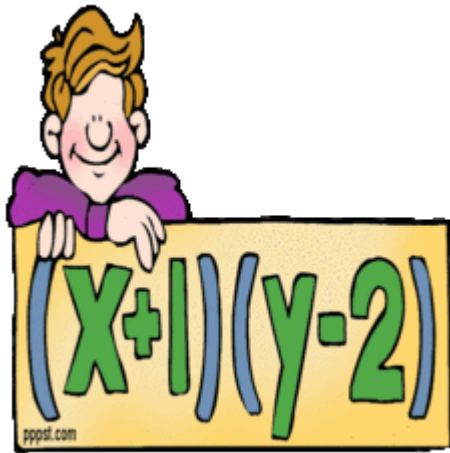


# Understanding the Language of Mathematics: A Guide for Parents

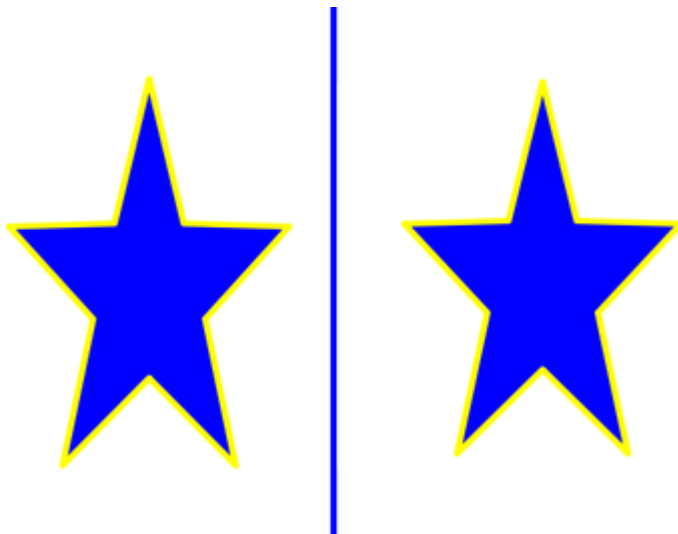


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The words listed in this vocabulary guide are those that primary aged pupils from Year 1 to year 6 are likely to come across during their mathematics/numeracy lessons.

The definitions given are not aimed at the pupils themselves but are for your reference and to help you explain if you are asked by your child what a particular word means.



# Year 1 Words:

## Number and Place Value

**Abacus** - an instrument for performing calculations by sliding counters along rods or in grooves

**Count** - to say numbers in order, usually starting at 1

**Count back** (from) - count backwards from a particular number

**Count on** (from) - begin counting from a particular number

**Digit** A digit is a type of symbol (a numeral symbol, such as "2" or "5") used in combinations (such as "25") to represent numbers (such as the number 25)

**Enough** - as much as is needed

**Equal to** - of the same measure, quantity, amount, or number as another

**Estimate** - to form an approximate judgment or opinion regarding the worth, amount, size, weight of something

**Even** - a number or quantity that can be exactly divided by two with nothing left over, e.g. 2, 6, 30, or 518.

**Every other** (number) - miss one out each time, so every other odd number would be: 1, 5, 9 etc.

**Few** - amounting to or consisting of a small number

**First** - occurring before any others in a series

**Greater** - more, larger, bigger

**Greatest** - most, biggest, largest

**Just over/just under** - by only a small degree or margin

**Last but one** - the one before the final one

**Last** - occurring after all the others

**Least** - fewest, smallest

**Less** - smaller amount or proportion of something

**Many**- a large indefinite number

**More** - greater quantity, amount, measure, degree, or number

**Nearly/roughly**- closely, in time, proximity, or relationship about the same as

**Next** - following immediately after the present or previous one

**None** - not any of something, not any part of something, or not a single one of something

**Number** - a figure, symbol, or word used in calculating quantities of individual things

**Number cards** - Number cards are a useful resource for counting, matching, and all sorts of maths games

**Number Facts**-The basic addition and subtraction facts are all the combinations of 1-digit numbers (2+2, 6+9, 8+4, etc.) and the corresponding subtraction exercises (18-9, 7-4, etc.) that will eventually be memorized. Similarly, times tables are the multiplication and division facts that we memorise to help us become quicker at calculating answers.

**Number line/number track** - Number tracks with no zero are an essential starting point for children in developing their understanding of the value of number, as they aid the understanding of 1-1 correspondence between numbers and squares.

**Number square** - The 100 square can be used to find lots of number patterns. The children can investigate how even and odd numbers are situated in the square, how multiples of different numbers are arranged, and where square and triangular numbers are found. They are also a useful resource for many other types of maths activities

**Odd**- a number that, when divided by 2, leaves a remainder of 1 e.g. 1, 3, 5, 7, 9, or 11.

**Order** - arrange items in a particular way, e.g. smallest to largest

**Second** - coming after the first in a series

**Size** - the dimensions, extent, amount, or degree of something, in terms of how large or small it is

**Teens' number** - the numbers 11-19 are known as the teen numbers. Their names do not follow the common rule and they are the sight words/ numbers of mathematics

**Third** - item number three in a series

**Too few** - not enough

**Too many** - more than is needed

**Units, ones** - used to show the "ones" place value (units, tens, hundreds, etc.) Example: 327 has three hundreds, two tens and 7 units.

**Zero** - the numerical symbol 0, representing the absence of any quantity or magnitude

## Addition and Subtraction

**+, add, more, plus** - to calculate the total of two or more numbers or amounts

**Difference between** - the amount by which one quantity is greater or smaller than another  
half, halve

**Double** - being twice as much in size, number, or value

**= equals sign** - is a mathematical symbol used to indicate equality i.e. that one thing is the same as another

**Make, sum, total, altogether** - several amounts added or considered together

**Near double** - The near doubles build on the doubles facts, e.g. when faced with a fact like  $6 + 7$ , think double 6, plus one more.

**- Subtract, take (away), minus** - to perform the arithmetical calculation of deducting one number or quantity from another

## Multiplication and Division

**Share out**- to divide and assign in portions

**Left, left over** - the amount remaining once things have been divided out equally

## Measurement (time, money, length/height, capacity, weight/mass)

**After** -behind in order or place, later in time than

**Afternoon**-the period of the day between noon or lunchtime and evening

**All, every** - each member of a group or set, without exception

**Always**-throughout all past time or all future time, or for as long as anyone can remember and as long as anyone can foresee; used to indicate that something happens or is done continuously, repetitively, or on every occasion

**Autumn** - the season between summer and winter comprising in the northern hemisphere usually the months of September, October and November

**Balance**- a simple mechanical device for weighing objects, often consisting of a pivoted horizontal beam with a pan suspended from each end. Material to be weighed is put in one pan and weights of a fixed value are gradually added to the other until the beam returns to the horizontal.

