

<p>1 (i) $AE = \sqrt{(15^2 + 20^2 + 0^2)} = 25$</p>	<p>M1 A1 [2]</p>	
<p>(ii) $\overrightarrow{AE} = \begin{pmatrix} 15 \\ -20 \\ 0 \end{pmatrix} = 5 \begin{pmatrix} 3 \\ -4 \\ 0 \end{pmatrix}$</p> <p>Equation of BD is $\mathbf{r} = \begin{pmatrix} -1 \\ -7 \\ 11 \end{pmatrix} + \lambda \begin{pmatrix} 3 \\ -4 \\ 0 \end{pmatrix}$</p> <p>$BD = 15 \Rightarrow \lambda = 3$ $\Rightarrow D$ is $(8, -19, 11)$</p>	<p>M1 A1 M1 A1cao [4]</p>	<p>Any correct form</p> <p>or $\mathbf{r} = \begin{pmatrix} -1 \\ -7 \\ 11 \end{pmatrix} + \lambda \begin{pmatrix} 15 \\ -20 \\ 0 \end{pmatrix}$</p> <p>$\lambda = 3$ or $3/5$ as appropriate</p>
<p>(iii) At A: $-3 \times 0 + 4 \times 0 + 5 \times 6 = 30$ At B: $-3 \times (-1) + 4 \times (-7) + 5 \times 11 = 30$ At C: $-3 \times (-8) + 4 \times (-6) + 5 \times 6 = 30$</p> <p>Normal is $\begin{pmatrix} -3 \\ 4 \\ 5 \end{pmatrix}$</p>	<p>M1 A2,1,0 B1 [4]</p>	<p>One verification</p> <p>(OR B1 Normal, M1 scalar product with 1 vector in the plane, A1two correct, A1 verification with a point)</p> <p>OR M1 vector form of equation of plane eg $\mathbf{r} = 0\mathbf{i} + 0\mathbf{j} + 6\mathbf{k} + \mu(\mathbf{i} + 7\mathbf{j} - 5\mathbf{k}) + \nu(8\mathbf{i} + 6\mathbf{j} + 0\mathbf{k})$ M1 elimination of both parameters A1 equation of plane B1 Normal *)</p>
<p>(iv) $\begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix} \cdot \overrightarrow{AE} = \begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix} \cdot \begin{pmatrix} 15 \\ -20 \\ 0 \end{pmatrix} = 60 - 60 = 0$</p> <p>$\begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix} \cdot \overrightarrow{AB} = \begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix} \cdot \begin{pmatrix} -1 \\ -7 \\ 5 \end{pmatrix} = -4 - 21 + 25 = 0$</p> <p>$\Rightarrow \begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix}$ is normal to plane</p> <p>Equation is $4x + 3y + 5z = 30$.</p>	<p>M1 E1 M1 A1 [4]</p>	<p>scalar product with one vector in plane = 0</p> <p>scalar product with another vector in plane = 0</p> <p>$4x + 3y + 5z = \dots$ 30 OR as * above OR M1 for subst 1 point in $4x+3y+5z=$,A1 for subst 2 further points =30 A1 correct equation , B1 Normal</p>
<p>(v) Angle between planes is angle between normals $\begin{pmatrix} 4 \\ 3 \\ 5 \end{pmatrix}$ and $\begin{pmatrix} -3 \\ 4 \\ 5 \end{pmatrix}$</p> <p>$\cos \theta = \frac{4 \times (-3) + 3 \times 4 + 5 \times 5}{\sqrt{50} \times \sqrt{50}} = \frac{1}{2}$</p> <p>$\Rightarrow \theta = 60^\circ$</p>	<p>M1 M1 A1 A1 [4]</p>	<p>Correct method for any 2 vectors their normals only (rearranged) or 120° cao</p>

