|  | Barrs Court Primary School <br> Definitions of terms and phrases used in KS2 <br> Maths |
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| Acute angle | An angle between $0<a<90$ degrees |
| Analogue clock | A clock which uses hands to tell the time |
| Angle | The space between two intersecting lines measured in degrees |
| Average | Sometimes known as the mean. The answer you get when you add a group of numbers and then divide by the number of pieces of data. |
| Axes | The horizontal and vertical lines on a graph |
| BODMAS/ BIDMAS | The order that a multi-step process needs to take place in. BODMAS stands for Brackets/ Operations/ Division/ Multiplication/ Addition/ Subtraction |
| Bus stop method | Another name for short division |
| Carroll Diagram | A way of sorting data into a two-way table of categories |
| Chunking | A term used for long division but at Barrs Court we now mainly use the coincard method for long division |
| Circumference | The length around the outside of a circle. |
| Coincard method | Using the denominations of British money to find lots of or chunks or multiples of a number |
| Column method | Sometimes referred to as standard written method. Calculations are lined up in columns to preserve place value. |
| Commutativity | Multiplication and addition calculations are commutative as they can be done in either order. |
| Cube numbers | The result of multiplying a number by itself 3 times e.g. $3 \times 3 \times 3=27$ |
| Denominator | In a fraction, the number below the dividing line |
| Division fact | A rearrangement of a times tables fact so that the division becomes the focus |
| Edge | The place on a 3D shape where two faces meet. |
| Equation | A number sentence where both sides are worth the same. |
| Equilateral triangle | A triangle with all three sides the same length and all three internal angles being 60 degrees each |
| Equivalent Fractions | Fractions which have the same value as each other but have different numerators and denominators of each other. One can be changed into the other by completing the same multiplication or division calculation to both denominator and numerator. |
| Factor | A number which can divide another number exactly without a remainder is a factor of that number. |
| Finding the difference | Usually links to subtracting the smallest value from the largest number. |
| Formula | A mathematical equation used to work out a particular value. |


| Fraction | Made up from a numerator and denominator. If the numerator is less than the denominator, then the fraction represents a number less than 1 . |
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| Geometry | The section of Maths which deals with Shape, Space and position |
| Grid method | A way to complete a multiplication problem by partitioning the calculation down into smaller parts in a grid before recombining the separate answers. |
| Improper fraction | A fraction where the numerator is greater than the denominator. Represents a number greater than 1 . |
| Inverse | Completing the opposite calculation to what has been performed. |
| Irregular shapes | 2D shapes whose sides and/ or angles are not all the same value. |
| Isosceles triangle | Has two sides the same length and two internal angles the same value. |
| Mass | Can be used interchangeably with weight. |
| Mean | See average |
| Mixed number | A number which is made from a whole number part and a fraction part |
| Multiple | A number which is the answer to a times tables question in a particular number's times table. |
| Negative number | A number lower than zero |
| Net | What a 3D shape would look like if it was unfolded and put out flat on a page. |
| Numerator | In a fraction, the number above the dividing line. |
| Obtuse angle | An angle bigger than 90 degrees but less than 180 degrees |
| Parallel | Lines are parallel if they remain the same distance from each other at all times. |
| Perimeter | The distance all the way round the outside of a shape. |
| Perpendicular | Two lines are perpendicular if they meet at right angles. |
| Prism | A 3D shape with flat sides which would maintain the same shape of face if a cut was made. |
| Product | Product refers to the multiplication of 2 or more numbers |
| Quadrilateral | Any 4-sided 2D shape. |
| Radius | A straight line from the centre of a circle to its circumference |
| Ratio | The comparison in size between two or more quantities |
| Reflective Symmetry | A shape has reflective symmetry if a line can pass through it and the shape looks exactly the same on both sides of the line |
| Reflex angle | An angle greater than 180 degrees but less than 360 degrees |
| Right angle | An angle of 90 degrees |


| Scale factor | How much a shape has been multiplied or divided by to make an identical <br> but larger or smaller shape. |
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| Scalene triangle | A triangle where all three sides are different in length and all three internal <br> angles are different values. |
| Square number | The result when you multiply a number by itself |
| Tessellation | When 2D shapes fit together perfectly without gaps or overlaps |
| Translation of shapes | When a shape is moved to another position without changing any other <br> aspect of it |
| Unit fractions | A fraction where the numerator is 1 |
| Vertices/Vertex | Also known as corners on shapes |
| Volume | The amount of space taken up by a 3D object. |

