
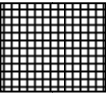






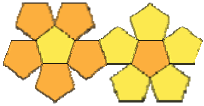
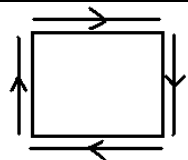



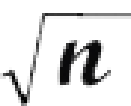
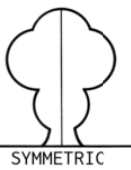


Maths Key Definitions

	Acute angle - angle between 0° and 90°
	Area - measure of a surface - to work out the area of a football pitch you would find out the length of the pitch and then multiply this by the width of the pitch. Usually measured in metres squared
	Calculate/solve - work out
	Century - 100 years
Term 1; Term 2; Term 3	Consecutive - in a sequence, the terms that occur next to each other
	Decade- 10 years
	Diameter - distance from one side of a circle to the other side of the circle going through the central point
	Discount - to take away a certain amount (In a sale there is a 10% discount so 10% of the price is taken off)
	Divide - share out (I have 6 sweets and want to share out the sweets between my friend and I. We each get 3 sweets ($6/2 = 3$))
$a+b = 3$	Expression - using symbols to represent a maths problem
	Interior angle - the inside angles of a shape
	Mean - average: add up all numbers in the sequence then divide by the number of pieces of data that you have $((1+2+3)/3)$
1, 2, <u>2</u> , 3, 4 ↑	Median - middle number when the data is written in ascending order (1,2,3,4,5 - middle number is 3)
	Midday/ Noon - 12 o'clock in the afternoon

	Millennium - 1000 years
1,2,3,3,3,4 Mode = 3	Mode - Most common number that happens in a set of data
	Net - a flat 2d shape that when folded will form a 3d shape for example a cube
	Obtuse angle - angle greater than 90° but less than 180°
	Perimeter - the sum of the outside edges of a shape
	Polygon - a shape with three or more sides
	Probability - likelihood of something happening (What is the probability of throwing a 6 on an ordinary dice?)
	Radius - distance from the centre of a circle to the outside of the circle
	Reflex angle - angle greater than 180° but less than 360°
Rule is $n+2 =$ 3,4,5,6	Sequence - a list of terms given following a rule (Rule is $n+2$ - sequence is 3,4,5,6)
	Simplify - make the equation easier - cancel down the terms if you can divide by the same number ($2x = 4y$) = ($x = 2y$)
	Square Root - work out what number is multiplied by itself to give the number in the question (The square root of 49 = 7 because $7 \times 7 = 49$)
	Symmetry - when you put a mirror against a line, the same pattern occurs on the other side