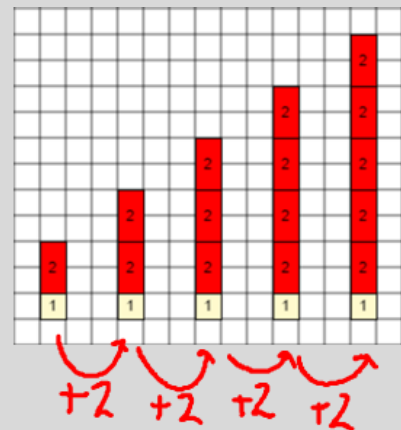
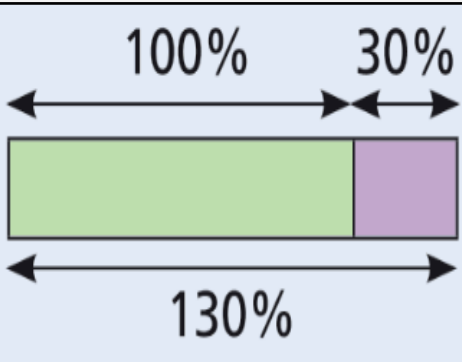
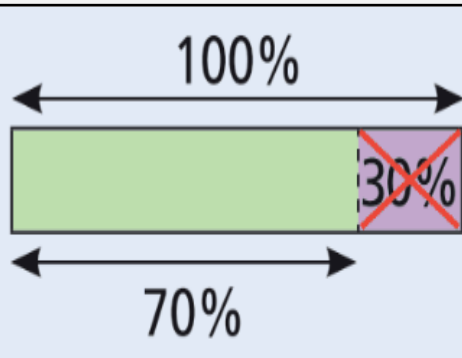



(1) Key Terms		(2) n th Term	(3) Generate Terms in a Sequence
Sequence	A list of numbers or items in a given order that follow a rule.	<p>Find the nth term of the sequence</p> <p>3, 5, 7, 9, 11</p> <p>+2 +2 +2 +2</p> <p>2n + 1</p> <p>In the sequence 2n+1, the number in front of the variable is the constant difference.</p> 	<div>$4n - 11$<p>1st term: $n = 1$ $4 \times 1 - 11 = 4 - 11 = -7$</p><p>2nd term: $n = 2$ $4 \times 2 - 11 = 8 - 11 = -3$</p><p>3rd term: $n = 3$ $4 \times 3 - 11 = 12 - 11 = 1$</p></div> <p>Each term of any sequence can be generated by substituting 1,2,3... in place of 'n'.</p>
Decimal Multiplier	Calculates a percentage of an amount or percentage change with one single multiplication.		
n th term	A sequence written as an algebraic rule, e.g $2n + 1$.		
Linear Sequence	A sequence whose terms are changing by a constant difference, e.g 3, 7, 10...		
Non-Linear Sequence	A sequence whose terms are <u>not</u> changing by a constant difference, e.g 1, 4, 9...		

(4) Laws of Indices	(5) Percentage Increase and Decrease	(6) Percentage Profit or Loss
<p>Law 1 — When multiplying numbers with the same base add the indices.</p> <p>$h^5 \times h^3 \times h = h^{5+3+1} = h^9$</p>	 <p>A 30% percentage increase. Find 30% and then add it on to the original amount. Use a decimal multiplier of x 1.3.</p>	<p>Profit is when you buy something and sell it for more money.</p> <p>Percentage profit = $\frac{\text{profit}}{\text{original}} \times 100$</p> <p>Cost price £160 Selling price £200 Profit = £200 - £160 = £40 Percentage profit = $\frac{£40}{£160} \times 100\% = 25\%$</p> <p>You can calculate percentage loss too.</p> <p>Percentage loss = $\frac{\text{loss}}{\text{original}} \times 100$</p>
<p>Law 2 — When dividing numbers with the same base subtract the indices.</p> <p>$y^8 \div y^5 = y^{8-5} = y^3$</p>		
<p>Law 3 — When raising a power to a power multiply the indices.</p> <p>$(a^5)^3 = a^{5 \times 3} = a^{15}$</p>	 <p>A 30% percentage decrease. Find 30% and then subtract it from the original amount. Use a decimal multiplier of x 0.7.</p>	



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