

Number

...or **NUMB**, for the correct order of operations, take care when using a calculator.

- Brackets
- Orders (or powers)
- Division and Multiplication
- Addition and Subtraction

Types of number

Integer: a 'whole' number
Factors: the divisors of an integer
• Factors of 12 are 1, 2, 3, 4, 6, 12
Multiples: a 'times table' for an integer (with infinite multiples)
• Multiples of 12 are 12, 24, 36, ...
Prime numbers: an integer which has exactly two factors (1 and the number itself). Note it is not a prime number.

Units

Highest Common Factor (HCF)
• Factors of 6 are 1, 2, 3, 6
Factors of 9 are 1, 3, 9
HCF of 6 and 9 is 3

Lowest Common Multiple (LCM)

• Multiples of 6 are 6, 12, 18, 24, ...
Multiples of 9 are 9, 18, 27, 36, ...
LCM of 6 and 9 is 18

Power notation

Write a number as a product of its prime factors, and follow for repeated factors.
• $120 = 2 \times 2 \times 2 \times 3 \times 5$

Indices and roots

Special indices for any value a
 $a^0 = 1$
 $a^{-1} = \frac{1}{a}$
 $a^{\frac{1}{2}} = \sqrt{a}$

Ordering and fractions

Adding or subtracting fractions, use a common denominator.
• $\frac{1}{2} + \frac{1}{3} = \frac{3}{6} + \frac{2}{6} = \frac{5}{6}$

Multiplying fractions

Multiplying fractions: multiply numerators and denominators.
• $\frac{1}{2} \times \frac{1}{3} = \frac{1 \times 1}{2 \times 3} = \frac{1}{6}$

Dividing fractions

Dividing fractions: 'flip' the second fraction, then multiply.
• $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$

Percentages

Percent is 'one hundred' + denominator
• $\frac{1}{2} = \frac{50}{100} = 50\%$

Percent change

Use the given values to change directly or indirectly. Multiply, where possible.
• $50\% \div \frac{1}{2} = \frac{50}{100} \times \frac{100}{1} = 50$

Least frequently used ones

1	2	3	4	5	6	7	8	9	10
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Algebra

Look for the biggest square number factor of the coefficient.
• $100 = 10 \times 10 \times 1 \times 1$

Standard form

Standard form numbers are of the form: $a \times 10^n$ where $1 \leq a < 10$ and n is an integer.

Scientific notation

1 metre = 1000 millimetres
1 kilometre = 1000 metres
1 metre = 100 centimetres
1000 millimetres = 1000 millimetres
1 centimetre = 10 millimetres

Time

1 day = 24 hours
1 hour = 60 minutes = 3600 seconds
1 minute = 60 seconds

Area and perimeter

Calculate the perimeter, then use it to 'double' (if) to find area or length.
Perimeter (units) = the distance round

Area

1 cm = 10 mm
1 m = 100 cm
1 km = 1000 m

Volume

1 litre = 1000 cm³
1 m³ = 1000 litres

Speed, distance, time

Speed = $\frac{\text{distance}}{\text{time}}$
Distance = speed $\times$ time
Time = $\frac{\text{distance}}{\text{speed}}$

Acceleration

Acceleration = $\frac{\text{change in speed}}{\text{time}}$
Speed = acceleration $\times$ time

Force

Force = mass $\times$ acceleration
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Efficiency

Efficiency = $\frac{\text{useful energy}}{\text{total energy}} \times 100\%$
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Area and perimeter

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 $a^3 = a \times a \times a$
 $a^4 = a \times a \times a \times a$
 $a^5 = a \times a \times a \times a \times a$

Volume

Volume = area $\times$ height
Area = $\frac{\text{volume}}{\text{height}}$

Geometry & measures

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