



European Schools

Office of the Secretary-General
Pedagogical Development Unit

Ref. : 2010-D-611-en-3

Orig. : FR

S6P5 MATHEMATICS SYLLABUS SECONDARY 6th YEAR

Standard level 5 period/week course

APPROVED BY THE JOINT TEACHING COMMITTEE ON THE 4th AND 5TH OF FEBRUARY 2010 IN BRUSSELS

Entry into force in September 2010

ALGEBRA (for guidance: 20 periods)

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
<p>Introduction of Logarithms :</p>	<p><i>Logarithms with a positive integer base should be introduced from powers.</i></p> <p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the relationship between logarithms and powers. ▪ solve for x, equations of the form $a^x = b$, where a is a positive integer 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ calculate a logarithm with a positive integer base.
<p>Complex Numbers</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the concept of complex numbers and the relationship with different sets of numbers. ▪ the real and imaginary parts of a complex number. ▪ the complex conjugate of a complex number. ▪ calculate with complex numbers: sum, product, division and inverse for a non zero complex number. ▪ solve a quadratic equation with real coefficients without a calculator. ▪ solve a equations of the form $z^2 = c$, where c is a complex number. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ determine the real part, imaginary part, complex conjugate and the inverse of a complex number. ▪ calculate with complex numbers. ▪ to solve a polynomial equation with complex coefficients

ANALYSIS (for guidance: 80 periods)

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
<p>Sequences</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the concept of sequences starting from examples. ▪ the notation of the n^{th} term, u_n. ▪ the concept of defining a sequence explicitly and / or recursively. ▪ calculate terms of a sequence using the types of definitions above. ▪ give definitions of arithmetic and geometric sequences. ▪ solve problems involving the properties of arithmetic and geometric sequences : <ul style="list-style-type: none"> ○ For example: Finding the first term, common difference, common ratio etc. ▪ calculate a finite series: the sum of n consecutive terms of an arithmetic or geometric sequence and solve problems given the sum. ▪ explore the limit of the n^{th} term of geometric and arithmetic sequences. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ introduce a sequence with a calculator or software, using both recursive and explicit definitions with and without a spreadsheet. ▪ find the n^{th} term given a sequence. ▪ calculate the sum of consecutive terms. ▪ graph a sequence (n, u_n). ▪ use the advantages provided by a calculator or software to solve more numerically challenging problems.

Note : 1) Except where specified, all the knowledge and skills given in the analysis section apply without a calculator to only this set of basic functions for $a, b, c \in \mathbb{R}$, $\lambda \in \mathbb{R}$.

$P(x)$ polynomial of degree ≤ 3 ;

$\frac{P(x)}{Q(x)}$ where $P(x)$ and $Q(x)$ are polynomials of degree ≤ 2 ;

$a + \lambda\sqrt{bx + c}; \sqrt{ax^2 + bx + c}$
 $a + \lambda \cos(bx + c); a + \lambda \sin(bx + c); \tan x$

2) The use of technology throughout this section will enable the study of analysis to not just be limited to the above functions.

TOPIC	KNOWLEDGE & SKILLS	USE OF TECNOLOGY
Introduction to Real Functions	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ determine the domain. ▪ determine both from a graph and algebraically <ul style="list-style-type: none"> ○ possible zeros ○ sign ○ parity (even, odd functions, or neither) ▪ recognise when a function is periodic and find the period. ▪ the definition of an increasing, decreasing, constant, monotonic function over an interval. As well as the absolute and local extrema. ▪ recognise these characteristics from the graph of a function. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ draw the graph of a function ▪ choose an appropriate scale and window settings to be able to see all the essential characteristics of the graph. ▪ find algebraically the domain, the zeros, the sign and parity of a function. ▪ change dynamically the graphs of the functions: $x, x^2, \sin x, \cos x, \frac{1}{x}$ to visualise their characteristics and properties. ▪ use the cursor tool to represent and study the graphs of families of functions which has one or more parameters.

TOPIC	KNOWLEDGE & SKILLS	USE OF TECNOLOGY
	<ul style="list-style-type: none"> ▪ define the sum, product, quotient and composition of functions. Apply these operations using only the following functions, giving the domain(s) : $x \mapsto x; x \mapsto x^2; x \mapsto x^3;$ $x \mapsto \frac{1}{x}; x \mapsto \sqrt{x}$ ▪ sketch the graph of : $x \mapsto x; x \mapsto x^2; x \mapsto x^3;$ $x \mapsto \frac{1}{x}; x \mapsto \sqrt{x};$ $x \mapsto \sin x; x \mapsto \cos x$ ▪ sketch the graph of : $f(x) + k, f(x + k), k \cdot f(x), f(k \cdot x),$ $f(x) , f(x), k \in \mathbb{R}$ where k is a real number and f is one of the following $x \mapsto x; x \mapsto x^2; x \mapsto x^3;$ $x \mapsto \frac{1}{x}; x \mapsto \sqrt{x};$ $x \mapsto \sin x; x \mapsto \cos x$ 	
Limits	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the concepts of finite and infinite limits of a function near a point and infinity. ▪ the concept of limit of a function from the right [resp. left] to a point. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ determine a limit: two sided limit, one sided limit (from the right and from the left), and limit at an end point of the domain. ▪ use a graph to find the limits above.

