

# Higher Maths

# Key Steps and Exam Strategies

## 6.1 - Differentiation

To differentiate a function... **1** Bring the power down and multiply

$$f(x) = ax^n$$

$$f'(x) = nax^{n-1}$$

**2** Subtract '1' from the power

## 6.3 - Tangent to Curve

To find the equation of the tangent to a curve...

**1** Sub in to get y

**2**  $f'(x)$

**3**  $f'(\text{number})$

**4** y - b...

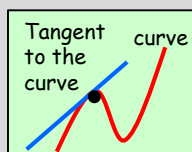
To find a point (x, y) when given the gradient of the tangent to the curve...

**1** Differentiate

**2** Set equal to the gradient

**3** Find x

**4** Sub in to get y



$$m_{\text{tan}} = \frac{dy}{dx}$$

Some useful laws of indices...

$$\frac{1}{x} = x^{-1} \quad \sqrt{x} = x^{\frac{1}{2}} \quad \sqrt[3]{x} = x^{\frac{1}{3}} \quad \sqrt[n]{x^m} = x^{\frac{m}{n}}$$

## 6.2 - Finding the derivative at a particular point

**1**  $f'(x)$

**2**  $f'(\text{number})$

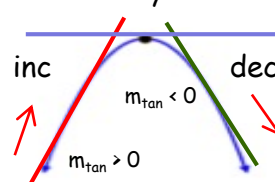
## 6.4 - Increasing/decreasing functions

A function is increasing if...  $f'(x) > 0$

A function is decreasing if...  $f'(x) < 0$

A function is stationary if...  $f'(x) = 0$

stationary  $m_{\text{tan}} = 0$



## 6.5 - Stationary points and curve sketching

(sub in x = 0!)

To find the coordinates of stationary points and determine their nature...

**1**  $f'(x)$

**2** @ SP's...

**3** Set equal to zero

**4** Find x (factorise)

**5** Find y (sub in)

**6** Nature table

To sketch a curve...

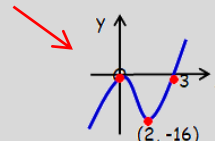
**1** Calculate the y-intercept

**2** Find the roots (set = 0 and factorise!)

**3** Calculate stationary points

**4** Show this information in a sketch

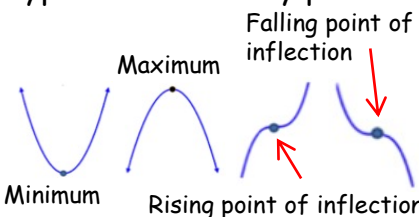
x	-10	-3	0	1	10
$f'(x)$	+ve	0	-ve	0	+ve
slope	/	-	\	-	/



All of these words/phrases mean differentiate!

- $f'(x)$
- $\frac{dy}{dx}$
- Rate of Change
- Stationary
- Maximum/Minimum
- Increasing/Decreasing
- Greatest/Least
- Velocity/Acceleration
- Tangent to Curve

Types of stationary points...



## 6.6 - Closed intervals

To find the max and min values of a function within a closed interval;

- Consider end points
- Consider stationary points
- State max and min values

## 6.7 - Optimisation

Part (a) - Problem Solving  
Part (b) - Stationary points in disguise!