Glossary of Maths

Acute describes angles between 0 and 90 degrees.

Anti-clockwise turning in this direction, opposite to the hands of the clock.

Area the area of a shape is the amount of surface that it covers.

Ascending Order the arrangement of numbers from smallest to largest.

Average the middle or most common amount. There are three types of average: mode, median and mean.

Axis (plural is axes) the horizontal and vertical lines on a graph.

Capacity the amount of space in an object (the amount of liquid or air it contains).

Circumference the distance all the way around the outside of a circle.

Clockwise turning in this direction, like the hands of a clock.

Commutativity this is where calculations can be reversed. For example 5x8 will give the same answer as 8x5. Commutativity works only with multiplication and addition but not subtraction and division.

Consecutive these are numbers that follow in order without interruption (e.g. 2,3,4,5,6).

Coordinates the numbers used to locate a point on a grid.

Cube number the result of multiplying by itself twice. E.g. 5x5x5 = 125. So 125 is a cube number. The abbreviated way to write it is 5^3.

Denominator the bottom number of a fraction, the number of parts it is divided into. For example: $\frac{2}{3}$.

Descending Order the arrangement of numbers from largest to smallest.

Diagonal a straight line connecting two non-adjacent vertices (corners).

Diameter the distance right across the middle of a circle.

Digit there are 10 digits: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, that make all the numbers we use.

Edge where two faces of a 3-D shape meet.

Equation where symbols or letters are used instead of numbers. Example: 3y = 12, so y = 4.

Equilateral Triangle a triangle where all sides and angles are equal.

Equivalent fraction an equal fraction. Example: $\frac{1}{2} = \frac{2}{4} = \frac{3}{6}$.

Estimate like guessing, only using information to get a considered, approximate answer.

Even number a number that can be divided exactly by two. Even numbers end in 0, 2, 4, 6, and 8.

Face the flat side of a 3-D shape.

Factor a number that will divide exactly into all the numbers. Example: 5 is a factor of 20.

Formula (plural is formulae) uses letters or words to give a rule.

Horizontal describes a line parallel to the earth's surface.

HTU hundreds tens and units.

Inverse opposite in effect. For example, the inverse of X is -X.

Irregular Shapes shapes which do not have congruent sides and angles.

Isosceles Triangle a triangle which has two sides of equal length.

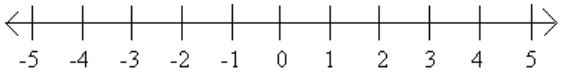
Mean this is the total divided by the number of items so the mean of 3, 1, 6 and 2 is (3+1+6+2) divided by four equals three.

Median is the middle number in an ordered list. Example: 3, 8, 11, 15, 16. The media number is 11 because it is the one in the middle.

Mode the most common number in a list. Example: 2, 6, 4, 2, 5, 5, 2. The mode is 2.

Multiple multiple is a number made by multiplying together two other numbers.

Negative number a number less than zero on the number line.



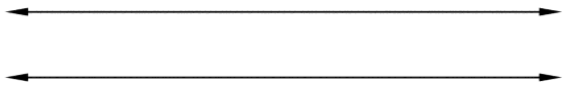
Net what a 3-D shape looks like when it is opened out flat.

Numerator the top number of a fraction. Example: $\frac{3}{5}$.

Obtuse describes angles between 90 and 180 degrees.

Odd number a number that cannot be divided exactly by two. Odd numbers always end in 1, 3, 5, 7 or 9.

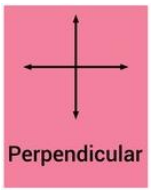
Parallel lines that are parallel never meet and never get further apart.



Percentage this is a fraction out of 100, shown with a % sign. Example: 50% shows $\frac{50}{100}$ or $\frac{1}{2}$.

Perimeter the distance all the way around the edge of a shape or object.

Perpendicular Line a line at a right angle to another line.



Polygon any straight-sided flat shape.

Positive number a number greater than zero on the number line.

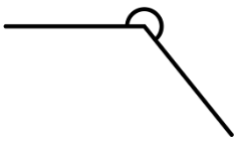
Product the result of multiplying two or more numbers.

Proportion this is the same as finding the fraction of a whole amount. Example: the proportion of red cubes is 3 out of 5 or $\frac{3}{5}$.

Radius the distance from the centre of a circle to the edge.

Ratio this compares one amount with another. Example: the ratio of red cubes to blue cubes is 3 to 2.

Reflex Angle an angle greater than 180 degrees.



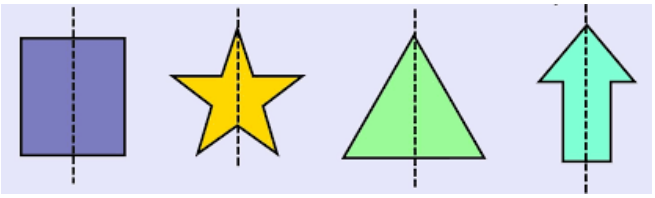
Sequence a list of numbers that usually has a pattern.

Square number numbers multiplied by themselves make square numbers. Examples: 4 × 4 = 16. The first five square numbers are 1, 4, 9, 16 and 25.

Square roots the opposite of a square number. A number, when multiplied by itself, makes a square number, e.g. the square root of 25 is 5.

Symbol a letter or sign that represents a specific quantity or function.

Symmetry a shape is symmetrical if it is identical on either side of a line dividing it into two parts (e.g. a mirror line).



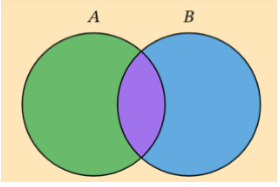
Sum the result when two or more numbers are added together.

Tally a record of items using vertical lines and a diagonal line to represent numbers in groups of five.

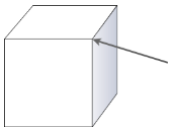
Translation the moving of a shape from one place to another (without rotating or changing it).

Triangular numbers numbers made by triangle patterns. Example: 1+2 = 3, 1+2+3 = 6. The first 5 triangular numbers are 1, 3, 6, 10 and 15.

Venn diagram a diagram that shows groupings of things by putting circles around them.



Vertex (plural is vertices) this is the corner of a 3-D shape, where the edges meet.



Vertical Line a line which is at right angles to a horizontal line.