

## Topic Z1 Vectors (Post-TT B) [49] MARKSCHEME

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| <p>(i) <math>\mathbf{n} = [2, 1, -3] \times [-1, 2, 4]</math><br/> <math>= [10, -5, 5] = k[2, -1, 1]</math><br/> <math>(1, 3, 4) \Rightarrow 2x - y + z = 3</math></p>  | <p>M1 For using <math>\times</math> of direction vectors<br/>           A1 For correct <math>\mathbf{n}</math><br/>           A1 3 For substituting <math>(1, 3, 4)</math><br/>           and obtaining AG (Verification only M0)</p>                                       |
| <p>(ii) METHOD 1<br/>           distance = <math>\frac{21-3}{ \mathbf{n} }</math> OR <math>\frac{[1, 3, 4] \cdot [2, -1, 1] - 21}{ \mathbf{n} }</math><br/>           OR <math>\frac{ ([1, 3, 4] - [a, b, c]) \cdot [2, -1, 1] }{ \mathbf{n} }</math> where <math>(a, b, c)</math> is on <math>q</math><br/> <math>= \frac{18}{\sqrt{6}} = 3\sqrt{6}</math></p> | <p>M1 For <math>21 - 3</math> OR <math>[1, 3, 4] \cdot [2, -1, 1] - 21</math><br/>           OR <math> ([1, 3, 4] - [a, b, c]) \cdot [2, -1, 1] </math> soi<br/>           B1 For <math> \mathbf{n}  = \sqrt{6}</math> soi<br/>           A1 3 For correct distance AEF</p> |
| <p>METHOD 2<br/> <math>[1 + 2t, 3 - t, 4 + t]</math> on <math>q</math><br/> <math>\Rightarrow 2(1 + 2t) - (3 - t) + (4 + t) = 21 \Rightarrow t = 3</math><br/> <math>\Rightarrow</math> distance = <math>3 \mathbf{n}  = 3\sqrt{6}</math></p>   | <p>M1 For forming and solving an equation in <math>t</math><br/>           B1 For <math> \mathbf{n}  = \sqrt{6}</math> soi<br/>           A1 For correct distance AEF</p>   |
| <p>METHOD 3<br/>           As Method 2 to <math>t = 3 \Rightarrow (7, 0, 7)</math> on <math>q</math><br/>           distance from <math>(1, 3, 4)</math><br/> <math>= \sqrt{(7-1)^2 + (0-3)^2 + (7-4)^2} = \sqrt{54} = 3\sqrt{6}</math></p>   | <p>M1* For finding point where normal meets <math>q</math><br/>           M1 For finding distance from <math>(1, 3, 4)</math><br/>           (*dep)<br/>           A1 For correct distance AEF</p>  |

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| <p>6 (i)</p> <p>METHOD 1<br/>           State <math>B = (-1, -7, 2) + t(1, 2, -2)</math><br/>           On plane <math>\Rightarrow (-1+t) + 2(-7+2t) - 2(2-2t) = -1</math><br/> <math>\Rightarrow t = 2 \Rightarrow B = (1, -3, -2)</math><br/> <math>AB = \sqrt{2^2 + 4^2 + 4^2}</math> OR <math>2\sqrt{1^2 + 2^2 + 2^2} = 6</math></p>   | <p>M1<br/>M1<br/>M1<br/>A1<br/>A1 5</p>                | <p><i>Either coordinates or vectors may be used</i><br/>           Methods 1 and 2 may be combined, for a maximum of 5 marks</p> <p>For using vector normal to plane<br/>           For substituting parametric form into plane<br/>           For solving a linear equation in <math>t</math><br/>           For correct coordinates<br/>           For correct length of <math>AB</math></p> |
| <p>METHOD 2<br/> <math>AB = \frac{ -1-14-4+1 }{\sqrt{1^2+2^2+2^2}} = 6</math><br/>           OR <math>AB = AC \cdot \frac{AB}{ AB } = \frac{[6, 7, 1] \cdot [1, 2, -2]}{\sqrt{1^2+2^2+2^2}} = 6</math><br/> <math>B = (-1, -7, 2) \pm 6 \frac{(1, 2, -2)}{\sqrt{1^2+2^2+2^2}}</math><br/> <math>B = (-1, -7, 2) \pm (2, 4, -4)</math><br/> <math>B = (1, -3, -2)</math></p>                | <p>M1<br/>A1<br/>M1<br/>B1<br/>A1</p>                  | <p>For using a correct distance formula<br/>           For correct length of <math>AB</math><br/>           For using <math>B = A +</math> length of <math>AB \times</math> unit normal<br/>           For checking whether + or - is needed (substitute into plane equation)<br/>           For correct coordinates (allow even if B0)</p>  |
| <p>(ii) Find vector product of any two of <math>\pm[6, 7, 1], \pm[6, -3, 0], \pm(0, 10, 1)</math><br/>           Obtain <math>k[1, 2, -20]</math><br/> <math>\theta = \cos^{-1} \frac{ [1, 2, -2] \cdot [1, 2, -20] }{\sqrt{1^2+2^2+2^2} \sqrt{1^2+2^2+20^2}}</math><br/> <math>\theta = \cos^{-1} \frac{45}{\sqrt{9 \cdot 405}} = 41.8^\circ (41.810\dots^\circ, 0.72972\dots)</math></p> | <p>M1<br/>A1<br/>M1*<br/>M1 (dep*)<br/>A1<br/>A1 6</p> | <p>For finding vector product of two relevant vectors<br/>           For correct vector <math>\mathbf{n}</math><br/>           For using scalar product of two normal vectors<br/>           For stating both moduli in denominator<br/>           For correct scalar product. f.t. from <math>\mathbf{n}</math><br/>           For correct angle</p>  |

