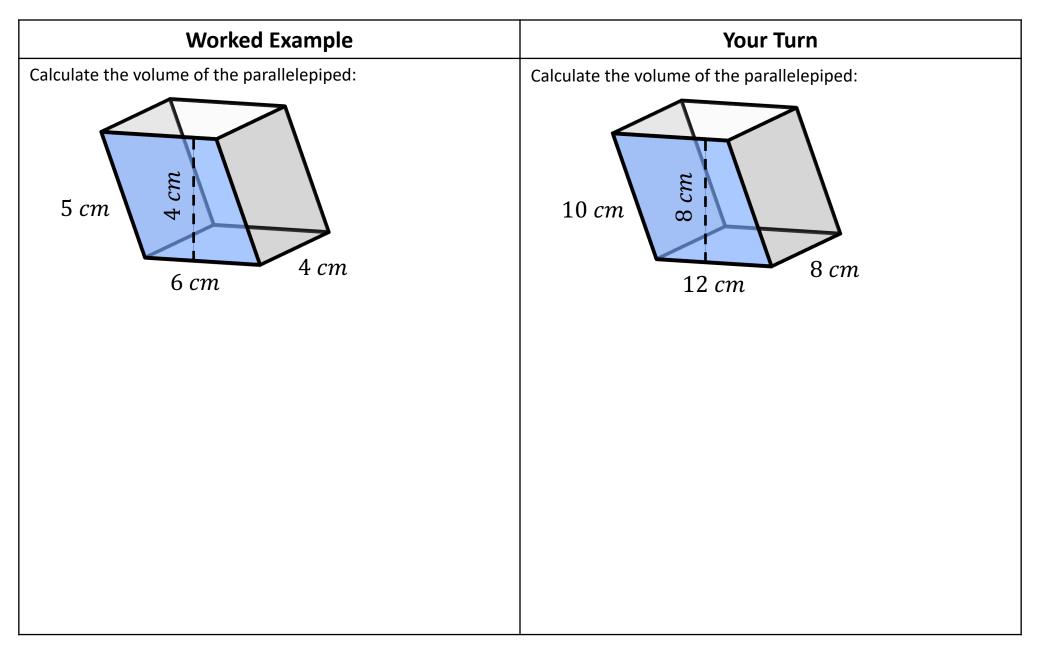
Volume of Prisms

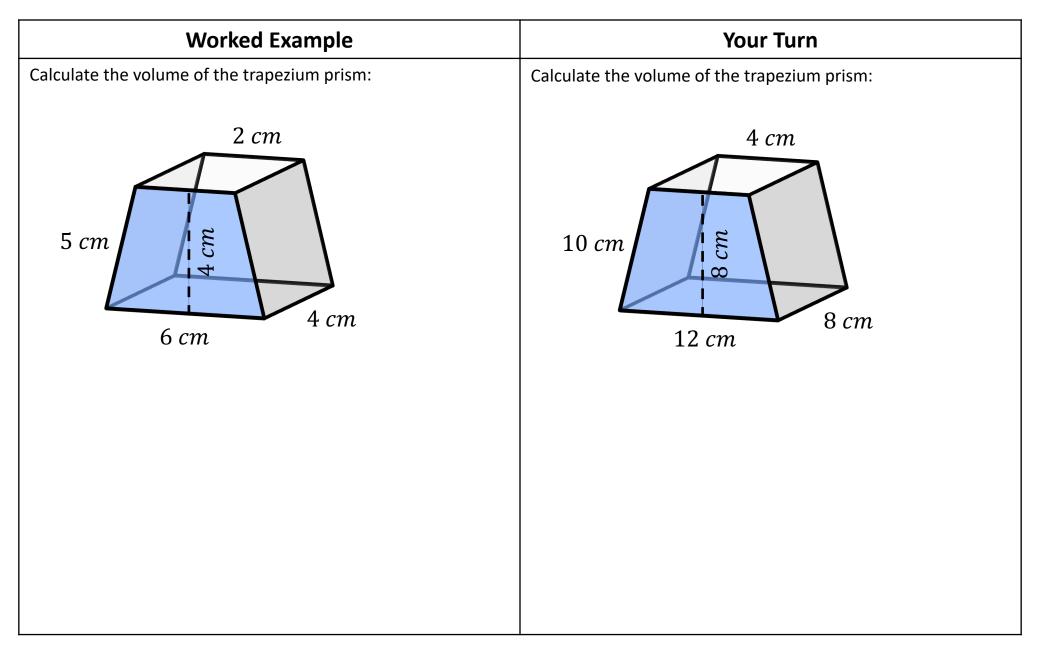
Volume of Prism = Area of Cross Section × Length

