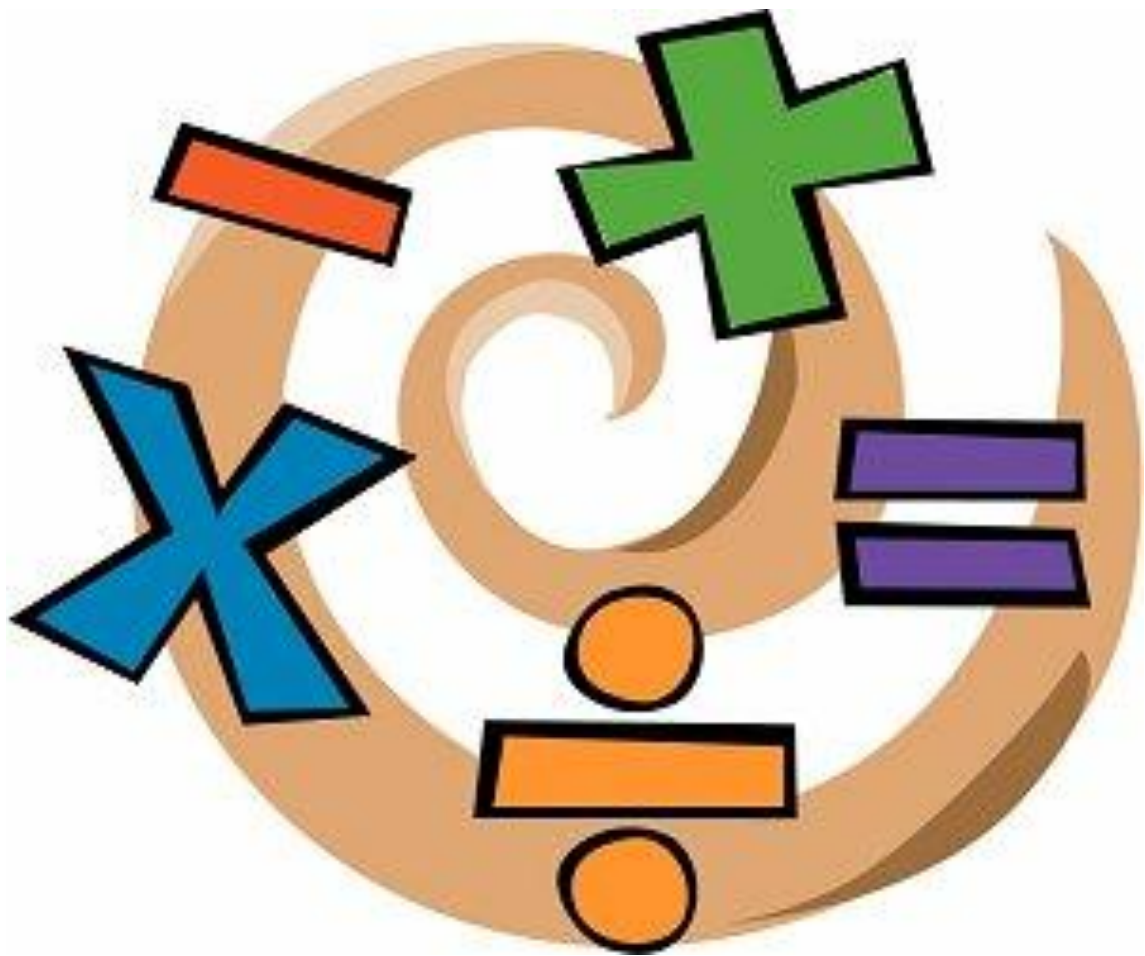


Maths Dictionary



A

Acute - An angle that when measured is less than 90°

Add/ Addition - Plus the two numbers together, e.g $1 + 2 = 3$

Algebra - Using letters in the space of unknown numbers.

Angle - The space, measured in degrees, between two lines that meet.

Approximate - To estimate using a number, amount or total.

Area - The space inside a shape. This is calculated in different ways depending on the shape

Average - Also known as the mean, the average looks at all the results and add them together. You then divide by the total that there is. This gives an average score overall, taking into account all al the data.

Axis - A set of axes have an x axis and a y axis.

B

Base - The bottom of something eg/ shape

BIDMAS - The order in which you perform the operations. This stands for Brackets, Indices, Division, Multiplication, Addition and Subtraction

Brackets - These are included in many maths questions and look like these (). You must complete the calculation inside the brackets first.

C

Capacity - The amount a container can hold

Centre - The middle

Circumference - The distance around the outside of a circle.

Calculate - Work out

Congruent - This fancy word is used when looking at shapes. It means the same.

Consecutive - Numbers that follow each other in an unbroken sequence

Cube - A symmetrical 3D shape made up of 6 equal squares. An example of this shape is a rubix cube.

Cube number - A cube number is a number times by itself 3 times.
Eg/ $1 \times 1 \times 1 = 1$, $2 \times 2 \times 2 = 8$...

Cuboid - A 3D shape made up of 6 rectangular faces. An example of this shape is a cereal box.

Cumulative Frequency - A running total of the frequencies.

