## NUMBER AND PLACE VALUE

| Rec <br> Numeral - how to write a number using digits | Year 1 <br> Numeral - how to write a number using digits <br> Digit - 24 is a 2-digit number. The 2 represents the tens, the 4 represents the ones <br> Compare - equal (is the same as = ), greater, more, less, <br> fewer, <br> Order <br> Sort <br> Count - forwards, backwards, Represent Tens, Ones, One more, One less | Year 2 <br> Consecutive - <br> following in order <br> 2,3,4 are consecutive <br> numbers <br> Tens, ones, hundreds <br> Place value <br> Numeral / words <br> Partition <br> Estimate | Year 3 <br> Tens, ones, hundreds, thousands <br> Roman numerals 1 12 <br> Whole number | Year 4 <br> Tens, ones, hundreds, thousands, <br> Tenths, hundredths <br> Whole number <br> Decimal number <br> Decimal point <br> Round to the nearest <br> 10 <br> Round to the nearest 100 <br> Round to the nearest $1,000$ <br> Negative numbers negative 3 is written 3 <br> Roman numerals to 100: I, V, X, L, C | Year 5 <br> Tens, ones, hundreds, thousands, ten thousands, hundred thousands, million <br> Tenths, hundredths, Thousandths, Roman numerals to 1,000: I, V, X, L, $C, D$, M | Year 6 <br> Tens, ones, hundreds, thousands, ten thousands, hundred thousands, millions, <br> Tenths, hundredths, Thousandths Decimal places |
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## ADDITION

| Rec <br> Part - a number of parts added together makes a whole Whole - a whole is made up of a number of parts Equal - symbol ( $=$ ) read 'equals' or 'is the same as' | Year 1 <br> Numeral - how to write a number using digits Digit - 24 is a 2digit number. The 2 represents the tens, the 4 represents the ones <br> Sum - the total of one or more additions Total - the sum found by adding <br> More - to increase an amount Numberbond - 2 numbers that add together to make a total, e.g. $6+4$ is a numberbond to 10 . Adding together -(aggregation)combining 2 parts together Adding more -(augmentation)starting with an amount and increasing it by another amount | Year 2 <br> Addend - a number to be added to another <br> Commutative - <br> addition is <br> commutative so $8+2=2+8$ <br> Inverse - addition and subtraction are inverse operations so $7+3=10$ and $10-3=$ <br> Exchange - when adding the ones in column addition if the total is greater than 10 we exchange 10 ones for a ten OR 10 tens for a hundred. <br> Bridging 10 -adding 2 numbers to make ten and then add on the rest Column addition where the digits are placed in columns to add the numbers together | Year 3 <br> Compensation - a mental strategy where one number is rounded to make the calculation easier and then adjusted e.g. $56+38$ is treated as $56+40$ and then 2 is subtracted to compensate <br> Estimate <br> Increase | Year 4 <br> Consolidation of terms learnt in previous year groups | Year 5 <br> Integer - any of the positive or negative whole numbers <br> Positive - any number larger than zero <br> Negative - any number smaller than zero | Year 6 <br> Consolidation of terms learnt in all previous year groups |
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## SUBTRACTION

| Rec <br> Whole - a whole subtract any number of parts equals a part Take away - to remove a number of items from a group | Year 1 | Year 2 | Year 3 | Year 4, 5 \& 6 <br> Consolidation of terms learnt in previous year groups |
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|  | Subtract - to carry out the process of | Inverse - addition and subtraction are | Subtrahend - a number to be subtracted from another |  |
|  | subtraction | inverse operations so | Minuend - a number from which another is to |  |
|  | Minus - a name for | $10-4=6$ and $6+4=10$ | be subtracted <br> Minuend - Subtrahend = Difference |  |
|  | the symbol '-' | (it is NOT | Compensation - a mental strategy where one |  |
|  | Less - to decrease an | commutative) | number is rounded to make the calculation |  |
|  | amount | Exchange - when the number to subtract | easier and then adjusted |  |
|  | Counting back <br> Finding the | is larger than the | e.g. 56-38 is treated as 56-40 and then 2 is added to compensate |  |
|  | difference | number we are | Efficient subtraction (Y4) - |  |
|  |  | subtracting from we exchange a ten into | instead of 4,000-2,124 do 3,999-2,123 Decrease |  |

