

KS4 Learning Journey

GCSE Foundation Tier – Year 11 Learning Cycle 2

Please watch the video on www.corbettmaths.com for each topic.

Other Graphs	Video number
Recognise, sketch and interpret cubic graphs	344
Recognise, sketch and interpret reciprocal graphs	346

Advanced Probability	Video number
Use and construct sample space diagrams to work out specific probabilities	246
Read, use and construct two way tables and work out specific probabilities	319
Use and interpret Venn diagrams and work out specific probabilities	380
Use and construct tree diagrams to work out probabilities of two events	252
Calculate the probability of independent and dependent combined events	249

3D Shapes	Video number
Construct and interpret plans and elevations of 3D shapes	354
Calculate surface area of a sphere	313
Calculate volume of a sphere	361
Calculate volume of a pyramid	360
Calculate volume of a cone	359
Calculate surface area of a cone	314

Kinematics	Video number
Plot and interpret graphs in real contexts	160
Plot and interpret distance-time graphs	171
Know that the gradient of a distance-time graph represents speed	
Plot and interpret speed-time graphs	
Know that the gradient of a speed-time graph represents acceleration	
Calculate the distance travelled by calculating the area under a speed-time graph (made up of triangles and rectangles or trapezia)	389
Calculate speed using $\text{speed} = \text{distance} \div \text{time}$	299

KS4 Glossary
GCSE Foundation Tier – Year 11 Learning Cycle 2

Other Graphs

Advanced Probability	
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Tree Diagram	A tree diagram is used to represent the outcomes of two or more experiments with discrete outcomes.
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3D Shapes	
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Surface Area	The sum of areas of all faces of a 3D shape
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Kinematics