**Bedtime** - the time when somebody normally goes to bed, or should go to bed

**Before**- previous to; earlier or sooner than

**Birthday** -the day in each year that is the anniversary of the day somebody was born

**Buy** - to pay money for something in order to obtain it

**Change** - the balance of money given back to a customer who has handed over a larger sum than the cost of the goods or services purchased

**Cheap, costs less, cheaper** - low (lower) in price or cost, or lower in price than might be expected  
costs the same as

**Clock** -A clock is an instrument to indicate, keep, and co-ordinate time

**Close** -near in space or time, almost the same as a particular number or quantity

**Coin** - a usually circular flat piece of metal stamped with its value as money

**Cost** - the amount of money required to be paid for something

**Day**- a period of 24 hours, usually beginning and ending at midnight

**Days of the week:** Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday

**Dear, costs more** - at a high (higher) cost

**Deep** - extending far down from the top or surface

**Depth** - the distance or measurement from the top of something to its bottom, from front to back, or from the outside in

**Dinnertime**-the time of the day when dinner is usually eaten

**Early**-before the expected or arranged time

**Empty** - having nothing inside; holding or containing nothing

**Container** - anything that contains or can contain something, such as a carton, box, crate, or can

**Evening** - the part of the day between sunset or the last main meal of the day and bedtime

**Far** -at, to, or from a great distance

**Fast**-acting, functioning, or moving quickly

**Full** -holding as much or as many as is possible

**Half past** - Thirty minutes past any hour

**Hands** -pointers on a clock, watch, dial, or gauge

**Heavier** - weighing more than something else

**Heavy** -weighing a relatively large amount and thus difficult to lift, carry, or move

**Height** - this is the measurement of vertical distance, but has two meanings in common use. It can either indicate how "tall" something is, or how "high up" it is.

**High** -extending a long way from bottom to top, especially when viewed from the bottom

**Higher/ highest** - reaching further/ furthest upwards

**Holiday** - day taken off or set aside for leisure and enjoyment as a break from work or usual activity

**Hour**-one of the 24 equal parts of a day, equivalent to 60 minutes or 3,600 seconds

**Just over/ just under** - more or less by only a small degree or margin

**Last** -being or occurring after all the others

**Late** -occurring, coming, or being after the usual or proper time

**Length** - the longest extent of anything as measured from end to end

**Lighter**-weighing less than something else

**Light**-weighing comparatively little

**Long** -extending a relatively great length or height or lasting for an extended period of time

**Longer/ longest** -the more or most distant or lengthy of two or more things

**Low** - occurring not far above the ground, floor, or base



**Measure** - a particular system used to determine the dimensions, area, volume, or weight of something

**Metre** - basic metric unit of length =100cm (equivalent to approximately /1.094 yard or /39.37 in).

**Metre stick** - a measuring stick one metre long that is marked off in centimetres and usually millimetres

**Midnight** -12 o'clock at night or the period around the middle of the night

**Money** - a medium of exchange in the form of coins or paper banknotes, used as the measure of the value of goods and services

**Month**-a period of time equivalent to about four weeks or 30 days

**Morning**-the part of the day between midnight and midday

**Narrow** -of little breadth or width; not broad or wide

**Near**-at a point that is not far away in state, resemblance, or number

**Nearly, roughly** - almost, close to, about the same as

**Never** - not ever; at no time

**New**-recently made, created, or invented

**Next**- following immediately after the present or previous one

**Night**-the period of darkness occurring each day in most parts of the world, or the entire period between sunset and sunrise

**Now**-at the present time

**O'clock**- Of or according to the clock

**Often** - many times; frequently

**Old**-having existed or been used for a long time, especially if showing wear or age

**Pay** - give somebody money for work done or for goods or services provided

**Penny (pence)** - subunit of currency in the United Kingdom - there are one hundred pence in a pound

**Playtime** - a time set aside for play, especially as a break for children at school

**Pound** - the main unit of currency in the United Kingdom

**Price** - is the quantity of payment or compensation given by one party to another in return for goods or services.

**Quick**-done or taking place in a very short period of time

**Quickly** -moving or doing something fast

**Ruler** - A straight edged strip of wood, plastic or metal, for drawing straight lines and measuring lengths

**Scales** - are devices to measure weight or calculate mass. Spring balances or spring scales measure weight (force) by balancing the force due to gravity against the force on a spring, whereas a balance or pair of scales using a balance beam compares masses by balancing the weight due to the mass of an object against the weight of a known mass or masses

**Seasons** - a traditional division of the year based on distinctive weather conditions

**Sell** - to transfer (goods) to or render (services) for another in exchange for money

**Shallow** -of little depth; not deep

**Short** - having little length (not long), having little height (not tall) extending or reaching only a little way

**Shorter/ shortest**- less or least lengthy or distant of two or more things

**Size** - the dimensions, extent, amount, or degree of something, in terms of how large or small it is

**Slow**- moving or proceeding with little or less than usual speed

**Slowly**- in a slow manner: not quickly

**Sometimes**-from time to time, not continually or every time

**Soon**-within a short period after this or that time

**Spend (spent)** - pay out money in exchange for goods or services

**Spring** -one of the four conventional temperate seasons, following winter and preceding summer - in the northern hemisphere the months of March, April and May

**Summer** - the hottest of the four temperate seasons, falling between spring and autumn - the months of June, July and August

**Tall** - reaching or having grown to a considerable or above average height

**Thick**-having relatively great extent from one surface or side to the opposite; not thin

**Thin** -having little extent from one surface to its opposite; not thick

**Time**- the minute, hour, or similar measurement as indicated by a clock

**Today**-on or during this day

**Tomorrow**-the day following today

**Too many/ too few** - a larger number of people or things than is necessary or desirable.

**Too much/ too little** - more or less of something than is necessary or desirable

**Total** - the sum of several amounts added or considered together

**Usually** -most of the time

**Watch**-a small clock worn on the wrist or carried in a pocket

**Week**- a period of seven days beginning from a specific day, usually Sunday

**Weekend**- the end of the week, from Friday evening until Sunday evening

**Weight** -the amount or quantity of heaviness or mass; amount a thing weighs

**Weigh**-To determine the weight of, as with a scale

**Wide** - having a large measure across: broad

**Width** - the measurement of the extent of something from side to side

**Winter** - the season between autumn and spring comprising in the northern hemisphere usually the months of December January, and February

**Year**- a period of 365 days (or 366 in a leap year), measured from 1 January to 31 December

**Yesterday**-the day before this one

## Geometry -Shape, Position and Direction

**Above** - in a higher position, or on top of

**Across** - from one side to the other

**After** - subsequent to in time or order

**Along** - following a course or line parallel with or beside something; moving over or all or part of the length of something (e.g. walking along the path)

**Apart** - separately in place, time, motion, etc.

**Around** - on all sides; in all directions from a centre or point of reference

**Away from** - separated or far from somebody or something

**Back** - the part that is at the rear of something or is furthest from the front

**Backwards** - in the reverse order or direction to the usual

**Before** - previous to; earlier or sooner than

**Behind** -in or towards a position farther back or at the rear of something

**Below** -in or to a lower place; beneath

**Bend** - to take on a curved or angled shape, or cause something to do this

**Beside**- by or at the side of; near: compared with

**Between** - an intermediate point in the middle of two things, numbers, etc. 2 comes between 1 and 3.

**Bottom**-the lowest or deepest part of anything

**Centre** - the middle point; the point within a circle or sphere equally distant from all points of the circumference or surface

**Circle** - a two-dimensional geometric figure formed of a curved line surrounding a centre point, every point of the line being an equal distance from the centre point

**Close** - near in space or time

**Cone** - A cone is a three- dimensional geometric shape that tapers smoothly from a flat base (frequently, though not necessarily, circular) to a point called the apex or vertex.

