AUTOGRAPH MASTERCLASS WORKSHOP

K.S. 3-4 Topics: www.tsm-resources.com/master.html

1. NUMBER

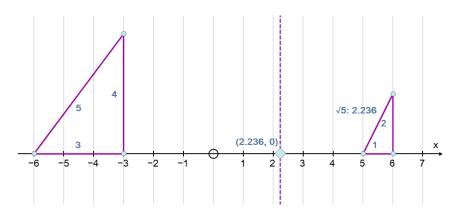
NUMBER LINE

(1, 0), (1/3, 0) and ZOOM

 $(\sqrt{2}, 0), (\sqrt{5}, 0)$

3 d.p. and 4 sig. fig.

1-2-V5 Pythagoras Triangle



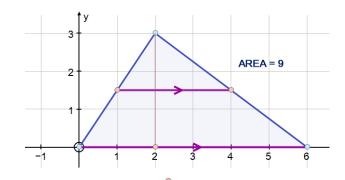
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2. GEOMETRY and MEASURES

Parallel and perpendicular lines:

PARALLEL TEST

Shortest distance



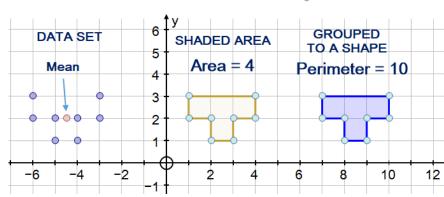
REGULAR POLYGONS

Triangle, Square, rectangle, parallelogram

Trapezium, kite, rhombus

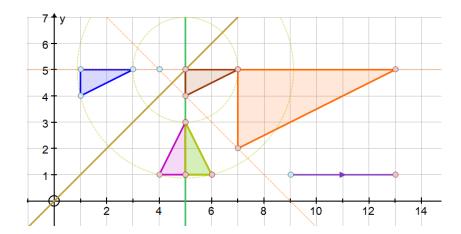
WHAT TO DO WITH A

COLLECTION OF POINTS:



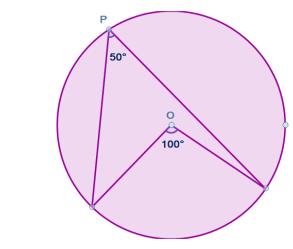
TRANSFORMATIONS:

rotation, reflection,
translation, enlargement
Fractional and
negative scale factors
Invariance



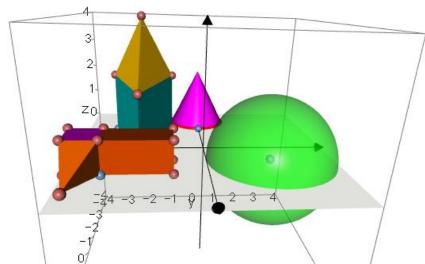
THE CIRCLE:

properties and theorems



3D SHAPES

Cube, cuboid, prisms, cylinders, pyramids, cones. spheres

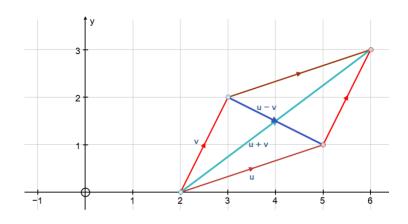


MAPS AND BEARINGS



VECTORS:

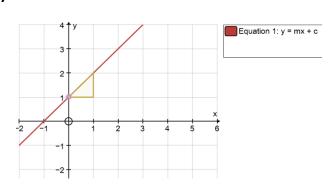
addition and subtraction

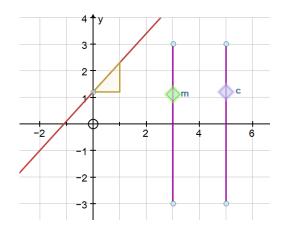


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3. ALGEBRA and GRAPHING

y = mx + c: with Constant controller - - - and sliders:

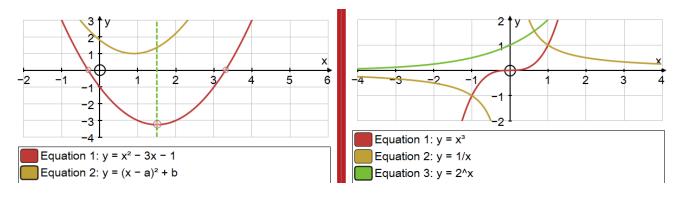




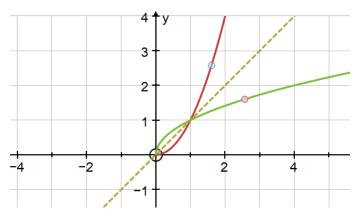
Quadratics: intercepts, turning points

COMPLETING THE SQUARE;

