

<u>Mathematics</u>	Key Vocabulary :
Yr 7	<ol style="list-style-type: none"> 1. Linear sequence - a sequence that increases or decreases by the same amount term to term 2. Inverse - the opposite operation i.e. the inverse of addition is subtraction 3. Substitution - to replace a letter with a given number 4. Equation - two expressions, which have the same value, separated with an equals sign i.e. $6y = 2y + 4$ 5. Integer - a whole number 6. Equivalent - having the same value i.e. 60 seconds is equivalent to 1 minute 7. Percentage - number of parts per 100 8. Perimeter - the total distance around the outside of a two dimensional shape 9. Multiple - a number which is part of another numbers times table i.e. 3,6,9,12,15 are the first 5 multiples of 3 10. Factor - numbers we can multiply together to get another number i.e. 1,2,3,4,6 and 12 are factors of 12.
Yr 8	<ol style="list-style-type: none"> 1. Numerator & denominator - Numerator - the top number of a fraction / Denominator - the bottom number of a fraction 2. Sum - the answer when two or

	<p>more values are added together</p> <ol style="list-style-type: none"> 3. Product - the answer when two or more values are multiplied 4. Acute/obtuse/reflex/right angle - Acute - an angle less than 90° / Obtuse - an angle more than 90° but less than 180° / Reflex - an angle more than 180° but less than 360° / Right angle - 90° 5. Reflection - an image or shape as it would be seen in a mirror 6. Equilateral triangle - a triangle with 3 equal angles (60°) and 3 equal sides 7. Probability - a measure of how likely an event is to occur 8. Range - the difference between the largest and smallest values 9. Formula - an equation used to describe the relationship between two or more variables 10. Area - the amount of space a shape takes up
Yr 9	<ol style="list-style-type: none"> 1. Translation - to move a shape from one position to another by "sliding" 2. Rotation - to turn a shape around a central point 3. Enlargement - to change the size of a shape 4. Isosceles triangle - a triangle with two equal sides and two equal angles 5. Scalene triangle - a triangle where all sides and angles are different 6. Median - the middle value when a list of numbers is put in order from smallest to largest 7. Mean - a type of average found by

	<p>adding up a list of numbers and dividing by how many numbers are in the list</p> <ol style="list-style-type: none"> 8. Mode - the most common value in a list of numbers 9. Parallel - two lines that run the same distance apart and never meet 10. Perpendicular - two lines that meet at a right angle
Yr 10	<ol style="list-style-type: none"> 1. Volume - the amount of three dimensional shape something takes up 2. Bearing - a three digit angle, measured from north in a clockwise direction 3. Hypotenuse - the longest side on a right angled triangle 4. Relative frequency - how often something happens, divided by all outcomes 5. Diameter - the distance across a circle, passing through the centre (double the radius) 6. Radius - the distance from the centre of a circle to its circumference (half the diameter) 7. Circumference - the perimeter (distance around the edge) of a circle 8. Gradient - how steep a line is 9. Expand - to multiply out brackets in an expression 10. Factorise - to put an expression into brackets by taking out a common factor
Yr 11	<ol style="list-style-type: none"> 1. Arc - part of a circumference of a circle 2. Sector - a "pie-slice" part of a

circle

3. **Solve** - to find the missing value in an equation
4. **Evaluate** - Identify which part of the method, calculation or assertion is incorrect or explain why it must be correct
5. **Express** - Convert a number from one form to another
6. **Consecutive** - numbers which follow each other in order, with no gaps, smallest to largest
7. **Mutually exclusive** - events that cannot happen at the same time
8. **Cumulative frequency** - a running total of the frequencies, added up as you go along
9. **Estimate** - to find an approximate answer to a calculation by rounding each number to one significant figure first
10. **Quadratic** - where the highest power of the variable is a square i.e. will contain something like x^2