

Topic Test 1 Mark Scheme

Angles - Higher

Q	Answer	Mark	Comments
1	Alternative method 1		
	$180 - 72 - 72$ or 36	M1	
	90 – their 36 or 54	M1dep	
	$(180 - \text{their } 54) \div 2$	M1dep	
	63	A1	
	Alternative method 2		
	$x + x + 72 + 72 + 90 = 360$	M1	
	$2x = 360 - 72 - 72 - 90$	M1dep	
	$2x = 126$ or $(360 - 72 - 72 - 90) \div 2$	M1dep	
	63	A1	
2	angle $ACB = (180 - 48) \div 2$ or angle $ACB = 66$ (base angles of isosceles triangle)	M1	
	angle $BCD = \text{angle } ABC = 66$ (alternate angles)	M1	
	angle $BCD = \text{angle } CDB$ so triangle BCD is isosceles	A1	Must give full reasons throughout

Q	Answer	Mark	Comments
3(a)	angle $BEF = 3x$	M1	
	$5x + \text{their } 3x + x = 180$ or $9x = 180$	M1dep	
	20	A1	
3(b)	Alternative method 1		
	angle ABE (or angle FBC) = $(180 - 5 \times \text{their } 20) \div 2$ or 40	M1	
	angle $ABE \neq$ angle DEG (or BEF) and No or angle $CBF \neq$ angle EFB and No	A1ft	ft their angle from part (a)
	Alternative method 2		
	Assumes lines are parallel and angle $ABE = 3 \times \text{their } 20$ or 60 and angle $CBF = \text{their } 20$	M1	
	angle $ABE \neq$ angle CBF and No	A1ft	ft their angle from part (a)
4	$2x + x + 12 + 40 + x = 180$ or $180 - 2x - (x + 12) = 40 + x$ or $180 - 40 - x = 2x + x + 12$	M1	
	$4x = 180 - 12 - 40$ or $4x = 128$ or $x = 32$	M1dep	
	$180 - 40 - \text{their } 32$ or $2 \times \text{their } 32 + \text{their } 32 + 12$	M1dep	
	108	A1	

Q	Answer	Mark	Comments
5	Alternative method 1		
	$3x + 15 = 4x$ (vertically opposite angles)	M1	
	$x = 15$	A1	
	angle $ABE = 8 \times$ their 15 or 120 and angle $BED = 4 \times$ their 15 or 60	M1	
	angle $ABE +$ angle $BED = 180$ and are allied (or interior) angles, so AC and DF are parallel	A1	Must give full reasons throughout
	Alternative method 2		
	$3x + 15 = 4x$ (vertically opposite angles)	M1	
	$x = 15$	A1	
	angle $FEM = 3 \times$ their 15 + 15 or 60 and angle $CBE = 180 - 8 \times$ their 15 or 60	M1	
	angle $FEM =$ angle CBE and are corresponding angles so AC and DF are parallel	A1	Must give full reasons throughout