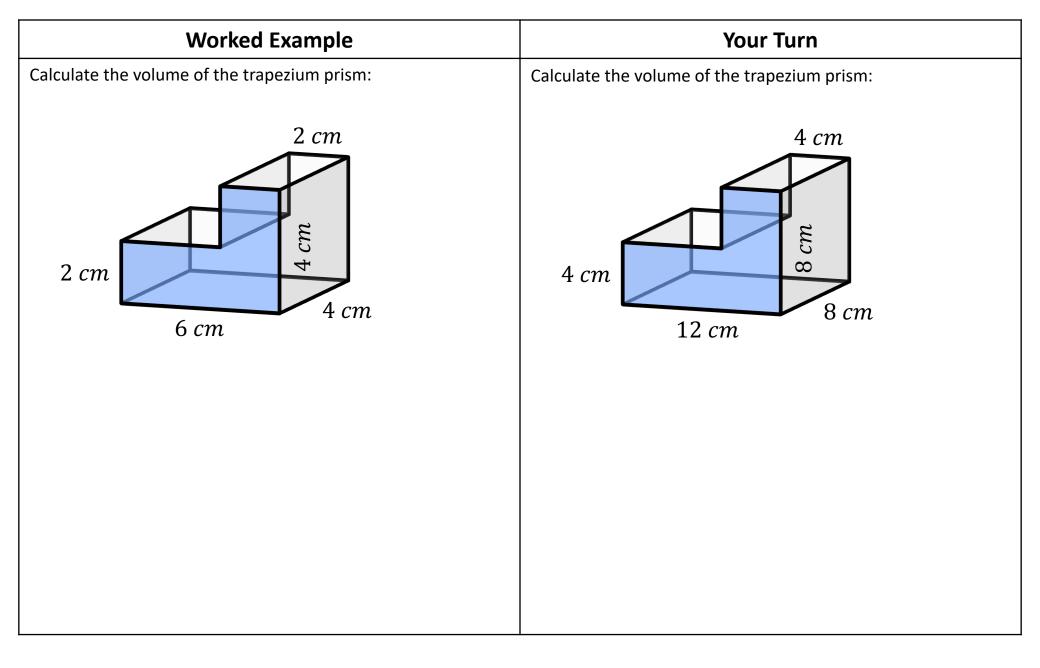
Volume of Prism = $A \times I$

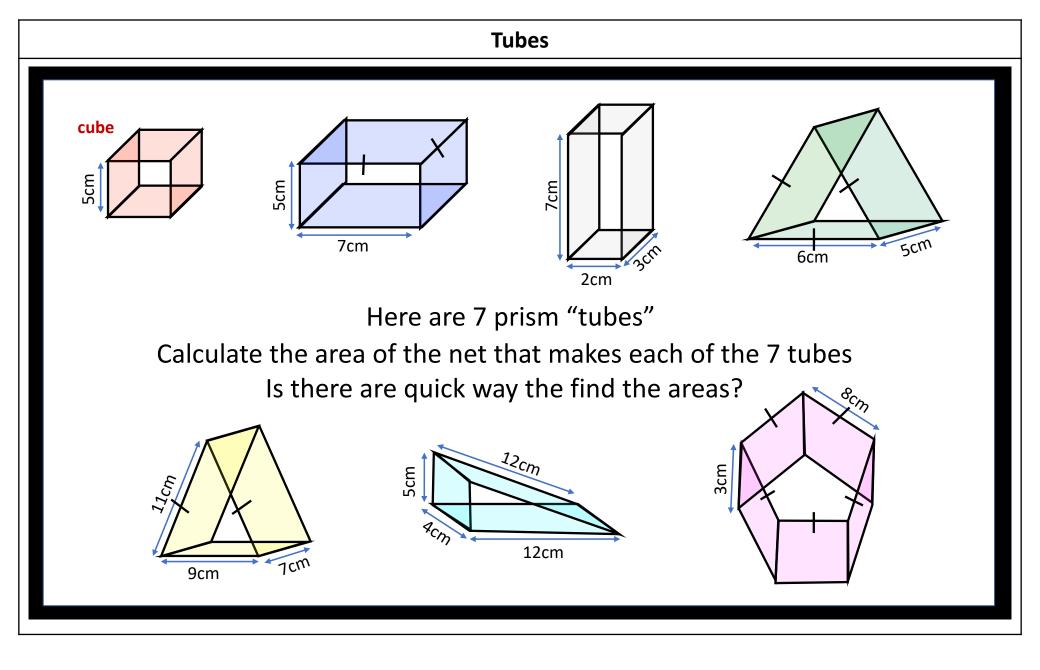








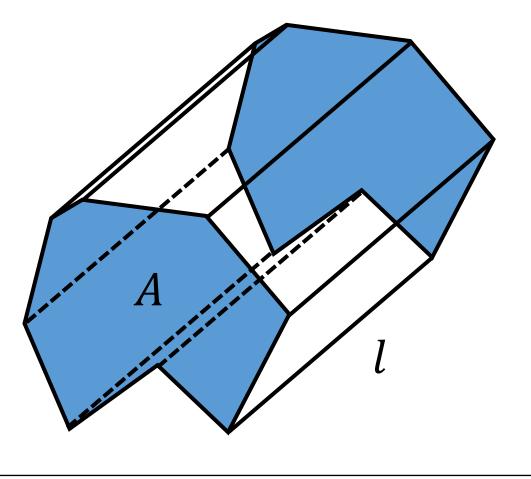


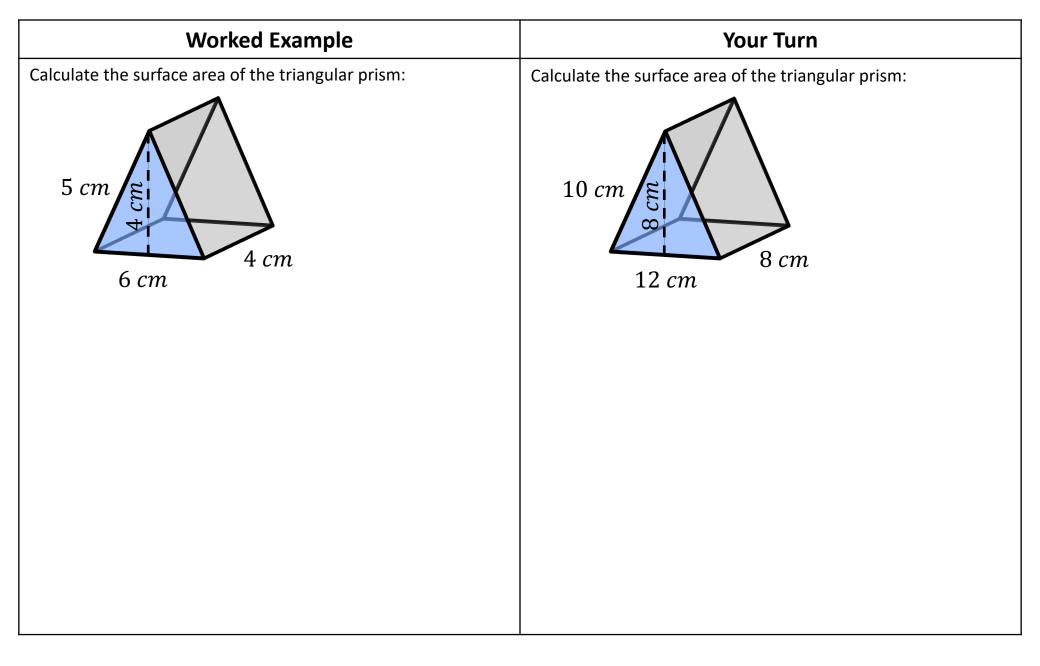


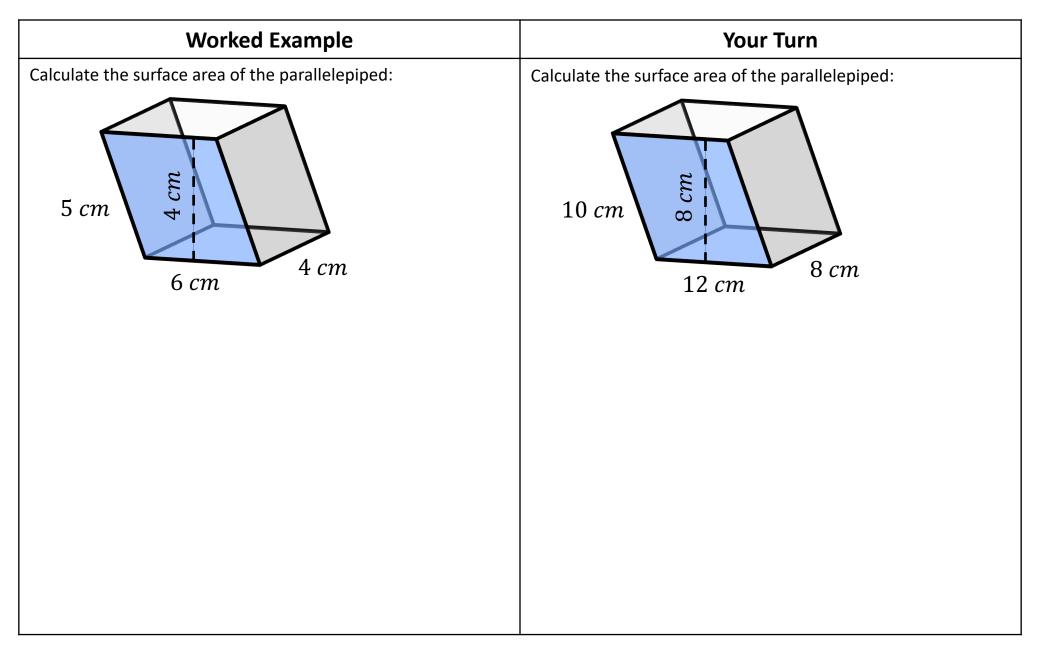
Surface Area of Prisms

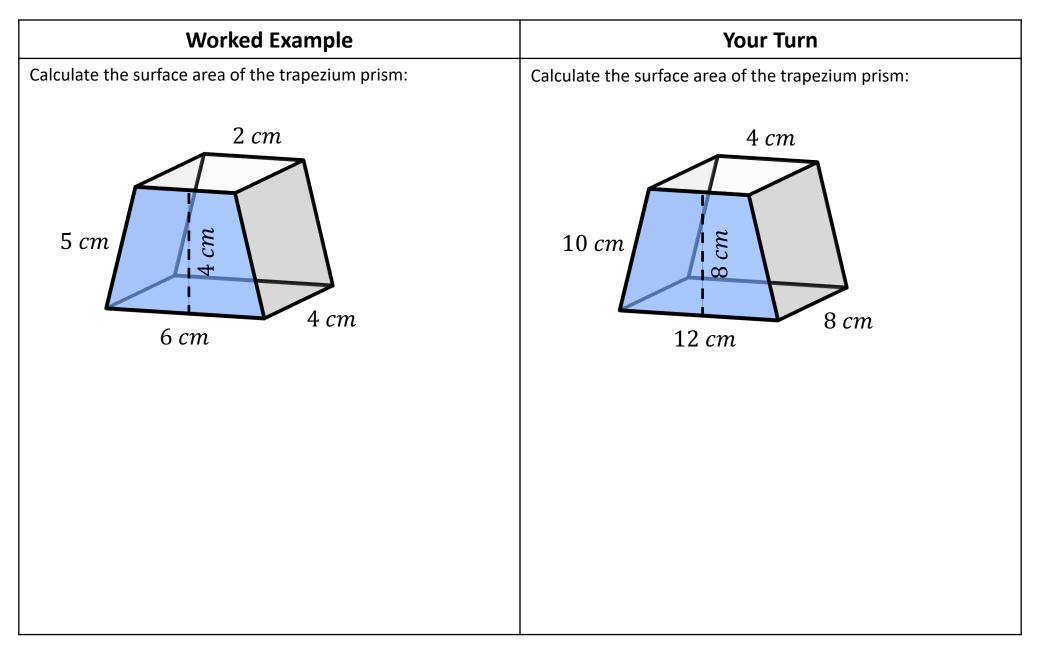
Surface Area of Prism = $2 \times$ Area of Cross Section + Length × Perimeter of Cross Section

