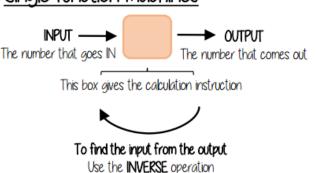


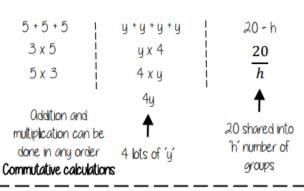
### Y10 FOUNDATION HT1 EXPRESSIONS, FORMULAE AND EQUATIONS



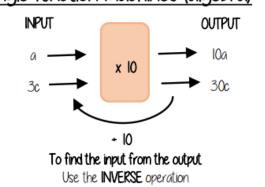
## Single function machines



## Using letters to represent numbers



## ¦i <u>Single function machines (algebra)</u>



## Find functions from expressions

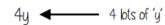


Find the relationship between the input and the output

Sometimes there can be a number of possible functions.

e.g. +7x or x 2 could both be solutions to the above function machine

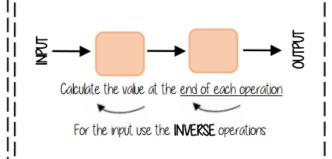
### Substitution into expressions



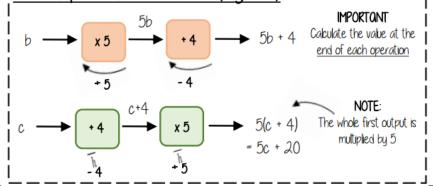
If y = 7 this means the expression is asking for 4 'lots of' 7

e.g.: 
$$y - 2$$
  
=  $7 - 2 = 5$ 

### Two step function machines



### Two step function machines (algebra)



### Formulae and Equations

Formulae — all expressed in symbols

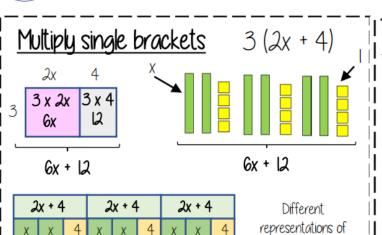


Equations — include numbers and can be solved



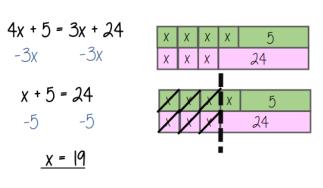
#### Y10 FOUNDATION HT1 EXPRESSIONS, FORMULAE AND EQUATIONS





3(2x+4) = 6x + 12

# Equations with unknown on both sides



#### **Keywords**

Inverse: the operation that undoes what was done by the previous operation. (The opposite operation)

Commutative: the order of the operations do not matter.

Substitute: replace one variable with a number or new variable.

Evaluate: work out

Simplify: grouping and combining similar terms

Equivalent: something of equal value

Coefficient: a number used to multiply a variable

Solve: find a numerical value that satisfies an equation

## <u>Olgebraic constructs</u>

#### Expression

O sentence with a minimum of two numbers and one maths operation

#### Equation

a statement that two things are equal

6x + 12

#### Term

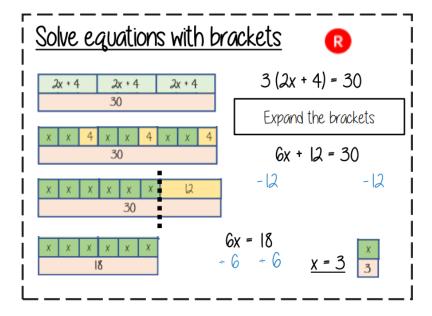
a single number or variable

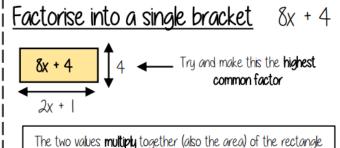
#### Identity

On equation where both sides have variables that cause the same answer includes ≡

#### Formula

0 rule written with all mathematical symbols leg area of a rectangle 0 = b x h





Note:

$$8x + 4 \equiv 4(2x + 1)$$

 $8x + 4 \equiv 2(4x + 2)$ This is factorised but the HCF has not been used