

Level 2 Extended Mathematics Certificate Revision Checklist

Unit	Topic	RAG	Unit	Topic	RAG
1 Number	Integers		5 Functions	Functions	
	1.1 Use index notation including fractional and negative indices Solve equations where the unknown is a power			5.1 Identify the domain and range of a function Identify if a function has asymptotes and if so where they are	
	Surds			Composite functions	
1.2 Simplify surd expressions Expand and simplify with surds Calculate exactly with surds		5.2 Understand and find composite functions Sketch the graphs of composite functions			
2 Algebraic Manipulation	Rationalising denominators		Inverse functions		
	1.3 Rationalise the denominator involving simple surds Rationalise the denominator involving surds which require simplifying first		5.3 Understand and find inverse functions Find inverse functions of quadratic functions by completing the square Sketch the graphs of inverse functions		
	Algebraic indices		Transforming functions		
2.1 Use index notation including fractional and negative indices in expressions		5.4 Transform functions Write the algebraic equation of transformed functions			
Expanding brackets		6 Equations and inequalities	Solve equations		
2.2 Expand two or three expressions Use Pascal's triangle to expand simple binomial expressions Use Pascal's Triangle to expand more complex binomial expansions			6.1 Solve equations with one unknown algebraically (including those with the unknown on both sides of the equation). Solve equations involving algebraic fractions		
Factorising			Solve quadratic equations		
2.3 Factorise quadratic expressions including using difference of two squares Use and understand the factor theorem Factorise cubic expressions (by method of inspection or polynomial division)		6.2 Solve quadratic equations algebraically by factorising, by completing the square and by using the quadratic formula. Solve quadratic equations which involve trigonometry Solve other 'hidden quadratics' e.g. including \sqrt{x} or x^4			
Completing the square		Solve simultaneous equations			
2.4 Understand algebraic perfect squares, $a^2+2ab+b^2$ Completing the square including where the coefficient of x^2 is not 1 and the coefficient of x is not even		6.3 Solve simultaneous equations where one equation is a quadratic graphically Solve simultaneous equations where one equation is a quadratic algebraically			
Algebraic fractions		Solving inequalities			
2.5 Simplify algebraic fractions Add, subtract, multiply and divide algebraic fractions		6.4 Solve linear and quadratic inequalities Represent linear and quadratic inequalities graphically Solve problems involving linear programming			
3 Graphs	Linear graphs		7 Pythagoras and trigonometry	Pythagoras and trigonometry	
	3.1 Understand and use the equation of a straight line, including the forms $y-y_1=m(x-x_1)$ and $ax+by+c=0$. Generate equations of parallel and perpendicular lines Solve problems involving parallel and perpendicular lines			7.1 Know exact trig values Use Pythagoras' Theorem and trigonometry in 3D	
	Quadratic graphs		Sine and cosine rules and area of a triangle		
	3.2 Identify and interpret roots, intercepts & turning points of a quadratic graph Understand and use the discriminant Sketch quadratics		7.2 Use the formula for area of a triangle in 2D and 3D problems Use the sine rule in 2D and 3D problems Use the cosine rule in 2D and 3D problems		
Cubic and quartic graphs		8 Probability	The language of probability		
3.3 Recognise, sketch and interpret cubic graphs Recognise, sketch and interpret quartic graphs			8.1 Calculate with probability Venn diagrams & set notation Tree diagrams		
Trigonometric graphs		Probability Problems			
3.4 Recognise, sketch and interpret graphs of the trigonometric functions Know exact trig values Solve trigonometric equations		8.2 Calculate and interpret conditional probabilities Calculations with conditional probability that lead to solving linear and/or quadratic equations.			
4 More graphs	Translating and reflecting graphs		9 Proof	Proof by deduction	
	4.1 Sketch reflections and/or translations of a given function. Interpret reflections/translations - work backwards to write the equation/function			Proof by exhaustion and disproof by counter example	
	Stretching graphs		9.2 Proof by exhaustion Proof by disproof using a counter example		
	4.2 Sketch stretches of a given function. Interpret stretches (and combined transformations) - work backwards to write the equation/function		Geometric proofs		
	Circles		9.3 Circle Theorems Congruency and Similarity Coordinate geometry		
4.3 Recognise, sketch and use the equation of a circle in the form $(x-a)^2+(y-b)^2=r^2$ Find the equation of a radius and tangent to a circle Find the radius and centre of a circle by completing the square Solve problems involving the equation of a circle and other graphs		10 Vectors	Position vectors		
Exponential and reciprocal graphs			10 Understand and use position vectors Calculate the distance between two points represented by position vectors		
4.4 Recognise, sketch/plot and interpret reciprocal graphs Recognise, sketch/plot and interpret exponential graphs Plot and interpret graphs of non-standard functions in real contexts to find approximate solutions to problems, e.g. kinematic problems			Solving geometric problems		
Non-linear graphs		10 Geometrical proofs involving vectors			
4.5 Calculate or estimate gradients of graphs Interpret the gradient in real-life contexts Calculate or estimate areas under graphs (including quadratic and other non-linear graphs) including the use of the trapezium rule Interpret the area under a graph in real-life contexts					