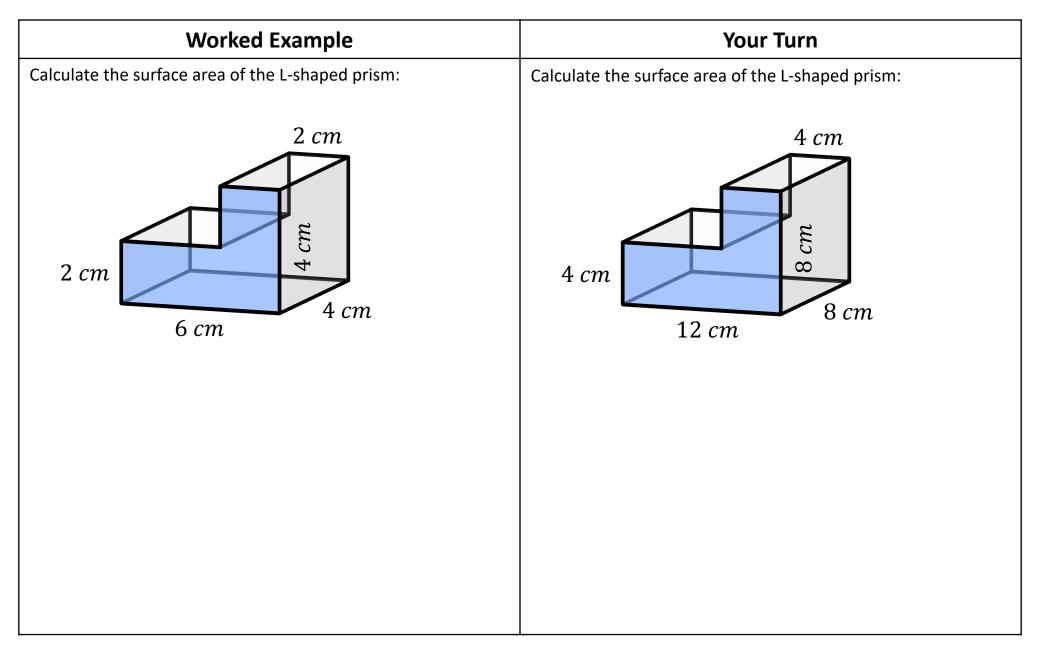
Surface Area of Prism = 2A + LP







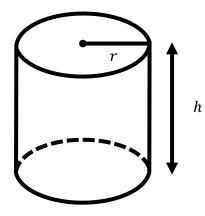


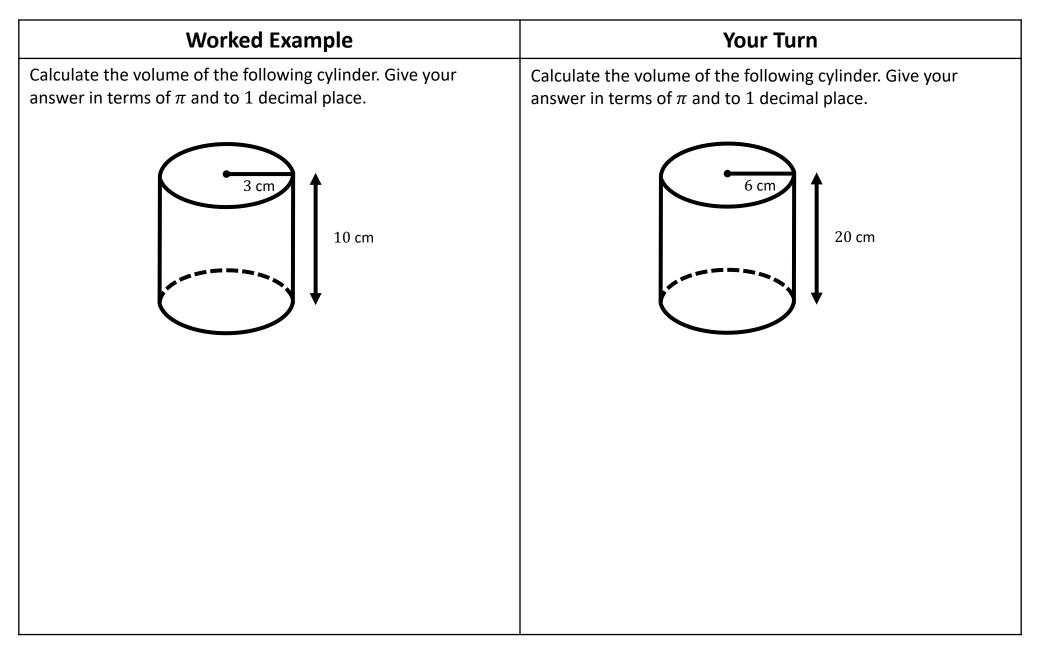


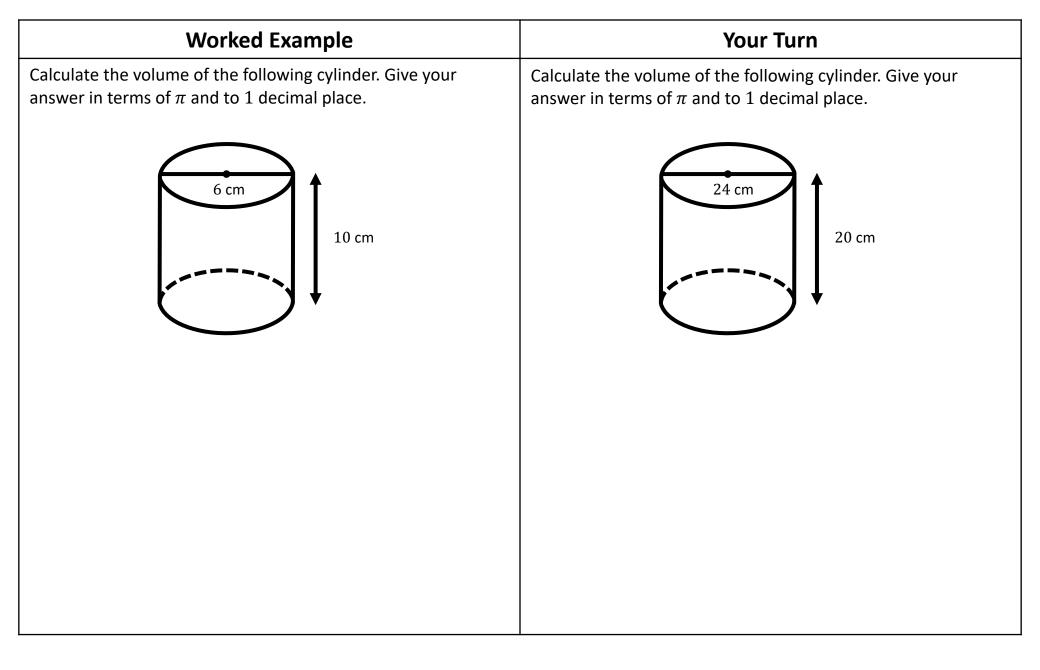
Volume of Cylinders

Volume of Cylinder = Area of circle × height Volume of Cylinder = π × radius² × height

