

KS5 Curriculum Journey

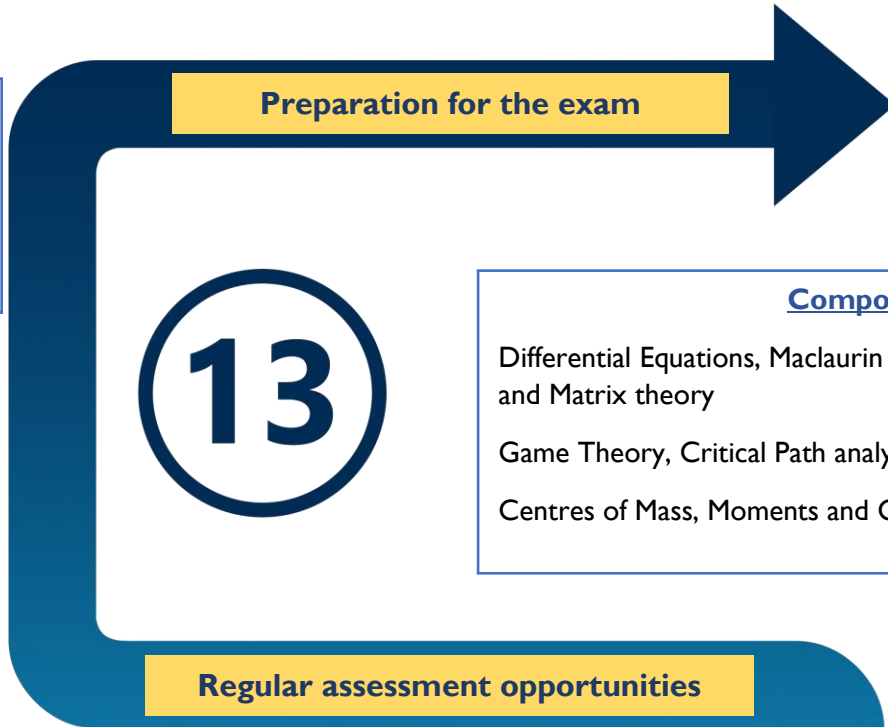
Further Maths



Next Steps
University
Apprenticeships
Work

Skill for Life
Advanced
problem-solving
skills

Ability to deal
with abstract
concepts



Components
Differential Equations, Maclaurin Series, Further Polar, Calculus and Matrix theory
Game Theory, Critical Path analysis, Binary Operations
Centres of Mass, Moments and Couples, Circular Motion

Components
Complex Numbers, Matrices, Advanced series, Roots of polynomials, Polar Geometry, Conic sections, 3D Vectors, Hyperbolic functions, Proof by Induction
Graph Theory, Linear Programming, Network flows
Work Energy and Power, Momentum and Collisions

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Skills and Knowledge Building
Construct, understand and critique mathematical arguments
Understand and apply mathematical problem-solving cycle
Use, interpret and critique mathematical models in a variety of contexts

Career Ideas
Academic Maths / Science
Engineering
Computer Scientist
Actuary

Builds on
Maths and Physics

Grade Criteria
Grade 7 at GCSE Maths (Grade 8 preferred)
Level 2 Further Maths desirable but not essential