Question	Answer	Marks	Guidance
2 (i)	$AC = \operatorname{cosec} \theta$ $\Rightarrow AD = \operatorname{cosec} \theta \sec \varphi$	M1 A1 [2]	or $1/\sin \theta$ oe but not if a fraction within a fraction
2 (ii)	$DE = AD \sin (\theta + \varphi)$ $= \operatorname{cosec} \theta \sec \varphi \sin (\theta + \varphi)$ $= \operatorname{cosec} \theta \sec \varphi (\sin \theta \cos \varphi + \cos \theta \sin \varphi)$ $= \frac{\sin \theta \cos \varphi + \cos \theta \sin \varphi}{\sin \theta \cos \varphi}$ $= 1 + \frac{\cos \theta \sin \varphi}{\sin \theta \cos \varphi}$ $= 1 + \tan \varphi / \tan \theta *$ OR equivalent, eg from $DE = CB + CD \cos \theta$ $= 1 + CD \cos \theta$ $= 1 + AD \sin \varphi \cos \theta$ $= 1 + \operatorname{cosec} \theta \sec \varphi \sin \varphi \cos \theta$ $= 1 + \tan \varphi / \tan \theta *$	M1 M1 A1 M1 M1 A1 [3]	AD $\sin(\theta + \varphi)$ with substitution for their AD correct compound angle formula used Do not award both M marks unless they are part of the same method. (They may appear in either order.) simplifying using $\tan = \sin/\cos$. A0 if no intermediate step as AG from triangle formed by using X on DE where CX is parallel to BE to get DX = CD cos θ and CB = 1 (oe trigonometry) substituting for both CD = AD sin φ and their AD oe to reach an expression for DE in terms of θ and φ only (M marks must be part of same method) AG simplifying to required form

3	$\vec{AB} = \begin{pmatrix} -1 \\ 2 \\ 1 \end{pmatrix}, \vec{AC} = \begin{pmatrix} -2 \\ -4 \\ 0 \end{pmatrix}$ $\mathbf{n} \cdot \vec{AB} = \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} \cdot \begin{pmatrix} -1 \\ 2 \\ 1 \end{pmatrix} = 2 \times (-1) + (-1) \times 2 + 4 \times 1 = 0$ $\mathbf{n} \cdot \vec{AC} = \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} \cdot \begin{pmatrix} -2 \\ -4 \\ 0 \end{pmatrix} = 2 \times (-2) + (-1) \times (-4) + 4 \times 0 = 0$ <p>\Rightarrow \mathbf{n} is perpendicular to plane.</p> <p>Equation of plane is $\mathbf{r} \cdot \mathbf{n} = \mathbf{a} \cdot \mathbf{n}$</p> $\Rightarrow \begin{pmatrix} x \\ y \\ z \end{pmatrix} \cdot \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix} = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 2 \\ -1 \\ 4 \end{pmatrix}$ $\Rightarrow 2x - y + 4z = 8$	<p>M1 scalar product with any two directions in the plane ($BC = \begin{pmatrix} -1 \\ -6 \\ -1 \end{pmatrix}$)</p> <p>B1 evaluatio needed</p> <p>B1 evaluatio needed</p> <p>thus finding the scalar product with only one direction vector is M0 B1 B0. No marks for scalar product with position vectors. or SC finding direction of normal vector by using vector cross product, M1A1 eg $4i-2j+8k$ and showing this is a multiple of $2i-j+4k$, A1</p> <p>M1 For any complete method leading to the cartesian equation of the plane eg from vector form and eliminating parameters (there are many possibilities eg $r = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + \mu \begin{pmatrix} -1 \\ 2 \\ 1 \end{pmatrix} + \lambda \begin{pmatrix} -2 \\ -4 \\ 0 \end{pmatrix}$ $x=2-\mu-2\lambda, y=2\mu-4\lambda, z=1+\mu, 2x-y=4-4\mu=4-4(z-1)=8-4z, 2x-y+4z=8$ gets M1 once the parameters have been eliminated.</p> <p>A1 o</p> <p>SC1 If they say the plane is of the form $2x-y+4z=c$ and then show all points satisfy $2x-y+4z=8$ they can have M1 A1 for the first point and B2 for both the others. SC2 If they omit verification and find equation from vector form without using normal as above and then state $2i-j+4k$ is perpendicular they can get M1A1B2</p> <p>[5]</p>
---	---	--