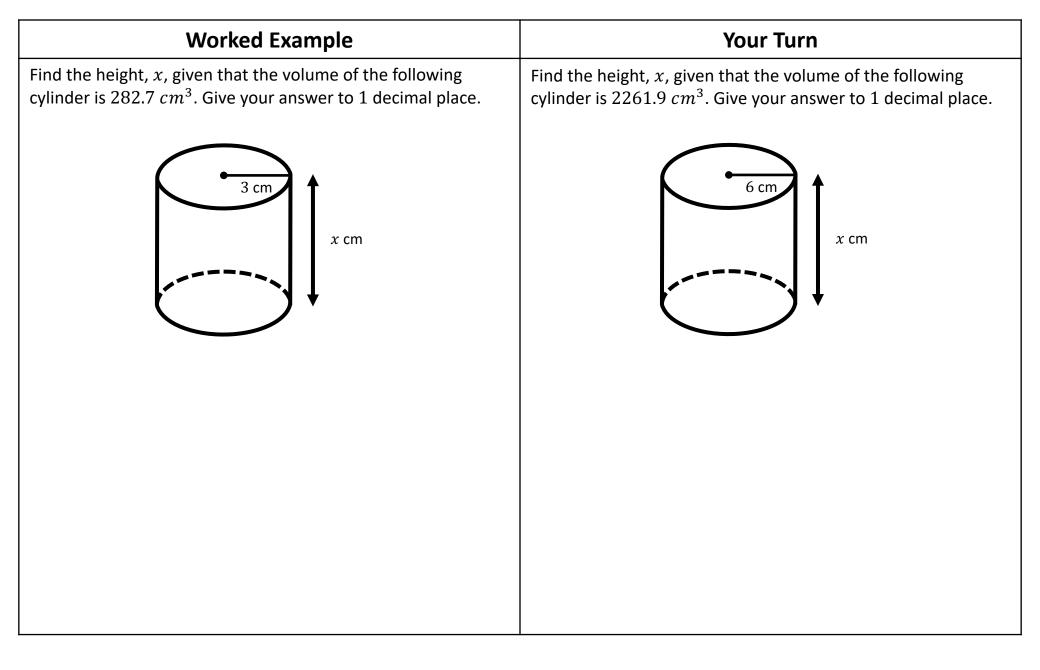
Volume of Cylinder = $\pi r^2 h$

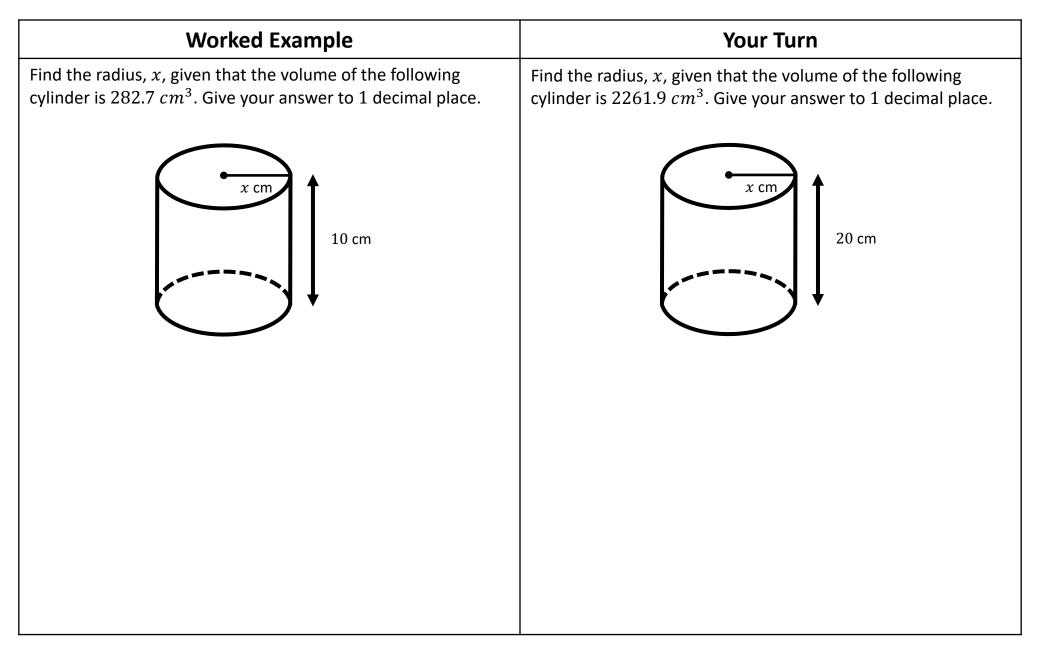






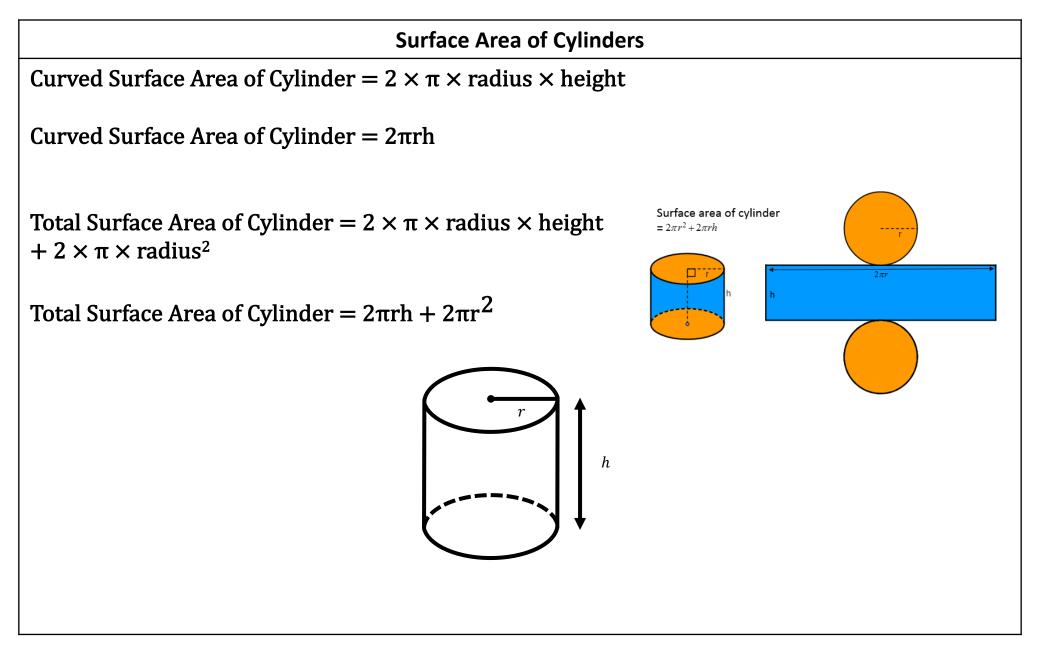
Worked Example	Your Turn
Calculate the volume of the following half cylinder. Give your answer in terms of π and to 1 decimal place.	Calculate the volume of the following half cylinder. Give your answer in terms of π and to 1 decimal place.
10 cm	20 cm