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| <p>6 (i) <math>\mathbf{n} = \mathbf{l}_1 \times \mathbf{l}_2</math><br/> <math>\mathbf{n} = [2, -1, 1] \times [4, 3, 2]</math><br/> <math>\mathbf{n} = k[-1, 0, 2]</math><br/> <math>[3, 4, -1] \cdot k[-1, 0, 2] = -5k</math><br/> <math>\mathbf{r} \cdot [-1, 0, 2] = -5</math></p>  | <p>B1<br/> M1*<br/> A1<br/> M1<br/> (*dep)<br/> A1 5</p> | <p>For stating or implying in (i) or (ii) that <math>\mathbf{n}</math> is perpendicular to <math>l_1</math> and <math>l_2</math><br/> For finding vector product of direction vectors<br/> For correct vector (any <math>k</math>)<br/> For substituting a point of <math>l_1</math> into <math>\mathbf{r} \cdot \mathbf{n}</math><br/> For obtaining correct <math>p</math>. AEF in this form</p> |
| <p>(ii) <math>[5, 1, 1] \cdot k[-1, 0, 2] = -3k</math><br/> <math>\mathbf{r} \cdot [-1, 0, 2] = -3</math></p>  | <p>M1<br/> A1 <math>\sqrt{2}</math></p>                  | <p>For using same <math>\mathbf{n}</math> and substituting a point of <math>l_2</math><br/> For obtaining correct <math>p</math>. AEF in this form<br/> f.t. on incorrect <math>\mathbf{n}</math></p>  |
| <p>(iii) <math>d = \frac{ -5+3 }{\sqrt{5}}</math> OR <math>d = \frac{ [2, -3, 2] \cdot [-1, 0, 2] }{\sqrt{5}}</math><br/> OR <math>d</math> from <math>(5, 1, 1)</math> to <math>\Pi_1 = \frac{ 5(-1)+1(0)+1(2)+5 }{\sqrt{5}}</math><br/> OR <math>d</math> from <math>(3, 4, -1)</math> to <math>\Pi_2 = \frac{ 3(-1)+4(0)-1(2)+3 }{\sqrt{5}}</math><br/> OR <math>[3-t, 4, -1+2t] \cdot [-1, 0, 2] = -3 \Rightarrow t = \frac{2}{5}</math><br/> OR <math>[5-t, 1, 1+2t] \cdot [-1, 0, 2] = -5 \Rightarrow t = -\frac{2}{5}</math><br/> <math>d = \frac{2}{\sqrt{5}} = \frac{2\sqrt{5}}{5} = 0.894427\dots</math></p> | <p>M1<br/> A1 <math>\sqrt{2}</math></p>                  | <p>For using a distance formula from their equations<br/> Allow omission of <math>  </math><br/> OR For finding intersection of <math>\mathbf{n}_1</math> and <math>\Pi_2</math> or <math>\mathbf{n}_2</math> and <math>\Pi_1</math><br/> For correct distance AEF<br/> f.t. on incorrect <math>\mathbf{n}</math></p>  |
| <p>(iv) <math>d</math> is the shortest OR perpendicular distance between <math>l_1</math> and <math>l_2</math></p>   | <p>B1 1<br/> <u>10</u></p>                               | <p>For correct statement</p>   |