4		$\begin{pmatrix} 4+3\lambda \\ 2 \\ 4+\lambda \end{pmatrix} = \begin{pmatrix} -1-\mu \\ 4+\mu \\ 9+3\mu \end{pmatrix}$ $\Rightarrow 4 + 3\lambda = -1 - \mu \quad (1)$ $2 = 4 + \mu \quad (2)$ $4 + \lambda = 9 + 3\mu \quad (3)$ $(2) \Rightarrow \mu = -2$ $(1) \Rightarrow 4 + 3\lambda = -1 + 2 \Rightarrow \lambda = -1$ $(3) \Rightarrow 4 + (-1) = 9 + 3 \times (-2) \text{ so consistent}$ <p>Point of intersection is (1, 2, 3)</p>	<p>M1</p> <p>B1</p> <p>A1</p> <p>A1</p> <p>A1</p> <p>[5]</p>	<p>equatin components</p> <p>$\mu = -2$</p> <p>$\lambda = -$</p> <p>checking third component</p> <p>dependent on all previous marks being obtained</p>
---	--	--	--	--

<p>5(i) $\overline{AB} = \begin{pmatrix} 2 \\ 3 \\ -5 \end{pmatrix}, \overline{BC} = \begin{pmatrix} 5 \\ 0 \\ 2 \end{pmatrix}$</p> <p>$\overline{AB} \cdot \overline{BC} = \begin{pmatrix} 2 \\ 3 \\ -5 \end{pmatrix} \cdot \begin{pmatrix} 5 \\ 0 \\ 2 \end{pmatrix} = 2 \times 5 + 3 \times 0 + (-5) \times 2 = 0$</p> <p>$\Rightarrow$ AB is perpendicular to BC.</p>	<p>B1 B1</p> <p>M1E1</p> <p>[4]</p>	
<p>(ii) $AB = \sqrt{(2^2 + 3^2 + (-5)^2)} = \sqrt{38}$</p> <p>$BC = \sqrt{(5^2 + 0^2 + 2^2)} = \sqrt{29}$</p> <p>Area = $\frac{1}{2} \times \sqrt{38} \times \sqrt{29} = \frac{1}{2} \sqrt{1102}$ or 16.6 units²</p>	<p>M1</p> <p>B1</p> <p>A1</p> <p>[3]</p>	<p>complete method</p> <p>ft lengths of both AB, BC oe</p> <p>www</p>

<p>6</p>	<p>(i)</p>	<p>$x = -5 + 3\lambda = 1 \Rightarrow \lambda = 2$</p> <p>$y = 3 + 2 \times 0 = 3$</p> <p>$z = 4 - 2 = 2$, so (1, 3, 2) lies on 1st line.</p> <p>$x = -1 + 2\mu = 1 \Rightarrow \mu = 1$</p> <p>$y = 4 - 1 = 3$</p> <p>$z = 2 + 0 = 2$, so (1, 3, 2) lies on 2nd line.</p>	<p>M1</p> <p>E1</p> <p>E1</p> <p>[3]</p>	<p>finding λ or μ</p> <p>verifying two other coordinates for line 1</p> <p>verifying two other coordinates for line 2</p>
	<p>(ii)</p>	<p>Angle between $\begin{pmatrix} 3 \\ 0 \\ -1 \end{pmatrix}$ and $\begin{pmatrix} 2 \\ -1 \\ 0 \end{pmatrix}$</p> <p>$\cos \theta = \frac{3 \times 2 + 0 \times (-1) + (-1) \times 0}{\sqrt{10} \sqrt{5}}$</p> <p>$= 0.8485 \dots$</p> <p>$\Rightarrow \theta = 31.9^\circ$</p>	<p>M1</p> <p>M1</p> <p>A1</p> <p>A1</p> <p>[4]</p>	<p>direction vectors only</p> <p>allow M1 for any vectors</p> <p>or 0.558 radians</p>