

# acute angle

An angle  
measuring less  
than 90 degrees.

# algebra

Area of maths  
where numbers are  
represented by  
letters.

**adjacent**

**next to**

**a.m.**

**Any time between  
midnight and  
midday.**

# analogue clock

**Clock with numbers  
1-12 around the  
face.**

# area

**The size a surface  
takes up. Measured  
in square units.**

# angle

The amount of turning between two lines, meeting at a point.

# arc

Section of a curve, part of a circle.

**axis**

**Horizontal or  
vertical line on a  
graph.**

**base**

**The bottom of  
something.**

# bar graph

Graph using bars to show quantity or numbers.

# breadth

Width, the distance across, from side to side.

# capacity

The amount a container can hold.

# centre of rotation

The point around which an object is rotated.

# carroll diagram

A sorting diagram  
in grid form.

# circumference

The distance  
around a circle.



# common factor

A number that divides two or more other numbers exactly.

# composite

A number with more than two factors.

# complementary angles

Two angles that add  
up to 90 degrees.

# concave

Curving inwards,  
opposite of convex.

# concentric circles

Circles of different sizes that have the same centre point.

# consecutive

Numbers that follow one another, in an unbroken sequence.

# congruent

Having the same  
shape and size.

# convex

Curving outwards,  
opposite of  
concave.

# data

**A collection of  
information.**

# degree

**Unit for measuring  
the size of angles.**

# decimal point

The point between  
a whole number  
and a decimal  
fraction.

# denominator

The bottom number  
in a fraction.

# diameter

The distance across a circle, passing through the centre.

# edge

Where two surfaces join on a 3D shape.

# dozen

A group or set  
of 12.

# estimate

To make a rough  
guess, often based  
on rounding.



# even

**A number that is  
divisible by 2.**

# factor

**A whole number  
that divides exactly  
into another  
number.**

# face

A flat surface on a  
3D shape.

# fraction

Any part of a  
group, number or  
whole.

# frequency

The number of times a particular item appears in a set of data.

# graph

A drawing or diagram used to record information.

# geometry

An area of maths that looks at shape and space.

# horizontal

Parallel to the horizon.

# improper fraction

A fraction larger  
than one whole

# integer

A number with no  
fractions or  
decimals.

# infinite

Unable to be  
counted, unlimited.

# intersect

To cross over one  
another.

# interval

Distance between  
two points or time  
between two  
events.

# irregular

A shape that is not  
regular.

# inverse operations

Opposite or reverse operation. E.g. addition/subtractio

# mean

Average calculated by dividing the total of all score by the number of scores taken.



# mode

Type of average, the mode is the number that occurs the most in a set of data.

# net

A flat shape that can be folded into a 3D solid.

# median

Type of average, the number that appears in the middle of a set of numbers, when arranged from lowest to highest.

# numerator

The number above the line on a fraction, showing the number of pieces you have.

# obtuse

An angle between  
90 and 180  
degrees.

# operations

Addition, subtraction,  
multiplication and  
division are the four  
mathematical  
operations.

# odd number

A number that is not divisible by 2.

# ordinal

Ordinal numbers show place or position, e.g. 1st, 2nd, 10th.

# parallel

Lines that are the same distance apart.

# perimeter

The distance around the outside of a shape.

# percent

A number out of 100.

# perpendicular

At right angles to the horizon or lines that intersect at right angles.

# pie-chart

Graph using a divided circle, where each section represents part of the total.

# plane

A flat surface.

# place value

The value of a digit depending on its place in a number.

# plane shapes

2D shapes, flat shapes having only two dimensions.



**p.m.**

**Any time between  
midday and  
midnight.**

**polyhedron**

**A 3D shape with  
plane faces.**

# polygon

A 2D shape, having  
3 or more straight  
sides.

# prime

A number that  
has exactly two  
factors.

# prism

A 3D shape with two parallel, identical bases. All other faces are rectangles.

# product

The result when two numbers are multiplied.

# probability

The chance of something happening, expressed as a ratio.

# quadrilateral

A polygon with four sides.

# radius

The distance from the centre of a circle to its circumference.

# range

From the lowest score to the highest score on a graph.

# random

A chance pick  
from a number of  
items.

# ratio

A comparative  
value of two or  
more amounts.

# reflex angle

An angle between  
180 and 360  
degrees.

# remainder

The amount left  
over after dividing  
a number.

# regular shape

A polygon with  
equal sides and  
equal angles.

# right angle

A 90 degree  
angle.



# square number

The number that results from multiplying a number by itself.

# tessellation

Patterns of shapes that fit together without any gaps.

# **symmetry**

**An object is symmetrical if one half is a mirror image of the other.**

# **venn diagram**

**A diagram using circles or shapes to show the relationship between sets.**

# vertices

Points where  
surfaces meet -  
corners.

Singular = VERTEX

# volume

The amount of  
space taken up by  
a 3D object.

# vertical

At right angles to  
the horizon.

# width

The distance from  
one side to  
another.

# x-axis

Horizontal axis on  
a graph.

Remember: x is  
a-cross

# y-axis

Vertical axis  
on a graph.