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| <p>6 (i)</p>                    | <p><math>\begin{pmatrix} 1 \\ 2 \\ 1 \end{pmatrix} \times \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix} = \begin{pmatrix} 7 \\ -2 \\ -3 \end{pmatrix}</math><br/> finds point on both planes<br/> <math>\frac{x}{-7} = \frac{y-1}{2} = \frac{z-1}{3}</math></p>   | <p>M1A1<br/> B1<br/> A1<br/> [4]</p>  | <p>e.g. (0,1,1)<br/> oe</p>   | <p>or <math>(\frac{7}{3}, \frac{1}{3}, 0)</math> or <math>(\frac{7}{2}, 0, -\frac{1}{2})</math></p>    |
| <p>ALT</p>                      | <p><math>x + 2y + z = 3</math><br/> <math>2x + y + 4z = 5</math><br/> <math>3x + 7z = 7</math><br/> <math>2x + 7y = 7</math><br/> <math>\frac{x}{-7} = \frac{y-1}{2} = \frac{z-1}{3}</math></p>   | <p>M1<br/> A1<br/> M1A1<br/> [4]</p>  | <p>Attempts to find at least 1 equation<br/> 2 correct equations<br/> oe of the form <math>f(x) = g(y) = h(z)</math></p>  | <p>or <math>3y - 2z = 1</math></p>   |
| <p>(ii)<br/> ALT<br/> (iii)</p> | <p><math>\begin{pmatrix} -7 \\ 2 \\ 3 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 5 \\ -1 \end{pmatrix} = -7 + 10 - 3 = 0</math><br/> <math>\Rightarrow l \parallel \Pi_3</math><br/> <math>(0, 1, 1)</math> is on line, but <math>\begin{pmatrix} 0 \\ 1 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 5 \\ -1 \end{pmatrix} = 4 \neq 1</math><br/> so not on plane<br/> <math>x + 5y - z = 1</math><br/> <math>7\lambda + 5(1 - 2\lambda) - (1 - 3\lambda) = 1</math><br/> <math>\Rightarrow 4 = 1</math> inconsistent, so <math>l</math> is parallel and not on plane<br/> <math>2 + 2 \times 0 + 1 = 3</math> (so on <math>\Pi_1</math>)<br/> <math>\begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} \cdot \begin{pmatrix} 1 \\ 5 \\ -1 \end{pmatrix} = 1</math> (so on <math>\Pi_3</math>)<br/> Line has equation <math>\mathbf{r} = \begin{pmatrix} 2 \\ 0 \\ 1 \end{pmatrix} + \lambda \begin{pmatrix} -7 \\ 2 \\ 3 \end{pmatrix}</math></p> | <p>M1<br/> A1<br/> B1 [3]<br/> M1A1<br/> A1<br/> [3]<br/> B1<br/> M1<br/> A1<br/> [3]</p> | <p>For scalar product, either shows method or gives answer of zero<br/> for A1 must have working out line for scalar product<br/> Verify both<br/> oe vector form in cartesian form M1 only</p> | <p>must show working for at least one plane<br/> if cross product calculated incorrectly then M0A0</p> |

