Questions BennettMaths Engaging Learners	<u>Maths Paper 3 - Higher</u>	
Simplify $\frac{2x^2 + 10x - 28}{2x^2 + 19x + 35}$	x = 3.2 when rounded to 1 decimal place y = 1.42 when rounded to 2 decimal place (a) Work out the LB of xy (b) Work out the UB of $\frac{x}{y}$	Invest £2000 at 4% compound interest per annum for 3 years. Work out the total of the investment after 3 years.
The probability of winning a game of snooker is 0.6. The probability of winning a game of pool is 0.8. Work out the probability of winning a game of pool and a game of snooker.	Simplify $(3x^4y^{-2})^5$	Work out the gradient of the line 12y + 3x = 42
Convert 250 cm ² into mm ² Convert 250 mm ² into cm ²	$f(x) = 8x^2 \qquad g(x) = x + 2$ (a) Work out $gf(3)$ (b) Work out $fg(x)$	$f(x) = 8x^2$ $g(x) = 3x + 2$ (a) Work out $f^{-1}(x)$ (b) Work out $g^{-1}(x)$

ConstraintExamples/Key words	<u>Maths Paper 3 - Higher</u>	
Engaging Learners Convert 3200 into standard form 3200 = 3.2 x 10 ³	The 5 values required for a boxplot are:Lowest valueLower quartile	Estimate = make the question easier by rounding
Work out $4.2 \times 10^4 + 8 \times 10^3$. Give your answer in standard form 42,000 + 8000 = 50,000 $50,000 = 5 \times 10^4$	 Median Upper quartile Highest Value 	Evaluate = work out the answer Express = Write in the different way Simplify = Change the appearance
Volume of a cube = base x height x depth or length ³ Surface area of a cuboid = The sum of the area of the 3 pairs of congruent rectangles	The volume of a shape is 20cm ³ . The mass of the shape is 120g. Find the density. Density = g:cm ³ 120:20 6:1 Density = 6g/cm ³	Angles in regular polygons: Sum of the interior angles = $(n - 2) \times 180$ To find an interior angle = $\frac{total}{n}$ n= number of angles/sides. Sum of the exterior angles = 360° To find an exterior angle = $\frac{360}{n}$ n= number of angles/sides
Gradient of a curve = draw tangent of the curve and find the gradient $\frac{difference in y}{difference in x}$	When drawing a cumulative frequency graph, use the end point of the range When drawing a frequency polygon, use the midpoint	 Circle Theorem Tips: Radius and tangent = 90° Radius and chord = alternate segment theorem 2 radii = an isosceles triangle