

10	(i)	$\vec{AC} = \begin{pmatrix} 2-a \\ 4-b \\ 2 \end{pmatrix}, \vec{AB} = \begin{pmatrix} 4-a \\ 2-b \\ 0 \end{pmatrix}$ $(4-a)^2 + (2-b)^2 = (2-a)^2 + (4-b)^2 + 4 \text{ o.e.}$ $16 - 8a + a^2 + 4 - 4b + b^2 = 4 - 4a + a^2 + 16 - 8b + b^2 + 4$ $4a - 4b + 4 = 0 \Rightarrow a - b + 1 = 0$	<p>M1</p> <p>M1</p> <p>M1</p> <p>A1</p> <p>[4]</p>	<p>1.1</p> <p>1.1a</p> <p>1.1</p> <p>2.1</p>	<p>Forming vectors for sides AB and AC</p> <p>Use of AB = AC</p> <p>expanding</p> <p>AG Convincing completion</p>	<p>Implied by next M1</p>
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Question		Answer	Marks	AOs	Guidance	
10	(ii)	<p>D has position vector $\begin{pmatrix} 3 \\ 3 \\ 1 \end{pmatrix}$ where D is midpoint of BC</p> <p>$\vec{AD} = \begin{pmatrix} 3-a \\ 2-a \\ 1 \end{pmatrix}$</p> <p>Area = $\frac{1}{2} AD \cdot BC = \frac{2\sqrt{3}\sqrt{(3-a)^2 + (2-a)^2 + 1}}{2}$</p> <p>$\sqrt{3}\sqrt{2((a-2.5)^2 + 0.75)}$</p> <p>$a = 2.5$ for min</p> <p>Position vector $\begin{pmatrix} 2.5 \\ 3.5 \\ 0 \end{pmatrix}$</p>	<p>B1</p> <p>M1</p> <p>M1</p> <p>M1</p> <p>A1</p> <p>A1</p> <p>[6]</p>	<p>3.1a</p> <p>1.1</p> <p>1.1</p> <p>3.1a</p> <p>2.2a</p> <p>3.2a</p>	<p>Midpoint</p> <p>OR if clearly minimising AC or AB - M1 for relevant vector using a and b (May be implied by second M1)</p> <p>Finding relevant vector in terms of a or b only</p> <p>Expression for AD or AD² (correct method but may have errors)</p> <p>Completion of square</p>	<p>May use area proportional to AD, AC or AB without calculation of expression for area</p> <p>Or differentiation of AD, AD², AC, AB, AC² or AB².</p>