

## **Further Mathematics Support Programme**

## **Live Interactive Lectures for Further Mathematics**

## OCR D2

## 2016-2017

05/10/2016	D2-1	Matching problems
19/10/2016	D2-2	Network flow
09/11/2016	D2-3	Critical path analysis 1: Activity networks
23/11/2016	D2-4	Critical path analysis 2: Cascade charts and resource levelling
07/12/2016	D2-5	Dynamic programming
04/01/2017	D2-6	Game theory 1: Zero sum games
18/01/2017	D2-7	Game theory 2: 2 x n games and m x n games

Lectures will take place from 6:30pm to 7:30pm