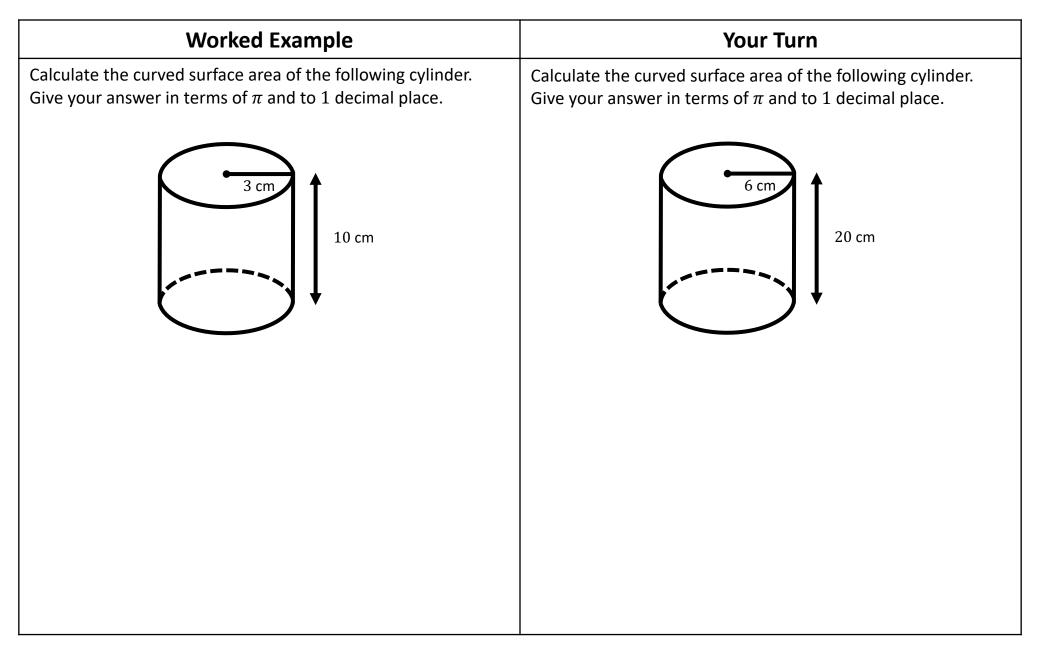


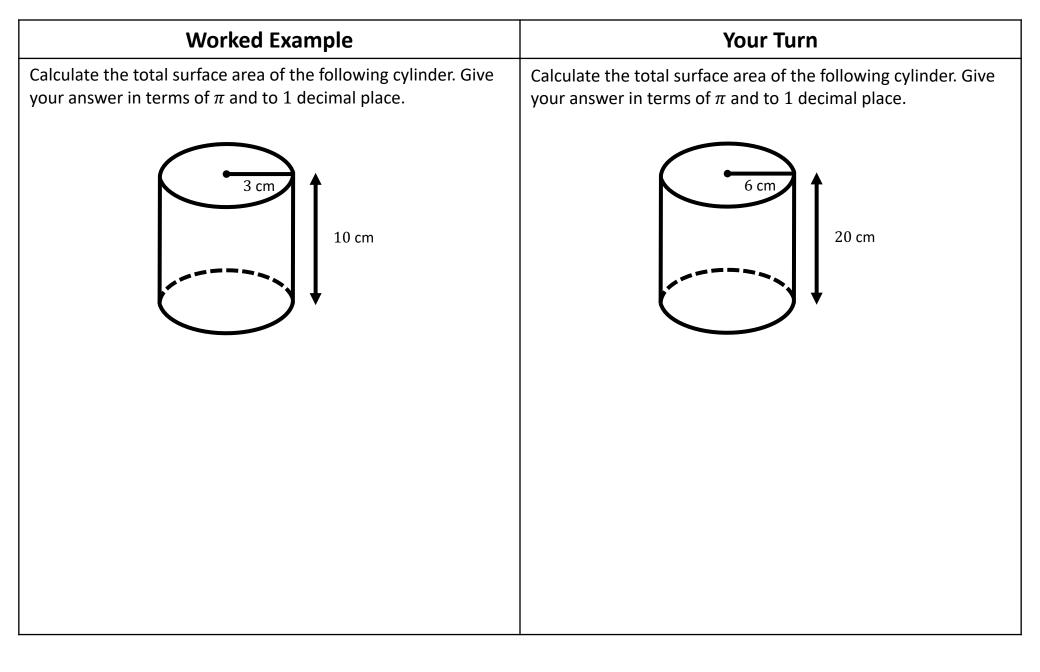


Your Turn
ind the height, x , given that the volume of the following half ylinder is $1131.0 \ cm^3$. Give your answer to 1 decimal place.
x cm

Worked Example	Your Turn	
Find the diameter, x , given that the volume of the following half cylinder is $141.4 \ cm^3$. Give your answer to 1 decimal place.	Find the diameter, x , given that the volume of the following half cylinder is $1131.0 \ cm^3$. Give your answer to 1 decimal place.	
10 cm	20 cm	

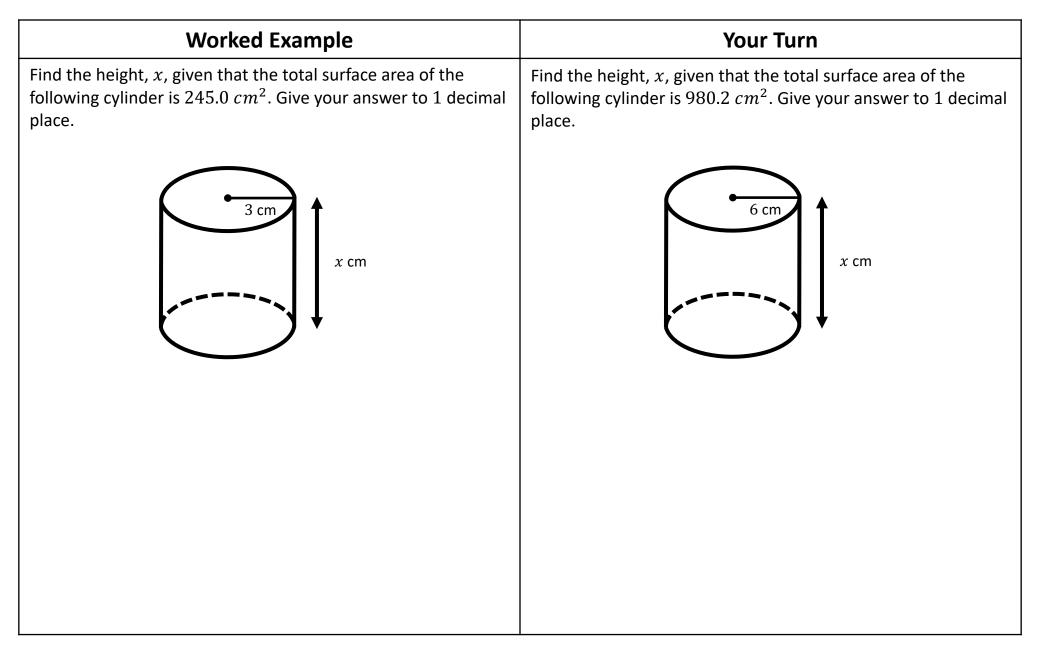






Worked Example	Your Turn
Calculate the curved surface area of the following half cylinder. Give your answer in terms of π and to 1 decimal place.	Calculate the curved surface area of the following half cylinder. Give your answer in terms of π and to 1 decimal place.
f cm f 10 cm	20 cm

Worked Example	Your Turn
Calculate the total surface area of the following half cylinder. Give your answer in terms of π and to 1 decimal place.	Calculate the total surface area of the following half cylinder. Give your answer in terms of π and to 1 decimal place.
10 cm	20 cm



4 Area and Volume Unit Conversions

Units of Length Recap

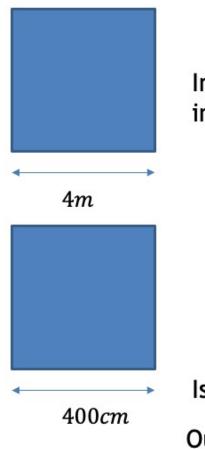
1 km = 1,000 m 1 m = 100 cm1 cm = 10 mm

Fill in the Gaps

Q	km	m	cm	mm
1	1			
2		1		
3			1	
4				1
5				10
6			17	
7		1.7		
8	1.07			
9	0.07			
10		0.07		
11			0.07	
12		$\frac{1}{3}$		
13		n		

Units of Area

Let's consider this square.



$$Area = 4 \times 4 = 16m^2$$

Imagine we want to convert the area of this shape into cm². What scale factor would we use?

 $Area = 400 \times 400$

 $Area = 160,000 cm^2$

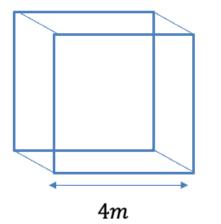
Is this what we expected?

Our scale factor is not 100, but 10,000. 100²

	Worked Example	Your Turn
a)	Worked Example nvert: 7 cm ² to mm ² 2500 cm ² to m ²	Your Turn Convert: a) 7 km ² to m ² b) 2500 mm ² to cm ²

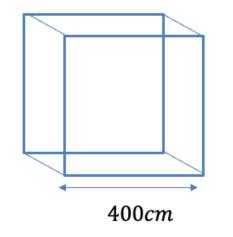
Units of Volume

Let's now consider a cube of side 4 m.



$$Volume = 4 \times 4 \times 4 = 64m^3$$

Imagine we want to convert the area of this shape into cm³. What scale factor would we use?