## MULTIPLICATION

| Rec | Year 1 <br> Groups of, sets of, lots of Equal groups Counting patterns (2s, 5s, 10s) Doubles | Year 2 <br> Multiply - to carry out the process of multiplication Multiple - a number in a times table e.g. the multiples of 2 are 2,4,6 etc. Groups of, lots of, sets of, times, multiplied by different ways to say the symbol " $x$ " Array - an ordered collection of objects in rows and columns Commutative knowing $3 \times 5$ will get the same answer as $5 \times 3$ <br> Even - numbers in the 2 times table Odd - numbers not in the 2 times tables Pairs | Year 3 <br> Factor- <br> factor $\times$ factor $=$ <br> product <br> Product - the <br> result of <br> multiplying 2 <br> numbers <br> Multiply <br> Scaling - to enlarge a number, quantity or measurement by an amount | Year 4 <br> Factor- <br> factor $\times$ factor $=$ product e.g. 1,2,3,4,6,12 are factors of 12 <br> Factor pairs - A <br> factor pair is 2 <br> factors multiplied together to make a given product Short multiplication - a method used to multiply 2 or more digits by a 1 digit number, using columns | Year 5 \& 6 <br> Prime number - A whole number greater than 1 that only has two factors, itself and 1. <br> Composite - a non prime number. <br> Common factor - a number which is a factor of 2 or more other numbers e.g. 3 is a common factor of 9 and 30,7 is a common factor of 14 <br> and 21. <br> Prime factor - the factors of a number that are prime e.g. 2 and 3 are the prime factors of 12 Common multiple - the smallest positive number that is a multiple of two or more numbers e.g. 24 is a common multiple of 4,6,8 etc. <br> Square numbers <br> Cube numbers |
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## DIVISION

## Rec \& Year 1

Sharing - share equally a number of objects into a specified number of groups.
Divide - to carry out the process of division
Make equal groups - grouping
Make equal groups - sharing

| Year 2 |
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| Sharing - sharing equally |
| between |
| Grouping - put into groups of |
| Divided by - sharing or grouping |
| Inverse - multiplication and |
| division are inverse operations so |
| $10 \div 2=5$ and $5 \times 2=10$ |
| (it is NOT commutative) |
| Even - numbers that can be |
| divided by 2 |
| Odd - numbers that will have a |
| remainder of 1 when divided by 2 |

Year 3, 4, 5 and 6
Dividend - the number that is being divided into equal parts
Divisor - for sharing: the number that it is being shared between. For grouping: the number in each group In $15 \div 3,15$ is the dividend and 3 is the divisor
Quotient - the result of a division
dividend $\div$ divisor $=$ quotient
Divisible - A whole number is divisible by another if there is no remainder after division
Remainder - the amount remaining after division
e.g. $29 \div 7=4 r 1$

Scaling - to reduce a number, quantity or measurement by an amount Short division - a method used to divide 2 or more digits by a 1 digit number

Y6 - Long division
Orders of operations - brackets, indices ${ }^{2} 3 \sqrt{3}$, multiplication and division, addition and subtraction

## FRACTIONS

| Rec | Year 1 <br> Equal parts <br> Whole <br> Half <br> Quarter | Year 2 <br> Whole <br> Half $\frac{1}{2}$ <br>  <br> Third $\frac{1}{3} \frac{2}{3}$ <br> Unit fraction <br> Non-unit fraction <br> Equivalent <br> fraction <br> numerator <br> denominator | Year 3 <br> Whole, part <br> Halves, quarters, <br> thirds <br> Tenths <br> Unit fraction <br> Non-unit fraction | Year 4 <br> Tenths <br> Hundredths <br> Proper fractions <br> Improper fraction <br> Mixed number | Year 5 <br> Improper fraction Mixed number <br> Thousandths <br> Percentage - out of 100 <br> Equivalent fractions, decimals and percentages | Year 6 <br> Equivalent fractions <br> Simplify <br> Highest common factor (HCF) <br> Lowest common multiple (LCM) <br> Percentage of an amount |
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MEASURES

