Maths Vocabulary Glossary

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Number: Place value	
numeral	a figure/symbol that represents a number
digit	any numeral from 0-9
one-digit	a number that consists of one, single digit *e.g. 0-9*
two-digit	a number that consists of two digits *e.g. 15, 26, 99*
three-digit	a number that consists of three digits *e.g. 10, 457, 999*
ordering	putting numbers into the correct order according to size (smallest to largest or largest to smallest)
part	a piece of something; not the whole thing
whole	altogether/everything
comparing	deciding which number is greater/less than another number **OR** what is the same/what is different (dependent on context)
place value	the value of each digit in a number *e.g. hundreds, tens, ones*
even number	a whole number that can be shared between two - all even numbers can be split into pairs
odd number	a whole number that cannot be shared between two
represent	what something is showing
greater than	a number/amount that is bigger than another number - using the symbol **>**
less than	a number/amount that it smaller than another number - using the symbol **<**
equal to (the same as)	numbers/amounts that are the same - using the symbol **=**
partitioning	splitting a whole number into parts
recombining	putting the parts of a number back together to create the whole
subitising	recognising a number without counting the amount *e.g. recognising 4 fingers without counting them*
estimating	a sensible guess at how much is being represented
Number: Addition and Subtraction	
addition	combining two or more parts to make a whole - using the symbol **+**
subtraction	taking one number away from another to find the total - using the symbol **-**
addend	the parts of an addition number sentence (not the sum)
sum	the total when **adding** numbers together
total	how many altogether (whether adding or subtracting)
calculation (number sentence)	working out the amount or number of something using one of the four operations
operation	addition, subtraction, division, multiplication
commutativity/commutative	the order of the parts in a calculation can be swapped and the answer remains the same (addition and multiplication)

inverse	the calculation that is opposite to a given calculation *e.g addition is the inverse of subtraction multiplication is the inverse of division*
number bond	a pair of numbers that add together to give a specific whole
number fact	simple calculations of two numbers which we aim for children to recall instantly without working out *e.g. 5+2, 3x2, 9-4, 10 ÷2*
double	the same amount again; twice as much
Measurement: Money	
difference	a way of subtracting where you find the difference of two numbers – how much more/less
pence (p)	a number of pennies (up to 50p coin)
pounds (£)	a number of pounds (up to £20 note in KS1)
coins	a metal piece of money with a certain value
notes	a paper piece of money with a certain value
amount	how much you have - the value of something
change	the money you get back once you've paid for something
Number: Multiplication and Division	
sharing	splitting a whole amount into equal groups *e.g. sharing 20 between 5*
grouping	putting an equal amount into groups *e.g. grouping 20 into 5s.*
array	a pictorial representation of multiplication, usually by drawing rows and columns of dots
product	the total when you multiply two numbers together *e.g. the product of 2 x 5 is 10*
multiplication (lots of, groups of)	finding how many altogether in a number of equal sized groups, using the symbol **x**
division (shared between)	dividing (sharing) a number into equal parts, using the symbol **÷**
multiple	a number that can be divided by another number
Statistics	
statistics	collecting and looking at information using charts and graphs
data	the information that is gathered/collected and presented
tally chart	a way of representing data, using a tally to show an amount
tally	a short line which represents a number 𝍸
pictogram	a way of representing data, using a symbol/simple picture to show an amount
block graph	a way of representing data, using blocks to show an amount
Geometry: Properties of shape	
3D shapes	a solid shape with 3 dimensions (height/length, width and depth)
2D shapes	a flat shape with only two dimensions (height/length and width)
vertices	the point at which two sides or two edges meet – the corner of a shape
vertex	singular – 1 *e.g. a cone has one vertex*

side	a line that joins the vertices on a 2D shape
face	the flat/curved surface of a 3D shape
edge	the place where two faces meet on a 3D shape
curved	a face on a shape that is bent, not straight and flat
symmetry	a mirror image
line of symmetry	a line through a shape which splits a shape into two identical parts
vertical	a line which runs from top to bottom (up/down)
horizontal	a line which runs from left to right (side to side)
regular	a 2D or 3D shape where all sides/face are the same length/size and all angles are the same
irregular	a 2D or 3D shape where all sides/faces and angles are not the same length/size
quadrilateral	any shape with 4 sides
polygon	a 2D shape with straight, fully closed sides
Number: Fractions	
fraction	an amount that is not a whole number *e.g. ½, ¼, 1/3, ¾*
numerator	the number above the fraction line (the part/parts in question)
denominator	the number below the fraction line (the total number of parts)
unit fraction	where the numerator is 1 and the denominator is a whole number *e.g. ½, ¼, 1/3*
non-unit fraction	where the numerator is more than 1 and the denominator is a whole number *e.g. 2/4, ¾, 2/3*
equivalence/equivalent	fractions which represent the same amount *e.g. ½ and 2/4*
Measurement: Length and height	
length/height	how long/high/tall/short something is, measured in **cm/m**
standard unit of measure	**cm, m, g, kg**
scale	numbers at fixed intervals to measure how long, tall or short something is
Measurement: Mass, capacity and temperature	
volume	the amount of space taken up by an object
mass	the weight of an object, measured in **g/kg**
capacity	how much liquid fits into a container, measured in **ml/l**
temperature	how hot/cool something is, measured using **˚c**
scale	numbers at fixed intervals to measure how heavy/light, hot/cold something is
Geometry: Position and Direction	
turns	move in a circular direction
rotation	movement around a fixed point (clockwise or anti-clockwise)
clockwise	the direction of a turn - turn to the right

anti-clockwise	the direction of a turn - turn to the left
Measurement: Time	
analogue	a clock that tells the time using an hour hand and a minute hand
clock face	the flat surface of a clock, where the hands are
minute hand	the longer hand on a clock that represents minutes passing
hour hand	the shorter hand on a clock that represents the hour
duration	how long something lasts
interval	length of time between two given times
later	time that is after now
earlier	time that is before now