**Corner** - the place at which two converging lines or surfaces meet

**Cube** - a three-dimensional geometric figure formed of six equal square plane faces, each set at right angles to the four sides adjacent to it

**Cuboid** - a three-dimensional geometric figure formed of six rectangular plane faces, each set at right angles to the four sides adjacent to it

**Curved** - a curve or curved line is not straight

**Cylinder** - A cylinder is a closed solid that has two parallel (usually circular) bases connected by a curved surface.

**Direction** - the path along which something moves, lies, or points

**Down** - towards or at a lower level

**Edge**-the line where two surfaces of something solid meet

**Face**-a plane surface or side of a three-dimensional object

**Far** - to, or from a great distance

**Flat** -level and horizontal, without any slope

**Forwards** - to or towards what is ahead in space or time

**From** - used to indicate the distance between two things or places

**Front**-the area, section, or position just ahead of, close to, or at the forward part of something

**Half turn** - a turn of 180 degrees

**Hollow**- having a space or cavity inside; not solid

**In front**- ahead of, outside the entrance of, in the presence of

**In**- within or inside something

**Inside** - the interior part of something, or the part that is enclosed or surrounded by something

**Journey** - travelling from one place to another

**Left** - located on, or being the side of the body to the north when the subject is facing east

**Middle** - equally distant from the outer limits; central

**Movement** - the way in which somebody or something moves

**Near**- a point that is not far away in state, resemblance, or number

**Next to**- adjacent to

**On**-a position above and in contact with the surface of something else

**Opposite** -positioned so as to face somebody or something from the other side of an intervening space

**Outside**- located on or beyond the outer surface or edge of something

**Over**- directly above something

**Pattern** -a regular or repetitive form, order, or arrangement

**Pointed** -ending in a point or sharp angle

**Position** - position refers to the spatial location (rather than orientation) of an entity

**Pyramid** - a solid shape or structure that has triangular sides that slope to meet in a point and a base that is often, but not necessarily, a square.

**Rectangle** - two-dimensional geometric figure formed of four sides in which each angle is a right angle, adjacent sides may be of different lengths

**Right** - on the side of the body that is east when you face north, or on the corresponding side of an object

**Roll** - to move with repeated turning or rotating motions, or cause something to move in this way

**Round** -having a flat, circular surface

**Shape**- a shape is the form of an object or its external boundary, outline, or external surface

**Side 1**.-a line segment that forms part of the perimeter of a plane geometric figure; a surface of a solid geometric figure

**Side 2**- the left or right of an object as opposed to the top, bottom, front, or back

**Sideways** - to or towards one side

**Size** -the dimensions, extent, amount, or degree of something, in terms of how large or small it is

**Slide** - to move, or make something move, in an uninterrupted glide across a smooth surface; to move a shape without rotating or flipping it - also known as 'translation'

**Solid** -having no open interior spaces, having the three dimensions of length, breadth, and depth, or relating to geometric figures that have three dimensions

**Sphere** - a three-dimensional closed surface consisting of all points that are a given distance from a centre (the shape of a ball)

**Square** - a square is a regular quadrilateral, which means that it has four equal sides and four equal angles (90-degree angles, or right angles)

**Star** - a shape representing or based on that of a star as seen in the night sky, usually having four or five triangular points radiating from a centre.

**Straight** - without a bend, angle, or curve

**Stretch** - to lengthen, widen, or extend something

**Symmetrical** - something that is symmetrical has corresponding similar parts: in other words, one side is the same as the other.

**Through** - passing from one side or end of something to the other

**To** - indicates the position of somebody or something, e.g. to the right of the door you will see a noticeboard.

**Top**-the highest part or point of something

**Towards** - somebody or something is moving or facing in the direction of somebody or something else

**Triangle** - A triangle is a polygon with three edges and three vertices.

**Turn** -to move to face in a different direction or towards a particular location, or move something so that it does this

**Under**- beneath or below something

**Underneath**- directly below

**Up** - in, at, or to a higher level or position

**Whole turn** - a turn of 360 degrees

## General Vocabulary

**Answer** -the information requested by a spoken or written question

**Arrange** - to put people or things in a position or order

**Carry on/continue** - to keep up an activity or state already begun



**Check** - to confirm or establish that something is true or accurate

**Compare** - to find the similarities or differences between two or more people or things

**Complete** - to make something whole by including every necessary part or everything that is wanted; to finish something or bring it to an end

**Copy** - to make another example that is exactly the same as something else

**Counters**- a small object, often a flat disc, used to mark a player's position or to keep score in board games, but also used as a visual aid for counting in mathematics activities

**Cubes/blocks** - colourful (often interlocking) cubes that help children learn early mathematics concepts.

**Describe** - to give an account of something by giving details of its characteristics

**Explain** - to give an account of something with enough clarity and detail to be understood by somebody else

**Die** (plural **dice**) - a small cube marked on each face with from one to six spots

**Dominoes** - a game played with rectangular "domino" tiles. The domino gaming pieces make up a domino set, sometimes called a deck or pack.

**Fill in** - to supply missing or desired information

**Group** - a number of things considered together or regarded as belonging together

**Guess** - form an opinion about something without enough evidence to make a definite judgment

**Imagine** - form an image or idea of somebody or something in the mind

**List** - arrange related numbers, names or words in order, one after the other

**Number sentence** - a number sentence is typically an equation or calculation expressed using numbers and common symbols.

**Operation** - a mathematical process in which entities are derived from others through the application of rules, e.g. subtraction, multiplication, addition or division

**Pair** - two identical, similar, or corresponding things

**Pattern**- a regular or repetitive form, order, or arrangement

**Peg board** - board having holes into which pegs are placed in specific patterns

**Puzzle** - a game or toy designed to test skill or intelligence

**Rearrange** - to change the order or position of something

**Record** - put something into a form in which it can be kept, to write something down

**Remember** - to retain an idea in the memory without forgetting it; to recall something to mind

**Repeat** - to do, produce, or experience something again or several times

**Right**-correct, accurate, or consistent with the facts or general belief

**Rods** - Cuisenaire rods come in 10 color related sizes from 1cm to 10cm lengths and are used for teaching number bonds and place value

**Score** - a particular number of points awarded to somebody in a match, game, or other competition

**Separate** - to split something into component parts

**Set** - a collection of people or things considered together and usually having something in common

**Shade** - to darken part of a drawing or picture using pencil, ink, or some other dark medium

**Sign** -a conventional or arbitrary mark, figure, or symbol used as an abbreviation for the word or words it represents.

**Sort**-to place people or things in categories according to shared attributes

**Split** - to divide a whole into parts

**Start from /start with/start at** - to begin doing something at/from a certain point/number

**Table** - systematic arrangement of data usually in rows and columns

**Think** - to use the mind to consider ideas and make judgments

**Trace** - to copy writing, a design, or drawing by putting translucent paper on top of it and drawing the visible outlines on this paper

**Vote** - a formal indication of somebody's choice or opinion

**Wrong** - not correct or accurate



# Year 2 Words:

## Number and Place Value

**Hundreds** - the digit that is three places to the left of the decimal point represents the hundreds

**One thousand** - 1000 or one thousand is the natural number following 999 and preceding 1001.

**Place value** - In our decimal number system, the value of a digit depends on its place, or position, in the number. Each place has a value of 10 times the place to its right.