| Rec <br> Before, after First, next Long, longer Short, shorter Tall, taller | Year 1 <br> Length <br> Height <br> Compare <br> Cm (centimetres) <br> Weight <br> Mass <br> Heavy/Heavier / heaviest Light / Lighter <br> / lightest Equal / <br> Same Capacity (the <br> volume of a material <br> held in a container) <br> Volume (the space <br> taken up inside a <br> container) <br> Full, nearly full, <br> Empty, nearly empty <br> Container <br> Time - before, after, morning, afternoon, evening <br> Today, yesterday, <br> tomorrow <br> Days of the week Months of the year O'clock - minute hand pointing to the 12 <br> Minute hand - longer | Year 2 <br> Length - $\mathrm{cm}, \mathrm{m}$, <br> Mass - g , kg, <br> Volume - ml, litres <br> Temperature $-{ }^{\circ} \mathrm{C}$ <br> Time: <br> Analogue clock <br> Minute hand <br> Hour hand <br> O'clock, half past <br> Quarter past, <br> quarter to, 5 <br> minutes past etc <br> Seconds, minutes, hours | Year 3 <br> Length - mm <br> Equivalent lengths <br> Perimeter - <br> distance around the <br> edge of a closed <br> shape Intervals <br> Time - to the minute AM / PM <br> 24 hour clock <br> Duration of time <br> Midnight <br> Midday - noon | Year 4 <br> Length - km <br> Rectilinear shape - a <br> rectilinear shape can be divided into rectangles in order to find the area <br> Area - the amount of space within a closed 2D shape <br> Time - to the minute AM / PM 24 hour clock Duration of time Analogue Digital | Year 5 <br> Metric measures <br> Imperial <br> measures <br> Timetables <br> Area of a rectangles <br> Area of compound shapes | Year 6 <br> Area of a triangle <br> Area of a parallelogram <br> Volume of a cube/cuboid |
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## GEOMETRY

| Rec | Year 1 <br> 3D shapes - cube, cuboid, cylinder, cone, pyramid, sphere, <br> Faces <br> Curved <br> surface Roll <br> Stack <br> 2D shapes - square, rectangle, circle, triangle <br> Sides-curved, <br> straight <br> Patter <br> $n$ Next <br> Repeat | Year 2 <br> 2D shapes - as <br> Y1 plus pentagon, hexagon, octagon, <br> Sides - curved, <br> straight <br> Regular, irregular <br> Vertex/Vertices - <br> where 2 lines meet <br> at a point <br> Lines of symmetry <br> Symmetrical <br> 3D shapes - as Y1 <br> plus triangular <br> prism, <br> tetrahedron, <br> square based <br> pyramid, <br> Flat faces <br> Curved <br> surfaces <br> Edge - where 2 <br> faces or a face and a curved surface meet <br> Vertex/vertices - <br> where 2 or more <br> edges meet <br> Apex - point at the top of a cone or pyramid | Year 3 <br> Right angle <br> Acute angle -less <br> than a right angle <br> Obtuse angle - more <br> than a right angle <br> Horizontal <br> Vertical <br> Parallel <br> Perpendicular <br> Prism - same shape <br> all the way through <br> Pyramid - tapers to a point <br> Quadrilateral <br> Polygon <br> Carroll diagram Venn diagram | Year 4 <br> Right angles are 90 <br> degrees $\left({ }^{\circ}\right)$ <br> Acute angles are less <br> than $90^{\circ}$ <br> Obtuse angles are more than $90^{\circ}$ but less <br> than $180^{\circ}$ <br> Triangles: <br> Right angled, <br> Equilateral, <br> Isosceles, Scalene <br> Quadrilaterals: <br> squares, rectangles, parallelogram, trapezium, rhombus, kite, <br> Parallel lines, perpendicular lines, Symmetrical figure | Year 5 <br> Protractor <br> Straight line <br> Around a point <br> First <br> Quadrant <br> Translation <br> Co-ordinates <br> Reflection | Year <br> 6 <br> Circle: <br> Centre - the middle point, radius - the distance from the centre to the edge of a circle, diameter the distance from one edge to another going through the centre, circumference - the distance around a circle (its perimeter) <br> Four quadrants <br> Co-ordinates - <br> positive and negative <br> Translation <br> Transformation <br> Vertically opposite angles <br> Angles in triangles <br> Angles in quadrilaterals <br> Nets of 3D shapes |
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MATHEMATICAL VOCABULARY ACROSS THE SCHOOL Perdiswell

|  |  | Turn <br> Clockwise <br> Anti- <br> clockise <br> Direction <br> Position <br> Right <br> angle <br> Orientatio <br> n |  |  |  |  |
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Each year group should build on and consolidate previous year groups

## STATISTICS



