

PRINCIPAL MATHEMATICS (A-LEVEL) SCOPE

ASSESSMENT OBJECTIVE	THEME/ CONSTRUCT	CONSTRUCT DESCRIPTION	TOPICS (As Seen in The Syllabus Book)
AO1: Manipulate a wide range of algebraic expressions and equations, evaluate logical proofs and apply these skills to strategically solve real-world problems	ALGEBRA	Applying algebraic principles to model and solve real-life problems and lead to informed decision making	1. Numerical Concepts 2. Equations and inequalities 12. Permutations and Combinations 13. Series 25. Complex Numbers
AO2: Perform transformations, reason logically, visualise spatial relationships in solving geometrical related challenges in real world	GEOMETRY	Applying geometric concepts and spatial reasoning to interpret relationships in mathematical and real-life contexts for informed problem solving	3. Coordinate Geometry 1 5. Trigonometry 17. Vectors 24. Coordinate Geometry 2
AO3: Apply analytical and numerical skills in mathematical modelling to solve real-life challenges involving rates of change, accumulation and optimisation for decision making.	CALCULUS	Analysing and modelling of real-life situations involving rates of change, accumulation and optimisation of resources	4. Partial fractions 10. Differentiation 1 11. Integration 1 16. Error Analysis 18. Differentiation 2 19. Integration 2 26. Differential Equations 21. Trapezium rule 23. Iterative Methods 27. Flow charts
AO4: Predict future trends by analysing and interpreting statistical data using principles of statistics and probability to make reasonable conclusions	DATA ANALYSIS AND PROBABILITY	Analysing data and applying probability models to make informed decisions and predictions in personal, academic and societal contexts	6. Descriptive statistics 7. Correlation and scatter diagrams 9. Probability Theory 14. Random variables 15. Probability distributions 22. Sampling distribution.
AO5: Apply principles of statics and dynamics to analyse and solve	MECHANICS	Analysing the effect of forces on bodies in motion or at rest,	8. Dynamics 1 20. Dynamics 2

real-world problems involving state of motion of bodies, and to predict their behaviours.		interpreting motion patterns and predict object behaviour and use it to solve real-world kinematic problems	
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UACE P425/1&2 PRINCIPAL MATHEMATICS UNEB FORMAT

PAPER	SECTION	CONSTRUCT	TOTAL ITEMS SET	NO. OF ITEMS TO ATTEMPT	Duration
P425/1 PRINCIPAL MATHEMATICS (Paper 1)	A	GEOMETRY	1	1	2hrs & 20 mins 3 ITEMS
	B	ALGEBRA	2	1	
	C	CALCULUS	2	1	
P425/1 PRINCIPAL MATHEMATICS (Paper 2)	A	DATA ANALYSIS AND PROBABILITY	2	2	2HRS & 15 MINS
	B	MECHANICS	2	1	3 ITEMS

NOTE: Paper 2 (originally) shall not be called Applied Mathematics anymore since all the papers and constructs are actually applied in real – life situations