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
	<ul style="list-style-type: none"> ▪ the theorems of limits, without proof: <ul style="list-style-type: none"> ○ of the absolute value of a function, ○ the product of a function by a real ○ the sum, product, quotient of two functions ○ composition of two functions. ▪ calculate all limits for all functions in the set of basic functions. 	<ul style="list-style-type: none"> ▪ study functions with one or more parameters, to consider limits, particularly at end points and critical points of the domain.
<p>Indeterminate Forms of the type</p> <p>"$\frac{\infty}{\infty}$", "$\frac{0}{0}$", "$0 \cdot \infty$", "$\infty - \infty$"</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ deal with indeterminate forms when finding the limits of all functions in the set of basic functions, as well as : $ax + b + \lambda\sqrt{cx + d}; \frac{\sqrt{ax^2 + bx + c}}{ex + f}$ using the following techniques: simplification, factorisation or division, dominant term, multiplying by a conjugate, using the combined expression, etc. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ deal algebraically with indeterminate forms when finding the limits of more complex functions, using step by step the following techniques: simplification, factorisation or division, dominant term, multiplying by a conjugate, using the combined expression, etc. ▪ deal graphically with indeterminate forms when finding the limits of more complex functions.
<p>Continuity</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the concept of continuity of a function from the right [resp. left] to a point. ▪ the theorems of continuity, without proof: <ul style="list-style-type: none"> ○ of the absolute value of a function, ○ the product of a function by a real ○ the sum, product, quotient of two functions ○ composition of two functions. ▪ identify a removable discontinuity and redefine the domain. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ draw a function (also piecewise defined function) and graphically identify the possible discontinuities. ▪ study functions (also piecewise defined function) with one or more parameters, to consider continuity.

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
Differentiation	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ that the derivative of a function at a point is defined as the gradient of the tangent at the point. ▪ if the two sided limit of the gradient of a secant exists it will be the derivative of a function at a point. ▪ calculate the derivative at a point from first principles of the following functions : <ul style="list-style-type: none"> $x \mapsto x; x \mapsto x^2, x \mapsto x^3, x \mapsto \frac{1}{x}, x \mapsto \sqrt{x}$. ▪ Use first principles to find the derivative function for : <ul style="list-style-type: none"> $x \mapsto x; x \mapsto x^2, x \mapsto x^3, x \mapsto \frac{1}{x}, x \mapsto \sqrt{x}$ ▪ find the equation of the tangent at a point on the graph of a function. ▪ the relation between continuity and differentiability. ▪ the concept of the second and third derivative function. ▪ calculate the first, second and third derivatives of the set of basic functions ▪ apply the rules of differentiation, from the set of basic functions, the following: <ul style="list-style-type: none"> ○ the sum ○ the product ○ the quotient ○ the composition (chain rule) 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ construct a tangent to a given curve at a point and determine its gradient and / or equation. ▪ use a spreadsheet to create a table of values of the derivatives at a point and represent these as a scatter plot. ▪ calculate successive derivatives of functions. ▪ represent on the same set of axes a function and its derivatives. ▪ determine from a graph of a function and / or its derivative, whether or not the function is differentiable at a point. ▪ study the possible differentiability of a family set of functions.

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
Application of limits and derivatives	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ apply l'Hospital's rule. (without proof) ▪ to apply the concepts of limits and differentiation to study the set of basic functions with regard to: where the graph is increasing and decreasing; finding extrema; finding asymptotes; finding points of inflexion (curvature). ▪ sketch/draw the graph of the function. ▪ deduce only from a given graph all information about the function, related to the topics "Introduction to real functions", "limits and continuity" and "differentiation" ▪ determine the characteristics of a function knowing the graph of its derivative and vice versa. 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ represent a function and investigate its features algebraically ▪ representing sets of families of functions with a slider. ▪ calculate, step by step, a limit using l'Hospital's rule. ▪ examine a given property of a family of functions depending on the parameter. ▪ solve optimisation problems using differentiation. ▪ solve geometry based optimisation problems graphically. ▪ determine the locus of certain points (extrema, inflexion, ...) of a family of functions.