**Tens boundary** - when numbers jump over a multiple of 10 it is known as crossing the tens boundary (e.g.  $2 + 9 = 11$  this calculation jumps over 10)

**Two hundred**- 200 (two hundred) is the natural number following 199 and preceding 201

**Two-digit numbers** - the numbers that are higher than 9 and lower than 100- those that are made up of two digits

## Algebra

**Stands for, represents** - a letter, figure, or other character or mark used to designate something e.g. the algebraic symbol  $x$

## Fractions

**Four quarters** - all of the four equal or equivalent parts into which anything is or may be divided - equivalent to one whole

**Fraction** - A fraction is a part of a whole.

**One half**- one of two equal parts that together constitute a whole

**One quarter** - one of the four equal or equivalent parts into which anything is or may be divided

**One whole** - the full quantity, amount, extent, number

**Part, equal parts** -Equal parts are portions that are the same size

Two halves - two of two equal parts, equal to one whole

## Addition and Subtraction

+, add, addition, more, plus - Addition is an operation in which one number is added to another number. For example  $1 + 2 = 3$  (one plus two equals three).

Exchange - a term used in subtraction by "Regrouping" (Also called borrowing) e.g. one ten may be exchanged for ten units

## Multiplication and Division

÷, Divide, divided by, divided into - how many times one number contains another

Array - an arrangement of numbers or objects in rows and columns (used in the teaching of multiplication and division)

Column - a vertical arrangement of numbers, quantities, or terms

Share equally - to allocate equal parts of something to different people or groups - another term for division

Group in pairs, threes... tens/ find equal groups of - terms used in division for finding how many times a number can be divided exactly by another number

Lots of/ Groups of - used in multiplication - e.g. 2 lots of 3 = 6

Multiple of - Multiples are what we get after multiplying a number by an integer (not a fraction); can be divided exactly by a particular smaller number

Repeated addition - multiplication can be taught as a form of repeated addition - e.g.  $3 \times 5 = 5 + 5 + 5$

x, Times, multiply, multiplied by - to find the product of two or more numbers by multiplication

## Measurement

**Capacity** - The measure of how much liquid or other pourable substance a container will hold

**Centimetre (cm)** - is a unit of length in the metric system, equal to one hundredth of a metre

**Contains** - to hold or include within its volume or area

**Gram (g)** - metric system unit of mass - 1000g are equal to 1kg.

**Half-kilogram** - half a kilogram equals 500 grams.

**Half-litre** - 500 millilitres

**Kilogram (kg)** - basic unit of mass, being 1000 grams, or one cubic decimeter of water - equivalent to 2.205 pounds

**Litre (l)** - unit of volume used for liquids, equal to 1000 cubic centimeters, or 1 cubic decimeter, or to 1.0567 quarts

**Measuring scale** - a system that is used to determine the dimensions, area, volume, or weight of something

**Millilitre (ml)** - A unit of volume equal to one thousandth of a litre or 1 cubic centimetre

**Sell/sold** - to transfer (goods) to or render (services) for another in exchange for money

## Geometry

**Anti-clockwise** - in the opposite direction to the rotation of the hands of a clock

**Circular** - in the shape of a circle; round

**Clockwise** - A clockwise motion is one that proceeds in the same direction as a clock's hands

**Hexagon** - a polygon with six edges and six vertices

**Higher** - greater in quantity, as number, degree, or force or further above the ground

**Journey** - to travel to a place or over a particular distance

**Line of symmetry** - this is a line that divides a figure into two congruent parts, each of which is the mirror image of the other.

**Lower** - less than one or more numbers or variables, being physically below one or more other things, reduced in amount or value: a lower price.

**Mirror line** - a line of reflection which acts like a mirror.

**Octagon** - a polygon that has eight sides.

**Pentagon** - a pentagon is any five-sided polygon

**Quarter- turn** - a turn of 90 degrees

**Rectangular** - with four sides, usually with adjacent sides of different length, and four right angles

**Reflection** - a symmetrical transformation in which a figure is reversed along an axis so that the new figure produced is a mirror image of the original one

**Right angle** - A right angle is an angle equal to half the angle from one end of a line segment to the other - an angle of 90 degrees

**Route** - a road, course, or way for travel from one place to another

**Straight line** - a line travelling in a constant direction; a line of zero curvature

**Surface** - a flat or curved continuous area definable in two dimensions

**3 times as (big, long, wide)** -if a rectangle is three times as long as it is wide, you would multiply the width by 3 to find the length

**Triangular** - relating to or shaped like a triangle (i.e. with three sides) or having a triangle for a base - a triangular pyramid.

# Statistics

**Block graph** - a type of graph that shows different amounts or numbers as rectangular blocks of different sizes

**Graph** - a diagram used to indicate relationships between two or more variable quantities. The quantities are usually measured along two axes set at right angles to each other. A graph may be in different forms, e.g. of a line joining points plotted between coordinates, or a series of parallel bars or boxes.

**Hundred square and Number grid** - popular tools used to explore number patterns, adding, difference and multiplication

**Label** - to describe something using a particular word or phrase -e.g. the axes on a graph

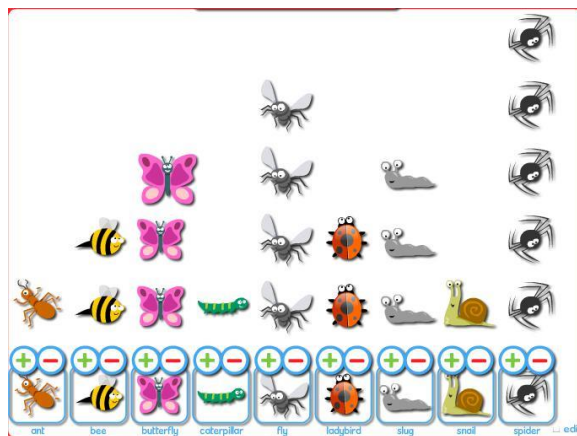
**Least popular, least common** - indicated by the shortest column on a block graph

**Most popular, most common** - indicated by the highest column on a block graph

**Pictogram** - a chart or diagram that uses symbols or pictures to represent values

**Tally**- a set of four short vertical lines crossed by a diagonal fifth line used for numbering things in fives

**Title** - a descriptive heading or caption, e.g. what a graph shows



Pictogram



## General Vocabulary

**Buy/bought** - to pay money for something in order to obtain it

**Calculate** - to work out or estimate a figure using mathematics  
solve

**Calculation** - the process of working out the answer to a mathematical problem, or a step in this process

**Continue** - extend something, beyond a particular point or beyond its original length -e.g. a sequence of numbers

**Correct** - make or put right

**Decide** - make a choice or come to a conclusion about something

**Describe the pattern** - identify the number patterns corresponding to number sequences

**Describe the rule** - a sequence usually has a rule, which is a way to find the value of each term.

**Discuss** - to investigate by reasoning or argument

**Explain your method** - show how you worked out the answer  
give an example of...

**Exact, exactly** - precise and not allowing for any variation

Example: the sequence {3, 5, 7, 9, -} starts at 3 and jumps 2 every time

**Find, find all, find different** - discover or ascertain through observation, experience, or study e.g. find the product of two numbers; find all the numbers that will divide exactly into 10

**Geo-strips** - flexible plastic strips used to build geometric shapes, measure angles, and demonstrate symmetry

**Investigate** - to observe or study by close examination and systematic inquiry

**Mental calculation** - Mental calculation comprises arithmetical calculations using only the human brain, with no help from calculators, computers, or pen and paper.

