

Further Maths

Qualification: A-Level Further Mathematics
Additional Entry Information: GCSE Maths A*
GCSE English Language C
Students must also take A-level Maths

Speak to **Mr R Fisher** for more information.

What do students need to know or be able to do before taking the course?

Students will need to be highly proficient in higher tier algebraic skills.

What will students learn on this course (skills and course content)?

Pure Mathematics: – The development and acquisition of techniques and skills which can be applied to more advanced problems in Mathematics.

Statistics: - The use of probability and statistical inference to solve real-life problems.

Mechanics: - Modelling the real-life interaction of bodies and forces both in dynamic and static situations.

This is a modular course which is studied in year 13, subject to satisfactory completion of A-level Mathematics at the end of year 12. In year 12 Further Maths students will be 'fast tracked' in order to complete the A-level Maths specification in one year. Progress to Further Maths A-Level will depend upon a satisfactory grade being attained in A-level Maths at the end of year 12. In year 13 students will then study 3 units in AS Further Maths and 2 units in A2 Further Maths.

What sort of student is this course suitable for?

This course suits students who are highly numerate and enjoy problem solving.

What kind of work will students need to be able to do outside of lessons?

Homework is a large part of the course and students will be given 6 - 8 hours of work each week to be completed outside of the classwork.

What is the course content and how is this assessed?

The 3 AS exams (making up 40% of the final mark) and the 2 A2 exams (making up 60% of the final mark) will be taken in June of year 13.

What could students go on to do at the end of this course?

Further Maths A-level is essential for Maths, Physics, Computer Science and Engineering disciplines at Oxford and Cambridge and for Maths courses at the Russell Group universities.

