Mark schemes

•

Q1.

(a) Draws the correct rectangle in any orientation eg

- (b) Gives a value x such that x + 6 is a square number
 - eg
 - 3
 - 10
 - 94 1 (U1)

[2]

1

1

Q2.

(a)	Maths	1
(b)	21 to 24 inclusive Accept percentage qualified	
	eg	

• About 23

Q3.

(a)	£ 5.99	1
(b)	£ 24.95	1
(c)	£ 3.99	1

[2]

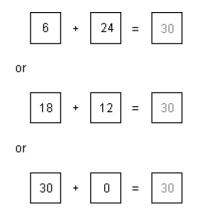
Q4.

Gives a multiple of 4 and a multiple of 5 to make the addition correct eg

•	12	+	8	=	20
•	12	+	28	=	40
•	12	+	48	=	60
•	12	+	108	=	120

1 (U1)

Gives a multiple of 3 and a multiple of 4 to make the addition correct, ie



1 (U1)

Q5.

£ 13

For 1 mark: Shows the value 8

or

Shows or implies a complete correct method with not more than one computational error

- eg •
 - 21 (29 21)
- 29 21 = 7 (error), 21 7 = 14

Q6.

(a) 2

(b) –28

[2]

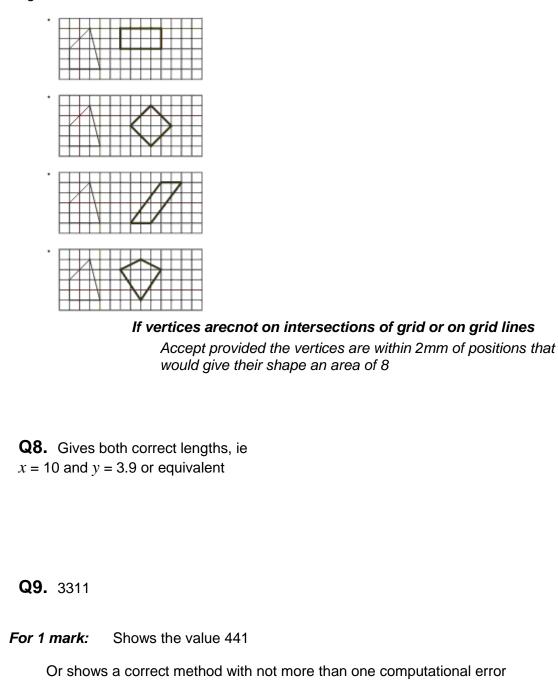
1

1

1

Q7. Draws a different quadrilateral with an area of 8 squares

eg



eg

• 2870 + 21²

Do not accept conceptual error eg • $2870 + 21^2 = 2870 + 42$ = 2912

Q10. 0.1 and 0.9 or equivalent, in either order

(U1)

1

2

2

2 (U1)

[2]

[2]

[1]

[2]