

Question	Scheme			Marks	AOs
6(a)	$ \mathbf{M} = k(-1-1) - 5(-1-2) + 7(1-2)$ $\{= 8 - 2k\}$			M1	1.1b
	Minors: $\begin{pmatrix} -2 & -3 & -1 \\ -12 & -k-14 & k-10 \\ -2 & k-7 & k-5 \end{pmatrix}$ Cofactors: $\begin{pmatrix} -2 & 3 & -1 \\ 12 & -k-14 & 10-k \\ -2 & 7-k & k-5 \end{pmatrix}$			M1	1.1b
	$\mathbf{M}^{-1} = \frac{1}{8-2k} \begin{pmatrix} -2 & 12 & -2 \\ 3 & -k-14 & 7-k \\ -1 & 10-k & k-5 \end{pmatrix}$			M1 A1	2.1 1.1b
				(4)	
(b)	$\mathbf{M}^{-1} = \frac{1}{4} \begin{pmatrix} -2 & 12 & -2 \\ 3 & -16 & 5 \\ -1 & 8 & -3 \end{pmatrix} \Rightarrow \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \mathbf{M}^{-1} \begin{pmatrix} 1 \\ p \\ 2 \end{pmatrix}$ <p>Solve the equations simultaneously to achieve values for x, y and z $y + 3z = 2p - 2$ and $4y + 8z = -1p$ $x = \dots, y = \dots, z = \dots$</p>			M1	3.1a
	$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} -\frac{1}{2} + 3p - 1 \\ \frac{3}{4} - 4p + \frac{5}{2} \\ -\frac{1}{4} + 2p - \frac{3}{2} \end{pmatrix}$			A1ft	1.1b
	$\left(\frac{12p-6}{4}, \frac{13-16p}{4}, \frac{8p-7}{4} \right)$ $\left(3p - \frac{3}{2}, \frac{13}{4} - 4p, 2p - \frac{7}{4} \right)$			A1	2.2a
				(3)	
(c)(i)	For consistency: E.g. eliminates z to find two equations from	For consistency: E.g. eliminates x to find two equations from	For consistency: E.g. eliminates y to find two equations from	M1	3.1a
	$3x + 2y = q + 2$ $3x + 2y = 7q - 1$ $18x + 12y = 15$	$y + 3z = 1 - 4q$ $3y + 9z = -3$ $y + 3z = 2q - 2$	$x - 2z = 2 - q$ $-x + 2z = 1 - 5q$ $-6x + 12z = -9$		
	e.g. $q + 2 = 7q - 1$ $\Rightarrow q = \dots$	e.g. $-3 = 3(1 - 4q)$ $\Rightarrow q = \dots$	e.g. $-9 = 6(1 - 5q)$ $\Rightarrow q = \dots$	M1	1.1b
$q = \frac{1}{2}$			A1	1.1b	

	<p style="text-align: center;">Alternative</p> <p style="text-align: center;">Equating coefficients leading to two out of three equations and solves to find values for a and b</p> $4a + b = 2, 5a + b = 1, 7a + b = -1$ $\{a = -1, b = 6\}$	M1	3.1a
	Forms the fourth equation involving q $a + bq = 2$ and substitutes in the values of a and b to find a value for q	M1	1.1b
	$q = \frac{1}{2}$	A1	1.1b
	<p style="text-align: center;">Finds a coordinate of intersection of the planes</p> $4x + 5y + 7z = 1 \text{ and } 2x + y - z = 2$ <p>e.g let $z = 0$ $4x + 5y = 1$ and $2x + y = 2$ $y = -1, x = 1.5$</p>	M1	3.1a
	Substitutes the values for x, y and z into $x + y + z = q$ to reach a value for q	M1	1.1b
	$q = \frac{1}{2}$	A1	1.1b
(ii)	<p style="text-align: center;">For example:</p> $x = \lambda \Rightarrow 3\lambda + 2y = \frac{5}{2}, \lambda - 2z = \frac{3}{2} \Rightarrow y = f(\lambda), z = f(\lambda)$ $y = \lambda \Rightarrow 3x + 2\lambda = \frac{5}{2}, \lambda + 3z = 1 \Rightarrow x = f(\lambda), z = f(\lambda)$ $z = \lambda \Rightarrow 3y + 9\lambda = -3, -6x + 12\lambda = -9 \Rightarrow x = f(\lambda), y = f(\lambda)$	M1	3.1a
	<p>Let $x = \lambda, \lambda = \frac{y - \frac{5}{4}}{-\frac{3}{2}} = \frac{z + \frac{3}{4}}{\frac{1}{2}}$ or $y = \frac{5}{4} - \frac{3}{2}\lambda, z = -\frac{3}{4} + \frac{1}{2}\lambda$</p> <p>Let $y = \lambda, \lambda = \frac{x - \frac{5}{6}}{-\frac{2}{3}} = \frac{z + \frac{1}{3}}{-\frac{1}{3}}$ or $x = \frac{5}{5} - \frac{2}{3}\lambda, z = -\frac{1}{3} - \frac{1}{3}\lambda$</p> <p>Let $z = \lambda, \lambda = \frac{x - \frac{3}{2}}{2} = \frac{y + 1}{-3}$ or $x = \frac{3}{2} + 2\lambda, y = -1 - 3\lambda$</p>	A1	1.1b
	$\mathbf{r} = \frac{5}{4}\mathbf{j} - \frac{3}{4}\mathbf{k} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$ $\mathbf{r} = \frac{5}{6}\mathbf{i} - \frac{1}{3}\mathbf{k} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$ $\mathbf{r} = \frac{3}{2}\mathbf{i} - \mathbf{j} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$	M1 A1	1.1b 2.5
	<p style="text-align: center;">Alternative (ii)</p> <p style="text-align: center;">Finds two different coordinates that lie on the line of intersection</p> <p style="text-align: center;">For example: setting $x = 0$ $\frac{5}{4}, -\frac{3}{4}$</p> <p style="text-align: center;">setting $y = 0$ $\frac{5}{6}, 0, -\frac{1}{3}$ setting $z = 0$ $\frac{3}{2}, -1, 0$</p>	M1 A1	3.1a 1.1b
	Finds the vector equation of the line passing through their two points	M1	1.1b
	$\mathbf{r} = \frac{5}{4}\mathbf{j} - \frac{3}{4}\mathbf{k} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$	A1	2.5