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| (i)   | $\mathbf{m} = \mathbf{v} + \frac{1}{2}(\mathbf{w} - \mathbf{v}) \Rightarrow$ $\vec{UM} = \mathbf{v} + \frac{1}{2}(\mathbf{w} - \mathbf{v}) - \mathbf{u} = \frac{1}{2}(\mathbf{v} + \mathbf{w} - 2\mathbf{u})$  | <p>M1</p> <p>A1</p> <p>[2]</p>   | <p>For using vector triangle, or equivalent, for <math>M</math></p> <p>For correct expression <b>AG</b></p> <p>SR Allow use of ratio theorem</p>   | $\vec{UM} = \vec{UV} + \vec{VM}$ $= (\mathbf{v} - \mathbf{u}) + \frac{1}{2}(\mathbf{w} - \mathbf{v})$ <p>Minimum</p> $-\mathbf{u} + \frac{1}{2}(\mathbf{v} + \mathbf{w})$ |
| (ii)  | <p>METHOD 1 (first 3 marks)</p> $\vec{UM} \text{ is } \mathbf{r} = \mathbf{u} + \frac{1}{2}t(\mathbf{v} + \mathbf{w} - 2\mathbf{u})$ $t = \frac{2}{3} \Rightarrow \mathbf{u} + \frac{1}{3}(\mathbf{v} + \mathbf{w} - 2\mathbf{u}) = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w})$ <p>METHOD 2 (first 3 marks)</p> $\vec{UG} = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w}) - \mathbf{u} = \frac{1}{3}(\mathbf{v} + \mathbf{w} - 2\mathbf{u})$ <p>OR</p> $\vec{MG} = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w}) - \frac{1}{2}(\mathbf{v} + \mathbf{w}) = -\frac{1}{6}(\mathbf{v} + \mathbf{w} - 2\mathbf{u})$ $\Rightarrow U, G, M \text{ collinear}$ <p>By symmetry of <math>\vec{OG}</math> in <math>\mathbf{u}, \mathbf{v}, \mathbf{w}</math></p> <p><math>G</math> also lies on <math>VN, WP</math></p> $\Rightarrow UM, VN, WP \text{ intersect at } G$ | <p>M1*</p> <p>M1*</p> <p>A1</p> <p>M1*</p> <p>M1*</p> <p>A1</p> <p>B1</p> <p>B1</p> <p>B1dep</p> <p>*</p> <p>[5]</p> | <p>For equation of <math>UM</math></p> <p>For attempt to find a suitable value of <math>t</math></p> <p>For <math>t = \frac{2}{3}</math> and <math>G</math> obtained <b>AG</b></p> <p>For finding directions of <math>UG</math> or <math>MG</math></p> <p>For comparing with <math>UM</math></p> <p>For showing <math>G</math> lies on <math>UM</math> <b>AG</b></p> <p>For use of symmetry, or by repeating method for <math>UM</math> twice more.</p> <p>For complete reasoning to <b>AG</b></p> |   |
| (iii) | <p>Line is <math>\mathbf{r} = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w}) + t(\mathbf{u} - \mathbf{v}) \times (\mathbf{u} - \mathbf{w})</math> (etc)</p>   | <p>B1</p> <p>B1</p> <p>[2]</p>   | <p>For <math>\mathbf{r} = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w}) + t \times</math> "any vector"</p> <p>For a correct <math>\mathbf{n}</math>, using any 2 of <math>\pm(\mathbf{u} - \mathbf{v}), \pm(\mathbf{v} - \mathbf{w}), \pm(\mathbf{w} - \mathbf{u})</math></p>  | <p>Allow</p> $\vec{UV} \times \vec{VW} \text{ or similar}$  |
| (iv)  | <p>METHOD 1</p> $\mathbf{n} = [1, 0, -1] \times [0, 1, -1] \text{ (etc)} = k[1, 1, 1]$ <p><math>UVW</math> is <math>\mathbf{r} \cdot \mathbf{n} = [1, 0, 0] \cdot [1, 1, 1] = 1</math></p> $\Rightarrow d = \frac{1}{\sqrt{3}}$ <p>METHOD 2</p> <p><math>UVW</math> is <math>x + y + z = 1</math> (from given <math>\mathbf{u}, \mathbf{v}, \mathbf{w}</math>)</p> $\Rightarrow d = \frac{1}{\sqrt{3}}$ <p>METHOD 3</p> $\vec{OG} = \frac{1}{3}(\mathbf{u} + \mathbf{v} + \mathbf{w})$ $\Rightarrow OG = \sqrt{\frac{1}{9} + \frac{1}{9} + \frac{1}{9}}$ $\Rightarrow d = \frac{1}{\sqrt{3}}$  | <p>M1*</p> <p>M1dep</p> <p>*</p> <p>A1</p> <p>[3]</p> <p>M2</p> <p>A1</p> <p>M1*</p> <p>M1dep</p> <p>*</p> <p>A1</p> | <p>For attempt to find <math>\mathbf{n}</math></p> <p>For substituting a point</p> <p>For correct <math>d</math></p> <p>For attempt to find cartesian equation</p> <p>For correct <math>d</math></p> <p>For stating or implying <math>\frac{ \vec{OG} }{3}</math> is <math>d</math></p> <p>For finding magnitude</p> <p>For correct <math>d</math></p>   | <p>May see use of</p> $\frac{ p \cdot \mathbf{n} - d }{ \mathbf{n} }$   |

5.