 $Volume = 400 \times 400 \times 400 = 64,000,0000 cm^3$

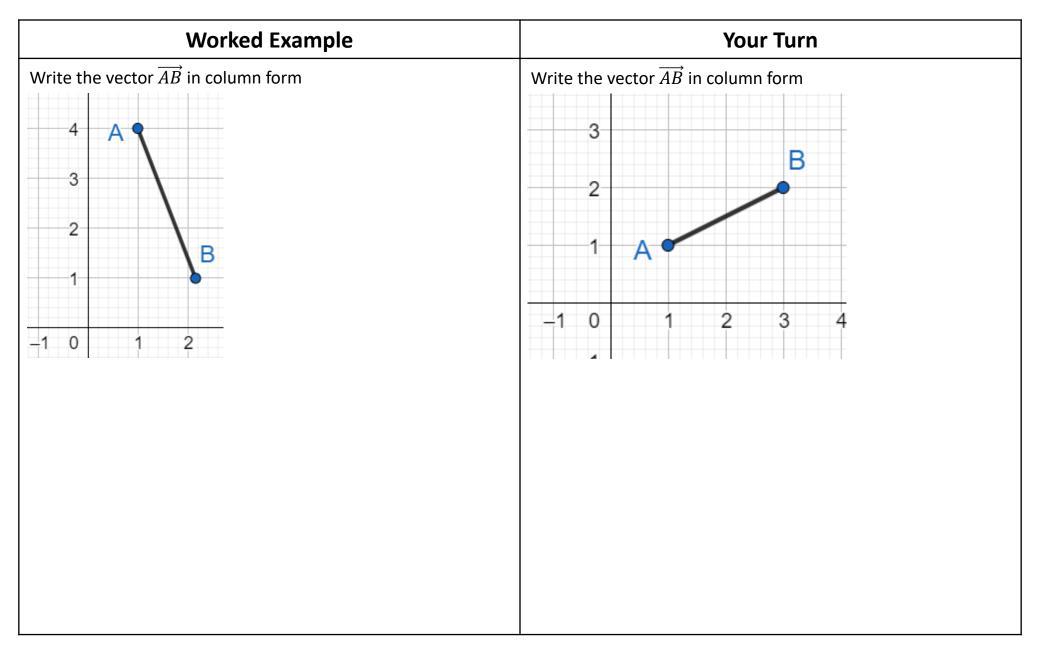
Our scale factor is not 100, but 1,000,000. 100³

	Worked Example	Your Turn
a)	overt: 7 cm ³ to mm ³ 5 mm ³ to cm ³	Convert: a) $7 m^3 to cm^3$ b) $5 cm^3 to m^3$

5 Basic Vectors

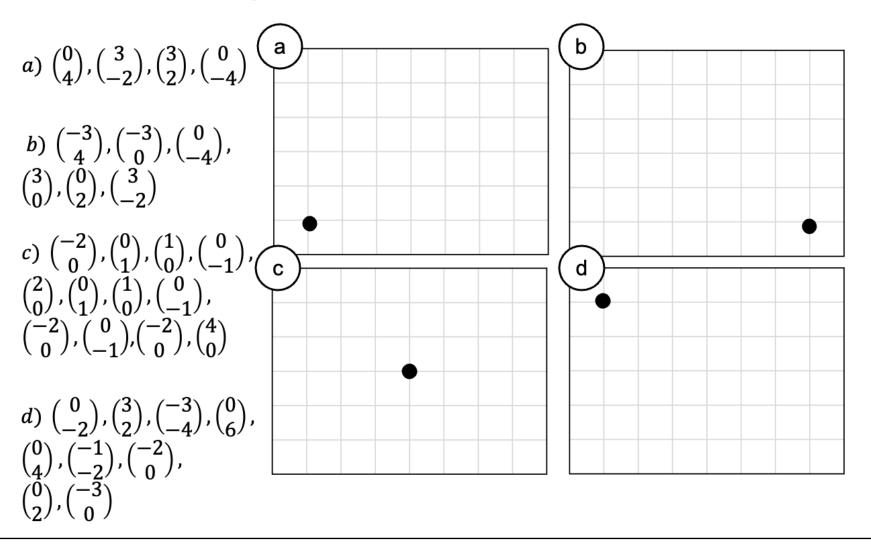
A vector has magnitude (how long it is) and direction.

Column Vector: $\begin{pmatrix} x \\ y \end{pmatrix}$ where x is movement right or left and y is movement up or down. Right and up are taken to be positive.



Fluency Practice

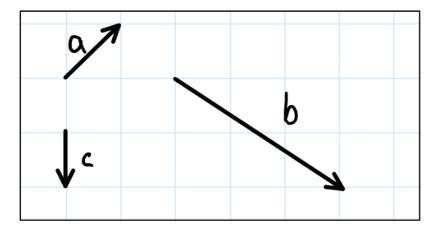
On each grid, start at the dot, then draw each vector in turn.



Worked Example	Your Turn
$a = \binom{2}{3}$	$\boldsymbol{a} = \begin{pmatrix} 2 \\ 3 \end{pmatrix}$
Find 3 a	Find -2 a

Fluency Practice

Write each vector in column form



1) 2 a	2) -4 a	3) $\frac{1}{2}a$	4) $\frac{3}{2}a$	5) 2 c
6) -2 c	7) -c	8) - b	9) $-\frac{1}{2}b$	10) ³ / ₂ b

Worked Example	Your Turn
$\boldsymbol{a} = \begin{pmatrix} 2\\ 3 \end{pmatrix} \boldsymbol{b} = \begin{pmatrix} 5\\ 7 \end{pmatrix}$	$\boldsymbol{a} = \begin{pmatrix} 2\\ 3 \end{pmatrix} \boldsymbol{b} = \begin{pmatrix} 5\\ 7 \end{pmatrix}$
Find 2 a - b	Find 3 a + 2 b

Fluency Practice

Write these vectors in column form. Can you spot any links between questions?

$$\boldsymbol{a} = \begin{pmatrix} 1 \\ 2 \end{pmatrix} \quad \boldsymbol{b} = \begin{pmatrix} -2 \\ 1 \end{pmatrix} \quad \boldsymbol{c} = \begin{pmatrix} 9 \\ -5 \end{pmatrix} \quad \boldsymbol{d} = \begin{pmatrix} -6 \\ 4 \end{pmatrix}$$

1) a + b	2) a - b	3) b - a	4) c - d	5) d - c
6) a - a	7) b - b	8) a + b + c	9) a + b - c	10) a - b + c
11) 2 a + 2 b	12) 2 a - 2 b	13) 2 c – 3 d	14) 4 c – 6 d	15) 20 c – 30 d