**Name** - to decide upon or specify something e.g. name all the even numbers in this sequence

**Number bonds** - Number bonds help children learn number relationships and fact families in addition, subtraction, multiplication, and division

**Predict** - A prediction is a reasonable guess as to what will happen so a prediction in maths is when you make an educated guess on the answer to a problem

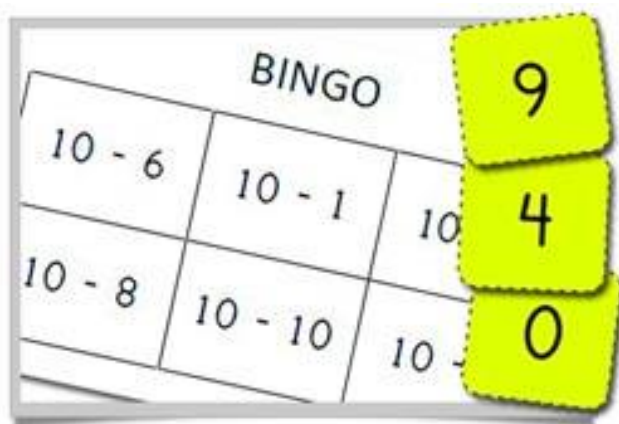
**Recite** - to repeat from memory

**Represent** - stand for, or denote, e.g. a picture or symbol used to convey values on a graph

**Rule** - a mathematical procedure for performing an operation or solving a problem

**Sequence** - an ordered set of elements that can be put into a one-to-one correspondence with the set of positive integers

**Write in figures** - write numbers using digits rather than words, e.g. 10 instead of ten



# Year 3 Words:

## Number and Place Value

**Hundreds** - the number that is three places to the left of the decimal point

**Least value/ Greatest value**- if there are 3 numbers, 5, 9, and 26, the number with the least value is the number 5 because the numbers 9 and 26 are larger numbers and the number with the greatest value is 26.

**Relationship** - a property of association, e.g. 'greater than' or 'less than', shared by ordered pairs of terms or objects

**Round (up or down)** - leave it the same if the next digit is less than 5 (this is called rounding down) but increase it by 1 if the next digit is 5 or more (this is called rounding up)

## Fractions

**One tenth** - one part in ten equal parts

**One third** - one of three equal parts of a divisible whole

**Two thirds** - two of three equal parts of a divisible whole

## Multiplication and Division

**Division** - an operation used to calculate the number of times one number is contained in another/ one of the parts created when something is split

**Equation** - this is a mathematical statement that two expressions, usually divided by an equals sign, are of the same value

**Multiplication** - a mathematical operation, symbolized by  $\times$  that (for integers) is equivalent to adding a number to itself a particular number of times

**Product** - the result of the multiplication of two or more quantities

**Remainder** - the amount left over when a number or quantity cannot be divided exactly by another

## Measurement

**Amount** - the total number or quantity

**Less expensive** - costing less money

**More expensive** - costing more money

**Note** - a piece of paper money issued by a bank that may be freely exchanged for goods or services -e.g. a twenty pound note

**Pence** - plural of penny; used in referring to a sum of money rather than to the coins themselves

**Penny** - A penny is a coin or a unit of currency used in several English-speaking countries. It is often the smallest denomination within a currency.

**Pound, (£)** - the main unit of currency in the United Kingdom and several other countries - 100 pence is equal to 1 pound

**Value** - the monetary worth of something - its market price

**Worth** - having monetary or material value

## Statistics

**Axis (axes)** - one of two or more lines on which coordinates are measured. Often on a graph two axes form its left and lower margins.

**Bar chart** - A bar chart or bar graph is a chart that presents Grouped data with rectangular bars with lengths proportional to the values that they represent.

**Carroll diagram** - A Carroll diagram is a diagram used for grouping things in a yes/no fashion. Numbers or objects are grouped as having or not having a particular attribute

**Chart** - a chart, also called a graph, is a graphical representation of data, in which "the data is represented by symbols, such as bars in a bar chart, lines in a line chart

**Diagram** - a graph, chart, drawing or plan that explains something by showing how the parts relate to each other.

**Frequency table** - A Frequency Table is a table that lists items and uses tally marks to record and show the number of times they occur.

**Grid** - A grid is a framework of crisscrossed or parallel bars  
Row, column

**Row**-horizontal linear arrangement of numbers, quantities, or terms

**Venn diagram** - a mathematical diagram representing sets as circles, with their relationships to each other expressed through their overlapping positions, so that all possible relationships between the sets are shown

## Measurement

**a.m.** - The abbreviation a.m. for Latin ante meridiem, meaning "before noon," refers to the period from midnight until noon

**Approximate/Approximately** - An approximation is anything that is similar but not exactly equal to something else

**Arrive** - to reach a destination

**Calendar** - a system for fixing the beginning, length, and divisions of the year and arranging days and longer divisions of time (as weeks and months) in a definite order

**Centimetre (cm)** - this is a unit of length equal to one hundredth of a metre.

**Date** - a date is a particular month, day, and year at which some event happened or will happen

**Days of the week**- Monday, Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday

**Depart** - to leave, especially at the beginning of a journey

**Distance apart/between** - the extent or amount of space between two things

**Earliest** - coming before all others in time or order

**Kilometre (km)** - unit of length equal to 1,000 metres and the equivalent of 0.6214 mile (see metric system).

**Latest** - coming after all others in time or order

**Metre (m)** - this is the basic unit of length used around the world. It is equivalent to 100 centimetres and approximately 1.094 yards or 39.37 inches.

**Mile** - a unit of linear measurement on land, used in English-speaking countries, equivalent to 5,280 feet or 1,760 yards or 1.6 km

**Months of the year**- January, February, March, April, May, June, July, August, September, October, November, December

**p.m.** - indicates the time period from midday to midnight- post meridiem

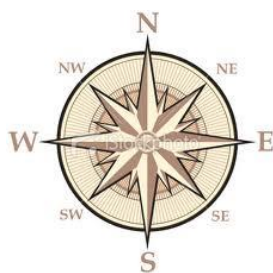
**Seasons**- spring, summer, autumn, winter

**Timetable** - A schedule listing the times at which certain events, such as arrivals and departures at a transportation station, are expected

## Geometry

**Ascend** - to move upward/ get higher

**Compass point** - one of the four main points on a compass (N, S, E, or W)



**Descend** - to go or move downward/ get lower

**Diagonal** - something with slanted lines or a line that connects one corner with the corner furthest away.

**Hemi-sphere** - Half of a sphere, e.g. half of the Earth is a hemisphere of the Earth

**Hexagonal** - having six sides and six angles

**Horizontal** - at right angles to the vertical; parallel to level ground.

**Layer** - a single thickness of something that lies over or under something or between other similar thicknesses

**Map** - to assign an element in one set to an element in another through a mathematical correspondence

**North, south, east, west, (N, S, E, W)** - The four cardinal directions or cardinal points are the directions of north, east, south, and west, commonly denoted by their initials: N, E, S, W

**Octagonal** - having eight sides and eight angles

**Pentagonal** - having five sides and five angles

**Prism** - A solid figure whose bases or ends have the same size and shape and are parallel to one another, and each of whose sides is a parallelogram.