GEOMETRY (for guidance: 30 periods)

TOPIC	KNOWLEDGE & SKILLS	USE OF TECNOLOGY
<p>Geometry in three dimensions</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the vocabulary and notation of points, lines, planes, spheres. ▪ the relative positions of points, lines, planes, spheres. ▪ the orthogonal projection of a point on a plane, on a line and a line on a plane. ▪ understand the concept of vectors, vector sum, the scalar multiple of a vector, collinear vectors, linear combinations of two vectors, coplanar vectors. ▪ that a line and a plane can be represented by a position vector and a linear combination of direction vectors. ▪ that two vectors create an angle and that two vectors could be orthogonal. ▪ the concept of scalar product of two vectors. ▪ the concept of the length of a vector and the distance between two points. ▪ the concept of the distance (by orthogonal projection) between a point and a plane, a point and a line, and two points in a plane. ▪ the concept of the vector product (cross product) of two vectors. 	

TOPIC	KNOWLEDGE & SKILLS	USE OF TECHNOLOGY
Analytical Geometry	<p><i>All these skills must be mastered without a calculator. The aim here is not to evaluate the computational ability of a student but an understanding of spatial geometry.</i></p> <p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ the concept of orthonormal coordinate system. <p><i>Throughout the geometry section, the coordinate system chosen will always be orthonormal.</i></p> <ul style="list-style-type: none"> ▪ the concept of coordinates as the components of a position vector and vice versa. ▪ determine whether three vectors are coplanar or not by using a determinant. ▪ the analytical expression of the scalar product (dot product) of two vectors, the length of a vector, the distance between two points. ▪ calculate the coordinates of the perpendicular projection. ▪ calculate the distance of a point to a straight line and of a point to a plane. ▪ find parametric and cartesian equations of a plane. ▪ find parametric and cartesian equations of a straight line. ▪ calculate the angle between two vectors. ▪ calculate the cross product (vector product) of two vectors 	<p><i>The use of technology allows students to solve geometric problems numerically.</i></p> <p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ solve systems of equations and understand the geometrical meaning of the solutions. ▪ calculate a determinant. ▪ calculate the length of a vector. ▪ calculate the dot product (scalar product) of two vectors ▪ solve problems of analytical geometry requiring extensive calculation (e.g. systems of equations larger than 3x3)

PROBABILITY (for guidance: 20 periods)

TOPIC	KNOWLEDGE & SKILLS	USE OF TECNOLOGY
<p>Combinatorics and Probability</p>	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ count the number of elements in a set using <ul style="list-style-type: none"> ○ permutations of a finite set with and without repetitions ○ combinations of a finite set with and without repetitions $\left[C_n^k = \binom{n}{k} \right]$ ▪ the formulas of combinations : $\binom{n}{0}, \binom{n}{1}, \binom{n}{n}, \binom{n}{k} = \binom{n}{n-k}, \binom{n-1}{k-1} + \binom{n-1}{k} = \binom{n}{k}$ ▪ Pascal's triangle and Newton's binomial theorem $(x + y)^n = \sum_{k=0}^n \binom{n}{k} x^{n-k} y^k \text{ (without proof)}$ ▪ calculate the probability of an event: $P(A) = \frac{n(A)}{n(\Omega)}$ 	<p><i>Pupils must be able to and/or understand:</i></p> <ul style="list-style-type: none"> ▪ calculate the number of elements in a set using permutations and combinations ▪ solve probability problems requiring extensive calculations

TOPIC	KNOWLEDGE & SKILLS	USE OF TECNOLOGY
	<ul style="list-style-type: none"> ▪ apply the concepts and skills from the 5th year syllabus <ul style="list-style-type: none"> ○ sample space ○ Venn diagrams ○ tree diagrams of independent events (sampling with replacement) ○ tree diagrams of conditional events (sampling without replacement) ○ the concept of conditional events $P(A B)$ [$P_B(A)$] ○ two by two table (cross tabulation) ○ solve probability problems using: <ul style="list-style-type: none"> $P(\bar{A}) = 1 - P(A)$ for complementary events $P(A \cap B) = P(A) \cdot P(B)$ for independent events $P(A \cap B) = 0$ for mutually exclusive events $P(A \cup B) = P(A) + P(B) - P(A \cap B)$ $P(A \cup B) = 1$ for exhaustive events $P(A \cap B) = P(B) \cdot P(A B)$ [$P(A \cap B) = P(B) \cdot P_B(A)$] ▪ Bernoulli trial: calculate the probability of k successes in a sequence of n Bernoulli trials with p the probability of success using $P(X = k) = \binom{n}{k} p^k (1-p)^{n-k}$ 	