	$\mathbf{r} = \frac{5}{6}\mathbf{i} - \frac{1}{3}\mathbf{k} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$ $\mathbf{r} = \frac{3}{2}\mathbf{i} - \mathbf{j} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$		
	<p align="center">Alternative (ii): Outside the spec</p> <p>Finds the cross product of two normal vectors and a coordinate that lies on all three planes</p>	M1	3.1a
	<p align="center">Correct cross product</p> $\begin{vmatrix} 4 & 5 & 7 \\ 1 & 1 & 1 \end{vmatrix} = \begin{vmatrix} 4 & 5 & 7 \\ 2 & 1 & -1 \end{vmatrix} = \begin{vmatrix} 2 & 0 & 0 \\ 3 & 0 & 0 \\ 1 & 0 & 0 \end{vmatrix} \text{ or } \begin{vmatrix} 1 & 1 & 1 \\ 2 & 1 & -1 \end{vmatrix} = \begin{vmatrix} 12 & 0 & 0 \\ 18 & 0 & 0 \\ -3 & 0 & 0 \end{vmatrix}$	A1	1.1b
	<p align="center">Uses the point and the direction vector to find the equation of the line</p>	M1	1.1b
	$\mathbf{r} = \frac{5}{4}\mathbf{j} - \frac{3}{4}\mathbf{k} + t(2\mathbf{i} - 3\mathbf{j} + \mathbf{k}) \text{ o.e.}$	A1	1.1b
		(7)	

(14 marks)

Notes

- (a)
- M1: Correct method to find the determinant. Condone one sign slip
- M1: A correct first step in obtaining the inverse. Could be the matrix of minors or cofactors. Condone sign slips as long as the intention is clear.
- M1: Fully correct method to obtain the inverse. Attempts matrix of minors, cofactors, transposes and 1/determinant
- A1: Correct matrix
- (b)
- M1: A complete strategy for solving the given equations e.g. multiplies the given coordinates by their inverse or solves simultaneously to achieve values for x , y and z
- A1ft: Correct calculation on their inverse matrix (unsimplified) or at least on correct value if solving simultaneously
- A1: Correct coordinates
- (c)(i)
- M1: Uses a correct strategy that will lead to establishing a value for q . E.g. eliminating one of x , y or z
- M1: Solves a suitable equation to obtain a value for q
- A1: Correct value
- (c)(i) **Alternative 1**
- M1: Equating coefficients leading to two out of three equations and solves to find values for a and b
- M1: Solves a suitable equation to obtain a value for q using their values for a and b
- (c)(i) **Alternative 2**
- M1: Finds a coordinate of intersection of the planes $4x + 5y + 7z = 1$ and $2x + y - z = 2$
- M1: Substitutes the values for x , y and z into $x + y + z = q$ to reach a value for q
- A1: Correct value
- (ii)
- M1: Uses a correct strategy to obtain the Cartesian equation of the line or the general coordinates
- A1: Correct Cartesian equation or coordinates in terms of a parameter.

M1: Uses their Cartesian equation to correctly extract the position and direction to form a vector equation for the required line

A1: Correct equation (o.e.) look out for multiples of the direction vector

Alternative (ii)

M1: Finds two different coordinates that lie on the line of intersection

A1: Correct coordinates

M1: Uses their coordinates to find the vector equation of the line that passes through them.

A1: Correct equation (o.e.), look out for multiples of the direction vector. Must have $\mathbf{r} = \dots$

Alternative (ii) outside spec

M1: Finds the cross product between the normal vectors of two of the planes and a coordinate that lies on all three planes. If a coordinate is found in (i) it must be used in this part to award this mark.

A1: Correct cross product

M1: Uses the coordinate and the cross product to find the equation of the line

A1: Correct equation (o.e.), look out for multiples of the direction vector. Must have $\mathbf{r} = \dots$