

Paper 1 (Non-Calculator)

Multiplying and dividing fractions, decimals & integers
Inequality
Square a mixed number
Angles on a line with ratio
Prime number problems
Fractions in a ratio problem
Product of prime factors
Expand & simplify
Criticise reciprocal graph
Forming & solving an equation, using mean
Probability & set notation
Standard form
Number machine & assess argument with function
Medina, IQR & range problem
Geometric deductions with trapezium
Linear simultaneous equations
Surface area of sphere & cylinder, ratio
Cube root
Product rule for counting
Proportion & equations
Competing the square
Calculating surds
Recurring decimal to fraction
Perpendicular lines
Exact trig values & rationalising
Square/circle perimeter ratio
Speed, distance, time & unit conversion

Paper 2 (Calculator)

Ratio in the form $n:1$
Triangular numbers
Reciprocal
Original value after percentage change
Ratio problem
Exterior angle of polygon & assumptions
Sample space diagram, probability & expected amount
Identities
Coordinate problem
Describe translation as vectors
Hemisphere volume problem
Similar rectangles
Change compound units in algebraic context
Grouped data & percentages & estimating the mean
Expand two binomials
Gradient of lines
Trigonometry problem
Rearrange a formula
n th term of a quadratic sequence
Angle at the centre & evaluate methods
Compound interest
Iterative formula
Conditional probability
Bounds calculation
Algebraic fractions
Transforming graphs

Paper 3 (Calculator)

y-intercept of a straight line
Decimal to a fraction
Equation with unknown on both sides
Scale on a map
Compound percentage decrease
Cuboid surface area
Quadratic table of values & drawing a quadratic graph
Ratio problem
Pie chart
Trigonometry
Estimation
Sample size with spinner & relative frequency
Speed, distance, time
Income tax & NI
Interpret histogram & draw box plot
Pythagoras, ratio & area
Linear equation with fractions
Functions & quadratic equations
Algebraic proof
Inverse proportion graph & direct proportion
Solid shapes & elevations
Transformations
Cosine & sine rule & bearings