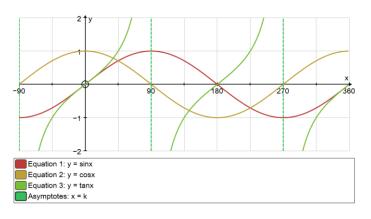
CUBICS and y = 1/x; $Y = k^X$

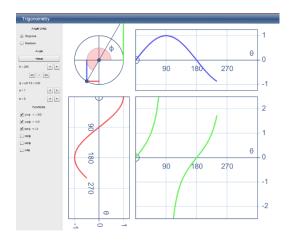


GRAPHS OF INVERSE FUNCTIONS

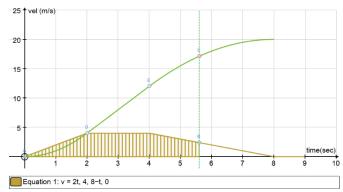


TRIG GRAPHS sinx, cosx, tanx

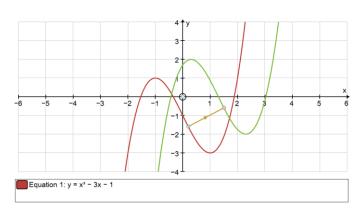




DISTANCE - SPEED - ACCELERATION

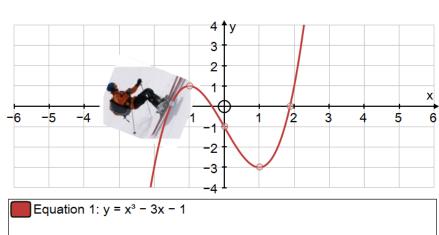


TRANSLATIONS AND REFLECTIONS OF GRAPHS



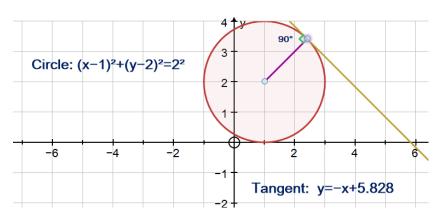
ESTIMATE OF GRADIENT

AND AREA

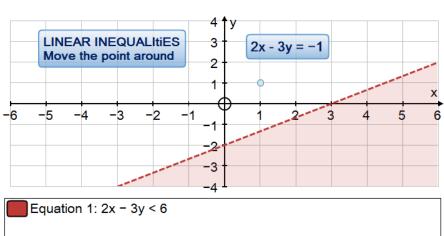


EQUATION OF CIRCLE

and tangent

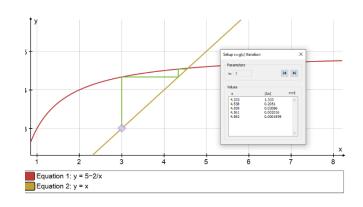


SOLVING LINEAR INEQUALITIES

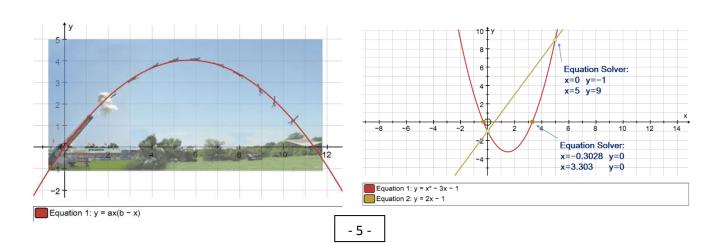


SOLVING BY ITERATION

Solving linear/linear and linear/quadratic



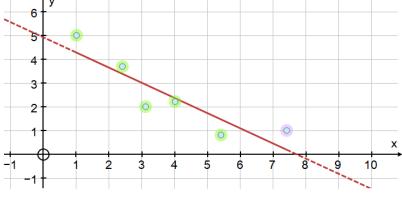
SOLVING QUADRATICS:



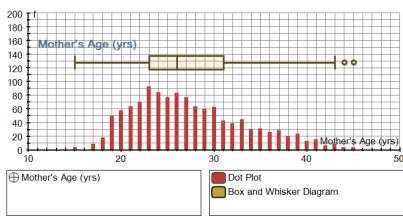
4. STATISTICS

SCATTER GRAPHS

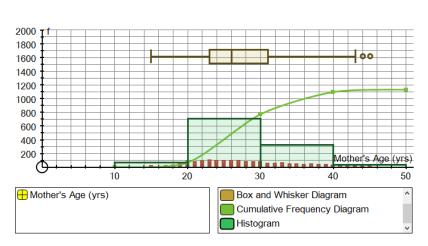
- line of best fit



Grouped data discrete/continuous data **BOX PLOT**



CUMULATIVE FREQUENCY DIAG



HISTOGRAM

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Normal Distribution
Dot Plot

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