Cylinder - A shape that has a pair of parallel sides and oval/circular bases. An example of this shape is a Pringles tube.

D

Decimal - Not a whole number eg/ 4.2, 5.690

Degree - A unit used for measuring angles

Denominator - The bottom number of a fraction

Diameter - The line that passes through a circle, from edge to edge, through the centre. It is also twice the radius measurement.

Division - Splitting a number into a smaller one.

Discrete - Discrete is a type of data. It can only take certain values. For example, if you are calculating with people, you cannot have $\frac{1}{2}$ of a person.

E

Equation - Usually seen in Algebra. An equation will always have an equals sign. It is showing that one thing is the same as another.

Equilateral Triangle - A triangle with equal sides and angles.

Estimate - To make an approximation (guess)

Even - This can relate to the even numbers 2, 4, 6, 8 ... Or having an even chance in probability. This means you have the same chance as one thing happening than the other.

Expand - Make bigger! An example could be Expand $3(x + 2)$. This means get rid of the brackets!

Expression - Symbols that represent a number or quantity

Exterior - Outside

F

Factor - Factors are numbers that can go into other numbers. Eg. The factors of 6 are; 1,2,3,6 because $1 \times 6 = 6$ and $2 \times 3 = 6$

Fraction - A fraction is part of a whole. The amount which the whole is split up into, is down to the denominator. Eg. $\frac{1}{5}$ is 1 out of 5 equal parts.

Frequency - Frequency means the total number.

Formula - A rule defined by symbols. Eg/ The formula for the Area of a rectangle = $l \times w$ (Length X Width)

G

\geq - Means greater than or more than

H

Heptagon - A 7 sided shape

Hexagon - A 6 sided shape

I

Interior - Inside

Isosceles - A triangle that has two equal sides.

L

\leq - Means Less than.

M

Median - After putting your data in order, the median is the middle value.

Midpoint - In the middle of a line or two points.

Multiple - A number that can be divided by another number without a remainder. The multiples of 5 are 5, 10, 15, 20 etc. (TRICK: It's the numbers in its times table!)

Mode - The most common data value

N

Numerator - The top number of a Fraction

O

Obtuse - An angle that is greater than 90° but less than 180° .

Opposite Angles - These are equal.

P

Parallel - This is used to describe two lines that will never meet.

Perimeter - The distance around the outside of a shape.

Perpendicular - A straight line at an angle of 90° to another given line. A good example of this is the x and y axis. These 2 lines are Perpendicular to each other.

Pi - A irrational number that is used to calculate the circumference and area of a circle.

Prime - A number that can be divided ONLY by 1 and itself. 1 is not the first prime number!

Prism - A 3D shape with 2 triangular faces. A real life example of a prism is a Toblerone tube.

Probability - The chance of something happening. This can be written as a fraction, decimal or percentage. All probabilities must add up to 1.

Product - The result when two numbers are multiplied together.

Q

Quadrilateral - A word used to describe a 4 sided shape

Qualitative Data - Data categories such as food, sport, hobbies

Quantitative Data - Data that can be counted or measured.

R

Radius - A line inside a circle. It goes from the centre to the edge of the circle, and is half the diameter.

Range - Measures the spread of a data set. This is calculated by taking the lowest number away from the highest number.

Ratio - To split a number/amount/ingredients into parts. Usually in the form $n : r$ which means n to r .

Recurring Decimal - A decimal which has repeating digits

Reflection - A mirror view

Reflex Angle - A reflex angle is greater than 180° .

Revolution - A whole turn (360°)

Right Angle - A right angle is a 90° angle.

Rotation - To turn an object

S

Scale Factor - A number expressing how large or small the enlargement of a shape is.

Scalene - A type of Triangle that has 3 unequal sides.

Sector - A part of circle that is made up of 2 radius measurements and a part of the circumference of a circle.

Sequence - An ordered set of number. This follows a particular pattern

Simplify - Make smaller.

Solve - Work out!

Subtraction - Take Away!

Sum - The total when all the parts are added together.

Surface Area - The total area of all the surfaces on a 3D shape.

Square number - A result of a number times by itself.

Square root - A number when multiplied by itself gives the original number

Symmetry - An object is symmetrical when one half is the mirror image of another half.

T

Tangent - A straight line that touches a curve or curved surface at a point. These can be found touching the outer of a circle.

Term - A number in a sequence.

Tessellation - A pattern of shapes that fit together with no gaps.

Trapezium - a 4 sided shape with no parallel sides.

Transformation - To manipulate a shape. In total, there are four transformations. Can you think of what they are?

Translation - To move a shape left/right then up/down. This is usually given to use in vector form

U

Unlikely - Probably won't happen

V

Variable - A letter than represents a value e.g/ $n + 10$

Vertically Opposite Angles - These are angles opposite each other, and are equal in size.

Vertex (Vertices) - Points on a shape

Volume - The space inside a 3D shape. This is measured in cubic units.

W

Width - Distance across from side to side

X

X axis - the horizontal axis on a graph

Y

Y axis - The vertical axis on a graph

Z

Zero - Nothing!