Mechanics

- Suvat and velocity/time graphs (including objects moving freely under gravity)

- Forces and F = ma (including force diagrams, resolving forces, objects in equilibrium, objects on slopes, connected particles, the coefficient of friction)

- Projectiles (including vector notation)

- Moments (including ladder type problems)

- Vectors: - Vectors with constant velocity/ vectors with constant acceleration/

              Vectors with variable acceleration

Statistics

- Data collection (including populations and samples, and different types of sampling)

- Data Presentation and Interpretation (including variance, standard deviation, coded data, interpolation, quartiles, percentiles, cumulative frequency, box plots, outliers, histograms)