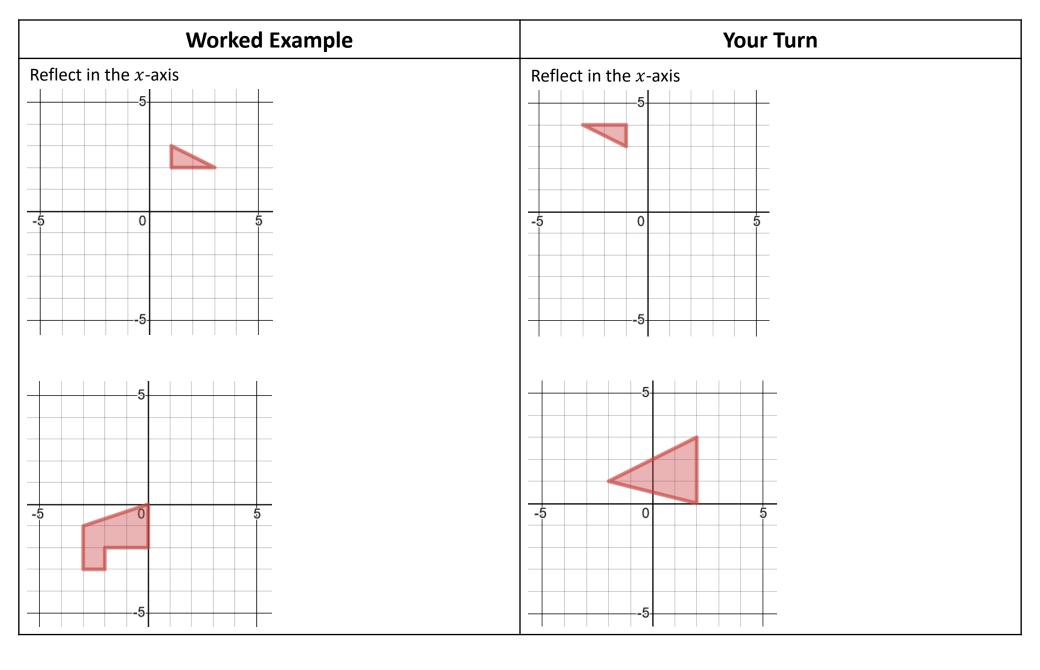
6 Reflections

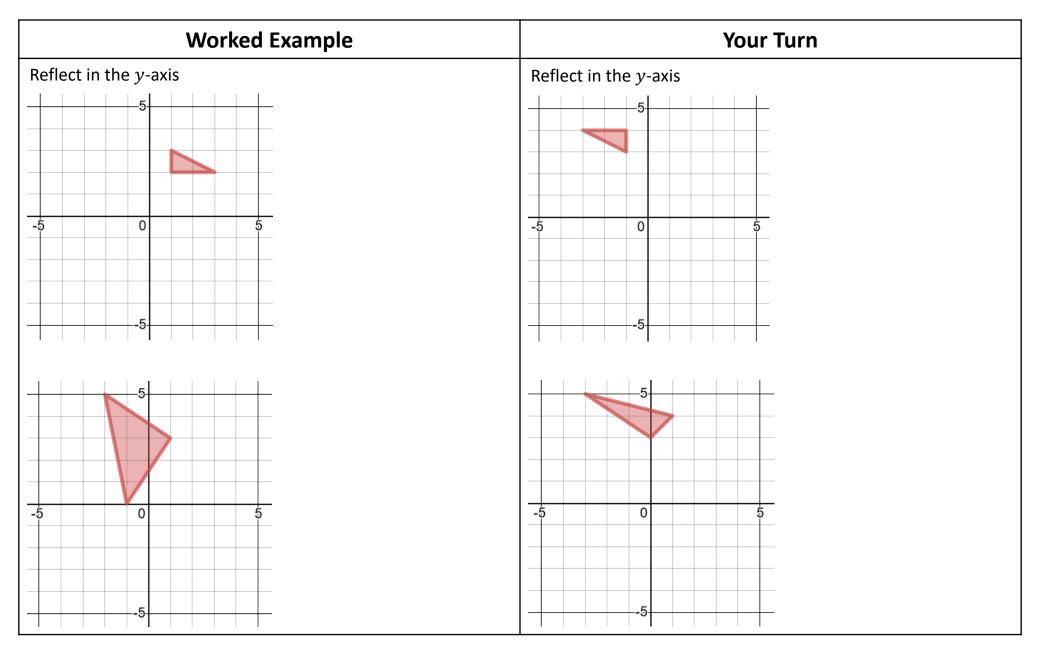
A transformation that flips all points so that they are the same distance from a given mirror line as the original points, but in the opposite direction.

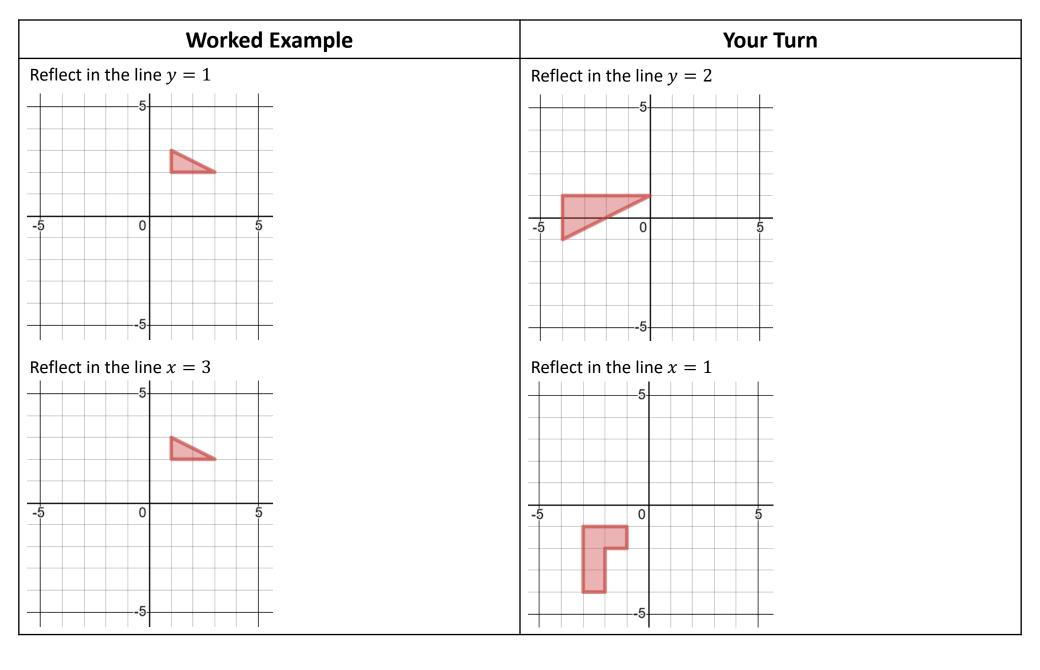
- Shapes flip over a mirror line.
- A shape and its reflection lie perfectly on top of each other if the page is folded in the mirror line.
- Produces a congruent shape.

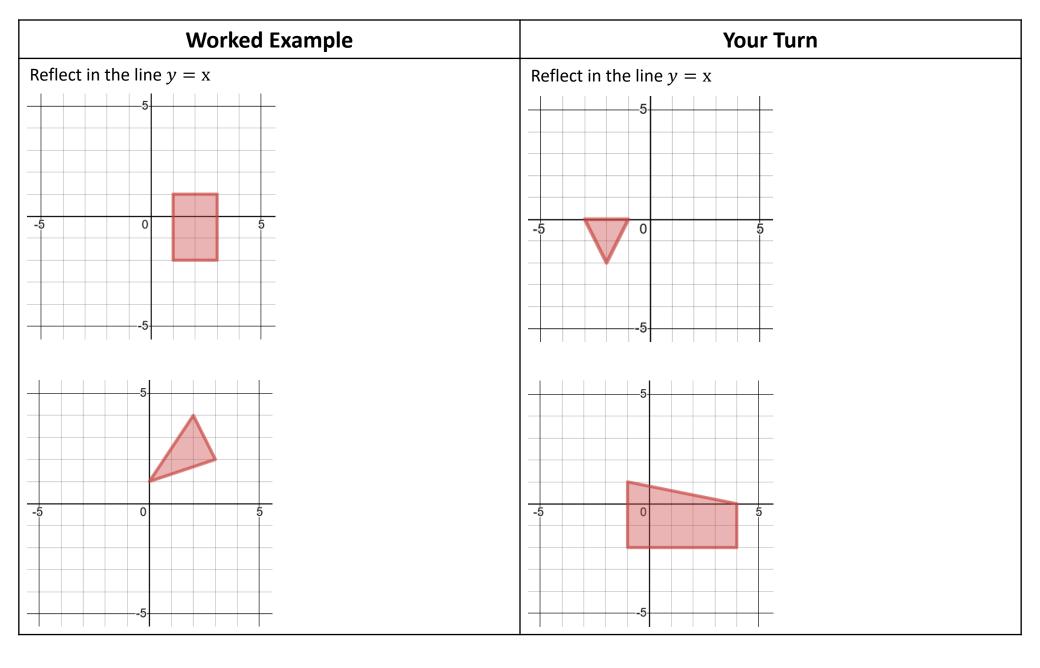
To fully describe a reflection, you need to give two pieces of information:

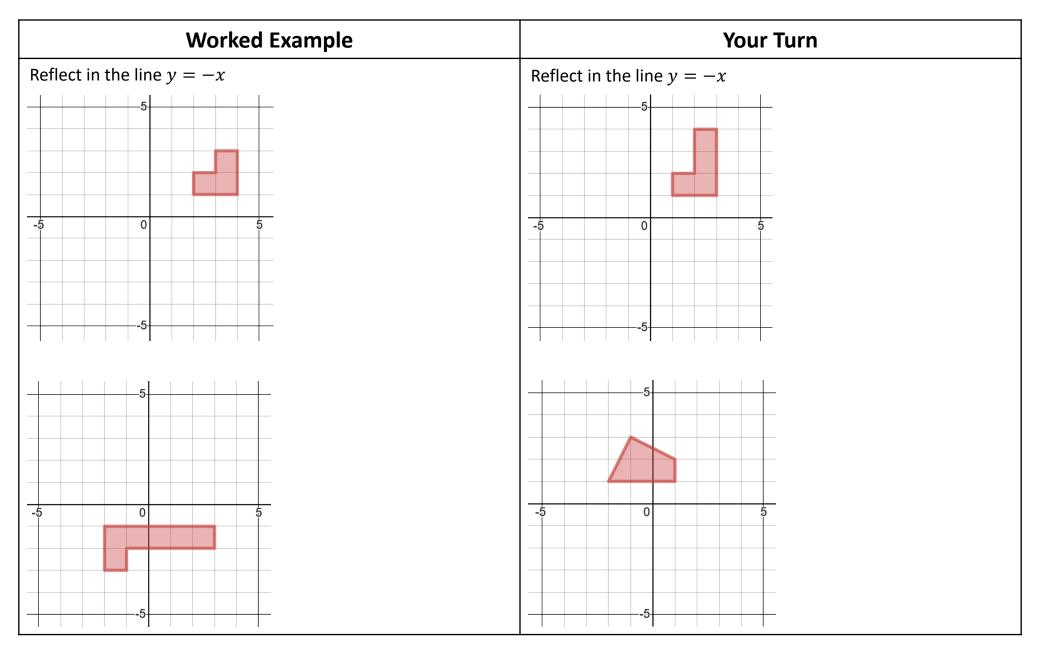
- 1. Type of Transformation: Reflection
- 2. The Line of Reflection:
 - x axis or y axis
 - y ='a number' or x ='a number'
 - y = x or y = -x

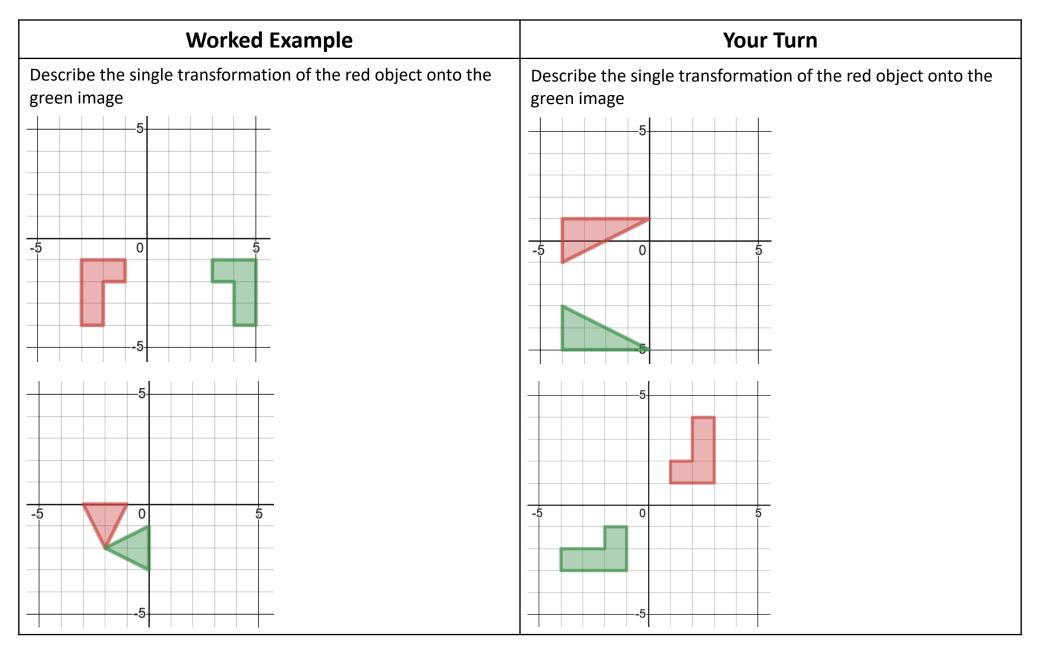


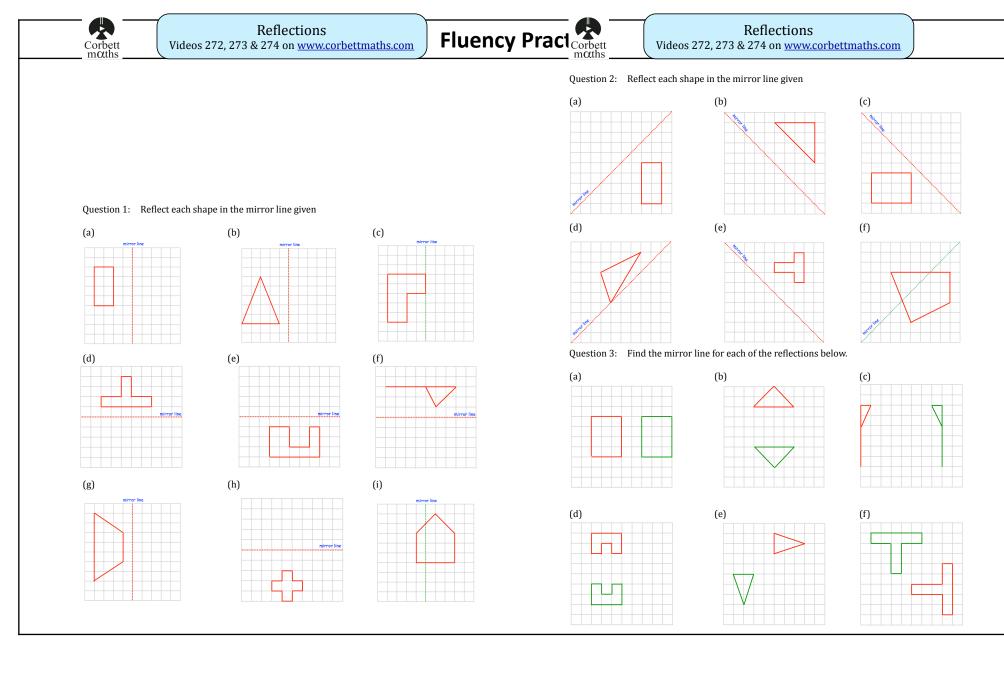


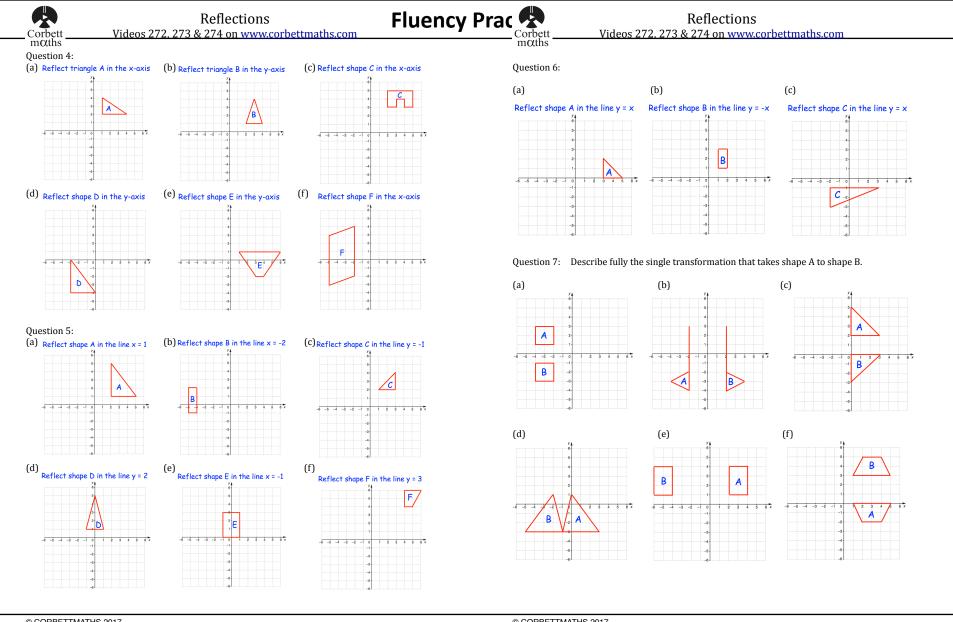












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