**Quadrilateral** - a quadrilateral is a polygon with four sides (or edges) and four vertices or corners.

**Question** - to raise doubts about something, especially about its truth, genuineness, or usefulness

**Right-angled triangle** - a right-angled triangle is a triangle in which one angle is a right angle (that is, a 90-degree angle)

**Semi-circle** - Half a circle

**Vertex** - in geometry, a vertex (plural vertices) is a special kind of point that describes the corners or intersections of geometric shapes.

**Vertical** - means in an upright position, or running lengthways up or down.

## General Vocabulary

**Interpret** - establish or explain the meaning or significance of something

**Investigate** - carry out a detailed examination or enquiry

# Year 4 Words:

## Number and Place Value

**Hundred thousand** - One hundred thousand (100,000) is the natural number following 99999 and preceding 100001

**Integer** - Integers are positive and negative whole numbers

**Million** - One million (1,000,000) or one thousand thousand is the natural number following 999,999 and preceding 1,000,001

**Negative number** - a negative number is a real number that is less than zero.

**Numeral** - a symbol or group of symbols used to express a number

**Positive number** - A positive number is a number that is bigger than zero.

**Rounding to the nearest hundred** - when rounding to the nearest hundred, you need to look at the TENS DIGIT of the number. If that digit is 0, 1, 2, 3, or 4, you will round down to the previous hundred. If it is 5, 6, 7, 8 or 9, you will round up to the next hundred

**Ten thousand** - 10000 (ten thousand) is the natural number following 9999 and preceding 10001.

**Thousand** - A numerical value equal to  $1,000 = 10 \times 100 = 10^3$

## Addition and Subtraction

**Minus** - The plus and minus signs (+ and -) are mathematical symbols used to represent the notions of positive and negative as well as the operations of addition and subtraction

## Fractions

**Eighth** - One of eight equal parts

**Fifth** - One of five equal parts

**Sixth** - One of six equal parts



## Multiplication and Division

**Divisible by** - One whole number is divisible by another if, after dividing, the remainder is zero

**Factor** - Factors are numbers you can multiply together to get another number: Example: 2 and 3 are factors of 6, because  $2 \times 3 = 6$ . A number can have MANY factors!

**Quotient** - the result of division; the number of times one quantity is contained in another.

## Statistics

**Data** - factual information (as measurements or statistics) used as a basis for reasoning, discussion, or calculation

**Tally chart** - A table used to record values for a variable in a data set, by hand, often as the values are collected. One tally mark is used for each occurrence of a value

## Measurement

**Area** - The size of a 2-dimensional surface such as a triangle or circle. The area of a rectangle is found by multiplying the height/ length by the width

**Breadth** - distance from side to side: width  
edge, perimeter

**Century** - A century (abbreviated c.) is 100 years.

**Date of birth** - The date and year something/ somebody was born

**Day** - a period of 24 hours, usually beginning and ending at midnight

**Fortnight** - A fortnight is a unit of time equal to 14 days (2 weeks)

**Leap year** - Leap years have 29 days in February, not 28. Nearly every 4 years is a Leap Year, and we add a Leap Day on February 29. A leap year has 366 days instead of 365.

**Mass** - weight

**Measurement** - a figure, extent, or amount obtained by measuring unit, standard unit  
metric unit, imperial unit

**Measuring cylinder** - a measuring cylinder or mixing cylinder is a piece of laboratory equipment used to measure the volume of a liquid.

**Millennium** - A millennium (plural millennia) is a period of time equal to 1000 years

**Millimetre (mm)** - a unit of length equal to one thousandth of a metre

**Month** - A unit of time corresponding approximately to one cycle of the moon's phases - about 30 days or 4 weeks. There are 12 months in the year

**Noon** - is usually defined as 12 o'clock in the daytime. The term midday is also used.

**Ounce** - unit of weight equal to 1 / 16 pound

**Pint** - A unit of volume or capacity equal to 1 / 8 gallon or 16 ounces

**Square centimetre (cm<sup>2</sup>)** - this is the area equal to a square that is 1 centimeter on each side. Used for measuring small areas such as on drawings

**Week** - A week is a time unit equal to seven days.

**Weight** - the amount or quantity of heaviness or mass; amount a thing weighs

**Year** - the period of about 365 1/4 solar days required for one revolution of the earth around the sun

## Geometry

**2D, two-dimensional** - A shape that only has two dimensions (such as width and height) and no thickness. Squares, Circles, Triangles, etc. are two dimensional objects.

**3D, three-dimensional** - if something is three dimensional it is an object that has height, width and depth, like any object in the real world.

**Angle**- the space between two diverging lines or planes

**Base**- a side of a plane figure (for example a triangle) or face of a solid

**Compasses** - a pair of compasses is a technical drawing instrument that can be used for inscribing circles or arcs. As dividers, they can also be used as tools to measure distances, in particular on maps. Compasses can be used for mathematics, drafting, navigation, and other purposes

**Concave** - curved inward like the inner surface of a bowl or sphere

**Construct** - to draw (a figure) fulfilling certain given conditions

**Construct**- is to draw (a figure) fulfilling certain given conditions.

**Convex** - having a surface that curves outwards rather than inwards  
open, closed

**Coordinates** - Coordinates are a set of values that show an exact position. On maps and graphs it is common to have a pair of numbers to show where a point is: the first number shows the distance along and the second number shows the distance up or down.

**North-east, north-west, south-east, south-west**

**(NE, NW, SE, SW)** - The four cardinal directions are the directions of north, east, south, and west, commonly denoted by their initials: N, E, S, W. Intermediate points between the four cardinal directions form the points of the compass. The intermediate directions are northeast (NE), southeast (SE), southwest (SW), and northwest (NW).

**Cylindrical** - having the form or properties of a cylinder

**Degree** - A degree usually denoted by  $^{\circ}$  (the degree symbol), is a measurement of plane angle, representing  $\frac{1}{360}$  of a full rotation

**Diameter** - the diameter of a circle is any straight line segment that passes through the centre of the circle and whose endpoints lie on the circle.

**Equilateral triangle**- this is a triangle in which all three sides are equal

**Heptagon** - A heptagon is a seven-sided polygon.

**Irregular shape** - Irregular shapes have NO lines of symmetry and all the sides are not the same.

**Isosceles triangle** - an isosceles triangle is a triangle that has two sides of equal length.

**Line** - A line is a straight one-dimensional figure having no thickness and extending infinitely in both directions.

**Line symmetry** - This is another name for reflection symmetry. One half is the reflection of the other half  
reflect

**Net** - Some 3D shapes, like cubes and pyramids, can be opened out and unfolded into a flat shape. The unfolded shape is called the net of the solid.

**Oblong** - a rectangle with length greater than its width (i.e. not a square)

**Origin**- This is the point of intersection of all axes in a coordinate system. In a plane it has the coordinates (0, 0), while in a three-dimensional space it has the coordinates (0, 0, 0).

**Plot** - to mark something on a chart

**Polygon** - A polygon can be defined as a geometric object consisting of a number of points (called vertices) and an equal number of line segments (called sides)

**Polyhedron** - In geometry, a polyhedron is simply a three-dimensional solid which consists of a collection of polygons, usually joined at their edges

**Radius** - The radius of a circle is the length of the line from the centre to any point on its edge.

**Regular shape** - this is a shape where all the sides are equal and all the angles are equal.

**Rotate** - Rotate means to circle around a centre point.

**Ruler**- is a straight edged strip of plastic, wood or metal, for drawing straight lines and measuring lengths.

**Set square** - a flat piece of metal or plastic in the shape of a triangle with one angle of  $90^\circ$ , used for drawing angles

**Sketch** - a rapidly executed freehand drawing that is not usually intended as a finished work.

**Spherical** - having the form of a sphere or of one of its segments

**Square-based pyramid**- A square based pyramid has 5 faces/sides, 8 edges and 5 vertices/corners

**Tetrahedron** - tetrahedron (plural: tetrahedra or tetrahedrons) is a polyhedron composed of four triangular faces, three of which meet at each corner or vertex.

