

Question	Scheme	Marks	AOs
2	$\vec{OA} = 2\mathbf{i} + 3\mathbf{j} - 4\mathbf{k}$, $\vec{OB} = 4\mathbf{i} - 2\mathbf{j} + 3\mathbf{k}$, $\vec{OC} = a\mathbf{i} + 5\mathbf{j} - 2\mathbf{k}$, $a < 0$ $\vec{AB} = \vec{BD}$, $ \vec{AB} = 4$		
(a)	E.g. $\vec{OD} = \vec{OB} + \vec{BD} = \vec{OB} + \vec{AB}$ or $\vec{OD} = \vec{OB} + \vec{BD} = \vec{OB} + \vec{AB} = \vec{OB} + \vec{OB} - \vec{OA} = 2\vec{OB} - \vec{OA}$ or $\vec{OD} = \vec{OB} + \vec{BD} = \vec{OB} + \vec{AB} = \vec{OA} + \vec{AB} + \vec{AB} = \vec{OA} + 2\vec{AB}$		
	$= \begin{pmatrix} 4 \\ -2 \\ 3 \end{pmatrix} + \begin{pmatrix} 4 \\ -2 \\ 3 \end{pmatrix} - \begin{pmatrix} 2 \\ 3 \\ -4 \end{pmatrix} \left\{ = \begin{pmatrix} 4 \\ -2 \\ 3 \end{pmatrix} + \begin{pmatrix} 2 \\ -5 \\ 7 \end{pmatrix} \right\}$ or $= \begin{pmatrix} 2 \\ 3 \\ -4 \end{pmatrix} + 2 \left(\begin{pmatrix} 4 \\ -2 \\ 3 \end{pmatrix} - \begin{pmatrix} 2 \\ 3 \\ -4 \end{pmatrix} \right) \left\{ = \begin{pmatrix} 2 \\ 3 \\ -4 \end{pmatrix} + 2 \begin{pmatrix} 2 \\ -5 \\ 7 \end{pmatrix} \right\}$	M1	3.1a
	$= \begin{pmatrix} 6 \\ -7 \\ 10 \end{pmatrix} \text{ or } 6\mathbf{i} - 7\mathbf{j} + 10\mathbf{k}$	A1	1.1b
		(2)	
(b)	$(a-2)^2 + (5-3)^2 + (-2--4)^2$	M1	1.1b
	$\left\{ \vec{AC} = 4 \Rightarrow \right\} (a-2)^2 + (5-3)^2 + (-2--4)^2 = (4)^2$ $\Rightarrow (a-2)^2 = 8 \Rightarrow a = \dots$ or $\Rightarrow a^2 - 4a - 4 = 0 \Rightarrow a = \dots$	dM1	2.1
	$(\text{as } a < 0 \Rightarrow) a = 2 - 2\sqrt{2}$ (or $a = 2 - \sqrt{8}$)	A1	1.1b
		(3)	

(5 marks)

Notes for Question 2

(a)	
M1:	Complete <i>applied</i> strategy to find a vector expression for \vec{OD}
A1:	See scheme
Note:	Give M0 for subtracting the wrong way wrong to give e.g. $(4\mathbf{i} - 2\mathbf{j} + 3\mathbf{k}) + (2\mathbf{i} + 3\mathbf{j} - 4\mathbf{k}) - (4\mathbf{i} - 2\mathbf{j} + 3\mathbf{k}) = (4\mathbf{i} - 2\mathbf{j} + 3\mathbf{k}) + (-2\mathbf{i} + 5\mathbf{j} - 7\mathbf{k}) = (2\mathbf{i} + 3\mathbf{j} - 4\mathbf{k})$
Note:	Writing e.g. $\vec{OD} = \vec{OB} + \vec{AB}$ or $\vec{OD} = 2\vec{OB} - \vec{OA}$ with no other work is M0
Note:	Finding <i>coordinates</i> , i.e. (6, -7, 10) without reference to the correct position vectors is A0
Note:	Allow M1A1 for writing down $6\mathbf{i} - 7\mathbf{j} + 10\mathbf{k}$ with no working
Note:	M1 can be implied for at least two correct components in their position vector of <i>D</i>
(b)	
M1:	Finds the difference between \vec{OA} and \vec{OC} , then squares and adds each of the 3 components Note: Ignore labelling
dM1:	Complete method of <i>correctly</i> applying Pythagoras' Theorem on $ \vec{AC} = 4$ and using a correct method of solving their resulting quadratic equation to find at least one of $a = \dots$
Note:	Condone at least one of either awrt 4.8 or awrt -0.83 for the dM mark
A1:	Obtains only one exact value, $a = 2 - 2\sqrt{2}$
Note:	Writing $a = 2 \pm 2\sqrt{2}$, without evidence of rejecting $a = 2 + 2\sqrt{2}$ is A0
Note:	Allow exact alternatives such as $2 - \sqrt{8}$ or $\frac{4 - \sqrt{32}}{2}$ for A1, and isw can be applied
Note:	Writing $a = -0.828\dots$, without reference to a correct exact value is A0