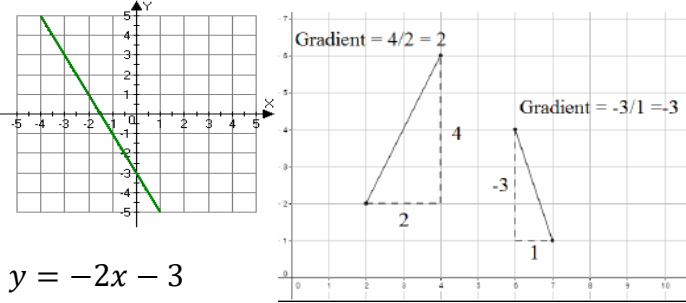
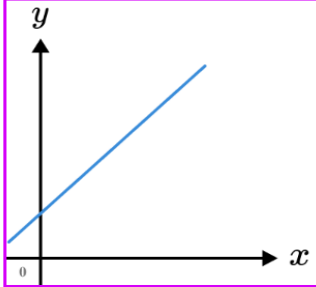
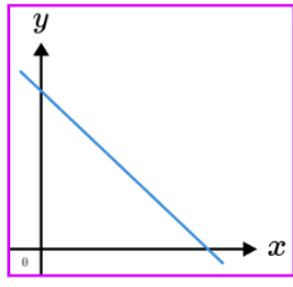
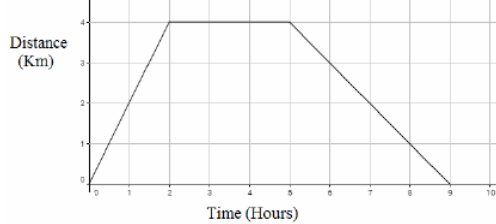




	Topic	Information	Examples	Sparx clip
1	Equations of linear graphs	<p>Straight line graph. The general equation of a linear graph is $y = mx + c$ where m is the gradient and c is the y-intercept.</p> <p>The gradient of a line is how steep it is. Gradient = $\frac{\text{Change in } y}{\text{Change in } x} = \frac{\text{Rise}}{\text{Run}}$</p> <p>The gradient can be positive (sloping upwards) or negative (sloping downwards).</p>	 <p>$y = -2x - 3$</p>	U789, M797, U741, U315, U669.
2	Speed and rates	<p>Speed = distance ÷ time</p> <p>The rate of change is what degree one variable changes in relation to another.</p>	<p>If a car travels 66 km in 1.5 hours, then we can use this formula to calculate the speed. Speed = distance ÷ time = $66 \div 1.5 = 44 \text{ km/h}$</p> <p><u>Positive rate of change</u> When two variables both increase in relation to each other. Example shown by the graph below.</p>  <p><u>Negative rate of change</u> When one variable increases the other decreases. Example shown by the graph below.</p> 	U585, U144, U325, U505, U556, U902, U151, U256, U388.
3	Distance-time graphs.	<p>You can find the speed from the gradient of the line (Distance ÷ Time)</p> <p>The steeper the line, the quicker the speed. A horizontal line means the object is not moving (stationary).</p>	 <p>Distance (Km)</p> <p>Time (Hours)</p>	U151, U315, U403, U914, U462, U966