## General Vocabulary

**Classify** - to arrange things into different classes by such unifying traits as size, colour, or shape

**Consecutive** - following one after another without others coming in between

sort- to group on the basis of any characteristic in common

**Decrease** - to grow progressively less (as in size, amount, number)

**Increase** - to make (something) larger or greater in size, amount, number

**Inverse** - Inverse means the opposite in effect or the reverse of something. The Inverse of Adding is Subtracting. Adding moves us one way; subtracting moves us the opposite way.

**Next**- immediately following in time, order, importance

**Property** - a quality or trait belonging and especially peculiar to an individual or thing

**Questionnaire** - A questionnaire is a research instrument consisting of a series of questions and other prompts for the purpose of gathering information.

**Survey** - to ask (many people) a question or a series of questions in order to gather information about what most people do or think about something

# Year 5 Words:

## Number and Place Value

**Ascending/descending order** - Numbers are said to be in ascending order when they are arranged from the smallest to the largest number. E.g. 5, 9, 13, 17 and 21 are arranged in ascending order.

**$\geq$  Greater than or equal to** - The notation  $a \geq b$  means that  $a$  is **greater than or equal to**  $b$  (or, equivalently, **not less than**  $b$ , or **at least**  $b$ )

**$\approx$  Is approximately equal to** - usually to indicate approximation between numbers, like  $\pi \approx 3.14$

**$\leq$  Less than or equal to** - The notation  $a \leq b$  means that  $a$  is **less than or equal to**  $b$  (or, equivalently, **not greater than**  $b$ , or **at most**  $b$ )

**Round to the nearest thousand** - Look at the number in the hundred's place and...

For 0, 1, 2, 3 or 4 we round down

## Measurement

**Currency** - a system of money, or the notes and coins themselves, used in a country

**Discount** - a reduction in the usual price of something

For 5,6,7,8 or 9 we round up

**Gallon** - a unit of capacity in the imperial system equal to  $\frac{1}{8}$  imperial pints (approximately 4.55 litres)

## Fractions

**Cancelling (fractions)** - to remove a common factor from the numerator and denominator of a fraction or the common terms from the two sides of an equation:

**Denominator** - the number below the line in a simple fraction, which indicates the number of parts making up the whole

- 1) Divide the numerator and denominator you have chosen by the common factor. In the example, you will have  $3/2$  times  $1/1$ . On your paper you will cross out the number you have and put the new number that you get when you divide by the common factor.

**Equivalent fractions** -Equivalent fractions are fractions that have the same value or represent the same part of an object. If a pie is cut into two pieces, each piece is also one-half of the pie. If a pie is cut into 4 pieces, then two pieces represent the same amount of pie that  $1/2$  did. We say that  $1/2$  is equivalent to  $2/4$ .

**Hundredth** - a hundredth is a single part of something that has been divided equally into a hundred parts.

**Improper fraction** - An improper fraction is a fraction in which the numerator is larger than or equal to the denominator.

- 2) Look at the numerators and denominators. Decide if there are any common factors, or numbers that you can evenly divide into both the numerator and denominator. For instance, in  $3/4$  times  $2/1$ , the 2 and the 4 have a common factor of 2.

**Mixed- number** - A mixed number is a number made up of a whole number and a fraction. It means that you have 1 (or more) wholes, and a part (the fraction).

- 3) Multiply numerators together and multiply denominators together to get your answer. In this problem the answer is  $3/2$ .

**Ninth** - One of nine equal parts

**Numerator** - the part of a common fraction appearing above the line, representing the number of parts of the whole that are being considered

**Proper fraction** - A proper fraction is a fraction where the numerator (the top number) is less than the denominator (the bottom number).

- 4) Reduce your answer or make it a mixed number if needed. In the example, the answer would be  $1\ 1/2$ . Proper canceling will make it so that you do not need to reduce your answer. You may need to make it into a mixed number, however.

**Twelfth** - One of twelve equal parts

## Multiplication and Division

**Divisible (by)** - Capable of being divided, especially with no remainder: 15 is divisible by 3 and 5.

**Divisibility Rules** - The Divisibility Rules let you test if one number is divisible by another, without having to do too much calculation!

**Factor** - Factors are numbers you can multiply together to get another number: Example: 2 and 3 are factors of 6, because  $2 \times 3 = 6$ .

**Square number** - The number we get after multiplying an integer (not a fraction) by itself. Example:  $4 \times 4 = 16$ , so 16 is a square number

**Ratio**- Ratios A ratio compares values. A ratio says how much of one thing there is compared to another thing. There are 3 blue squares to 1 yellow square

**Percentage** -In mathematics, a percentage is a number or ratio expressed as a fraction of 100. It is often denoted using the percent sign, %

## Statistics

**Database** - a usually large collection of data organized especially for rapid search and retrieval

**Discount** - a reduction in the usual price of something

**currency** - a system of money, or the notes and coins themselves, used in a country

**Line graph** -A line chart or line graph is a type of chart which displays information as a series of data points called 'markers' connected by straight line segments

**Mode** - The mode is the value that appears most often in a set of data

**Range** - In arithmetic, the range of a set of data is the difference between the largest and smallest values



## Measurement

**12-hour clock** - The **12-hour clock** is a time convention in which the 24 hours of the day are divided into two periods: *a.m.* (from the Latin *ante meridiem*, meaning "before midday") and *p.m.* (*post meridiem*, "after midday"). Each period consists of 12 hours numbered: 12 (acting as zero) 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, and 11. The 24 hour/day cycle starts at 12 midnight (often indicated as 12 a.m.), runs through 12 noon (often indicated as 12 p.m.), and continues to the midnight at the end of the day.

**24-hour clock** - The 24-hour clock is a time keeping convention where the day runs from midnight to midnight and is split into 24 hours, from hour 0 to hour 23.

**Gallon** - a unit of capacity in the imperial system equal to eight imperial pints (approximately 4.55 litres)

**Square metre** ( $m^2$ ) - This is the area equal to a square that is 1 metre on each side. Used for measuring areas of rooms, houses, blocks of land, etc.

**Square millimetre** ( $mm^2$ ) - a unit of area measurement equal to a square measuring one millimetre on each side.

## Geometry

**Acute** - an acute angle is a small angle which is less than  $90^\circ$ .

**Axis of symmetry** - this is a line through a shape so that each side is a mirror image. When the shape is folded in half along the axis of symmetry, then the two halves match up.

**Bisect** - to cut or divide into two equal parts: to bisect an angle

**Congruent** - with identical geometric shapes

**Obtuse** - an angle of between 90 and 180 degrees

**Octahedron** - is a polyhedron that has 8 (octa) faces, (like an octopus has 8 tentacles)

**Parallel** - In geometry, parallel lines are lines in a plane which do not meet; that is, two lines in a plane that do not intersect or touch at any point are said to be parallel

**Perpendicular** - Perpendicular means 'at right angles'. A line is perpendicular to another if they meet at 90 degrees.

**Protractor** -an instrument shaped like a semicircle marked with the degrees of a circle, used to measure or mark out angles

**Quadrant** - A sector equal to one quarter of a circle, or half a semicircle

**Rotation** - A rotation is a circular movement of an object around a center (or point) of rotation

**Reflective symmetry** - Something has reflective symmetry if it looks the same reflected either side of a line.

**Scalene triangle** - This is a triangle with all sides of different lengths. No sides are equal and no angles are equal

**X-axis** - The axis on a graph that is usually drawn left to right

**Y-axis** - The axis on a graph that is usually drawn from bottom to top

## General Vocabulary

**Calculator** -a device used to carry out arithmetical operations, especially a small hand-held electronic device

**Formula** - a formula is a concise way of expressing information symbolically as in a mathematical or chemical formula

**Reasoning** - the use of logical thinking in order to find results or draw conclusions

**Spinner** - Spinners provide a quick way to select one value from a set

Laminiate and secure with paper fastener



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# Year 6 Words:

## Multiplication and Division

**Factorise** - **factorisation** or **factoring** is the decomposition of an object into a product of other objects, or **factors**, which when multiplied together give the original. For example, the number 15 factors into primes as  $3 \times 5$

**Prime**- A prime number (or a prime) is a natural number greater than 1 that has no positive divisors other than 1 and itself.

**Prime factor** - Some numbers can be evenly divided only by 1 and themselves. These are prime numbers. Factors that are prime numbers are called prime factors.

## Fractions

**Thousandth**- thousandths have three digits after the decimal point. The decimal 0.749 is pronounced "seven hundred and forty-nine thousandths"

**Recurring** - to occur as an infinitely repeated digit (or series of digits) at the end of a decimal fraction

## Statistics

**Average**- A calculated "central" value of a set of numbers.

**Median** - the middle number in a given sequence of numbers, taken as the average of the two middle numbers when the sequence has an even number of numbers

**Biased**- A statistical sampling or testing error caused by systematically favoring some outcomes over others.

**Distribution** - the spread of statistics within known or possible limits, especially in relation to the norm or to expectations

**Equally likely** - If there are two possible outcomes, the probability would be 50% or  $1/2$  (An **Even Chance**, **Equal Chance**). "Equally likely events" refers to the chances of each possible outcome among many being equal.

**Fifty-fifty chance** - if there is a fifty-fifty chance of something happening, it is equally likely to happen or not to happen

**Interrogate data** - to search a computer or device for specific information, e.g. a printer for the status of a print job or a database for specific data

**Mean** - The mean is the average of the numbers. It is easy to calculate: add up all the numbers, then divide by how many numbers there are.

**Loss** - the amount of money by which a company's expenses exceed income.

**Profit** - the excess of income over expenditure, especially in business

**Random** - Randomness means lack of pattern or predictability. A random sequence of events, symbols or steps has no order and does not follow an intelligible pattern.

**Statistics** - The mathematics of the collection, organization, and interpretation of numerical data

## Measurement

**British Summer Time** - operates from the last Sunday in March until the last Sunday in October. The UK moves its clocks forward from Greenwich Mean Time by one hour (GMT+1).

**Centilitre (cl)** - a unit of volume equal to one hundredth of a litre.

**Circumference** - The circumference of a circle is the distance around it

**Foot** - A foot (plural feet) is a unit of length in the imperial and US customary systems of measurement. It is equivalent to 0.3048 metres. In both systems, the foot comprises 12 inches and three feet compose a yard.

**Greenwich Mean Time** - Greenwich Mean Time (GMT) refers to the mean solar time at the Royal Observatory in Greenwich, London, which became adopted as a global time standard

**Inch** - A unit of length in the US Customary and British Imperial systems, equal to 1 / 12 of a foot (2.54 centimeters).

**International Date Line** - The International Date Line sits on the  $180^\circ$  line of longitude in the middle of the Pacific Ocean, and is the imaginary line that separates two consecutive calendar days.

**Ounce** - unit of weight equal to  $1 / 16$  pound

**Pound** - unit now in general use among English-speaking peoples equal to 16 ounces or 7000 grains or 0.4536 kilogram

**Tonne** - The tonne or metric ton is a unit of mass equal to 1000 kilograms

## Geometry

**Arc** - a section of a circle, ellipse, or other curved figure

**Circumference** - the distance around the edge of an object or a place that is roughly circular

**Concentric** - describes circles and spheres of different sizes with the same middle point

**Dodecahedron** - a three dimensional shape that has 12 faces

**Intersection**- a point or set of points common to two or more intersecting geometric figures; a set that consists of all of the elements common to two or more other sets, thus being the largest set contained in all of the others

**Kite** - a quadrilateral whose four sides can be grouped into two pairs of equal-length sides that are adjacent to each other.

**Parallelogram** - a quadrilateral with opposite sides parallel.

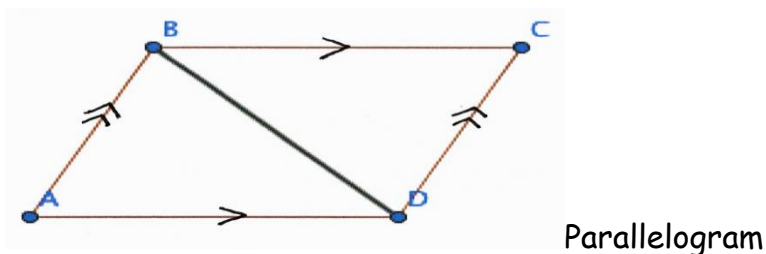
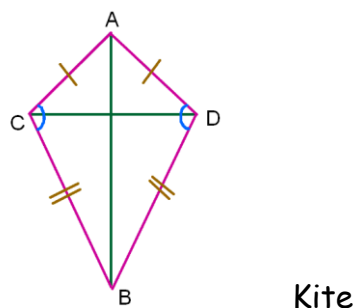
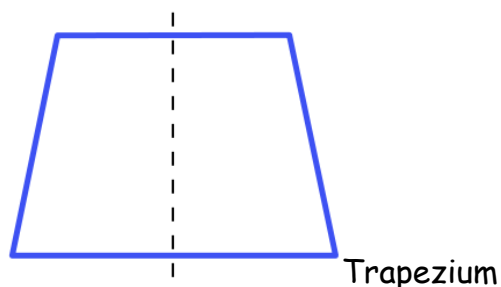
**Plane** - a two-dimensional surface in which a straight line between any two points will lie wholly on that surface

**Reflex** - describes an angle of between  $180^\circ$  and  $360^\circ$

**Rhombus** - A quadrilateral with both pairs of opposite sides parallel and all sides the same length, i.e., an equilateral parallelogram.

**Tangram** - a puzzle of Chinese origin that involves putting together seven pieces, usually a square, a parallelogram, and five triangles, to form different shape

**Trapezium**- a quadrilateral with one pair of parallel sides



## General Vocabulary

**Operation** - a mathematical process in which entities are derived from others through the application of rules, e.g. subtraction, multiplication, or division.

**Memory key** (calculator) - Pressing this button adds the number displayed to the contents of the memory

**Identical** - exactly the same as or equal to something else, or alike in every respect

**Prove** - to verify that a mathematical result is correct

**Strategy** - a problem solving plan - learning how to solve problems in mathematics is about knowing what to look for.