

3-5 Common Math Vocabulary

<p>Factor – numbers you multiply together to get another number</p>	<div style="text-align: center;"> <p>Factor</p> <p style="margin-left: 100px;">$4 \times 3 = 12$</p> <p style="margin-left: 100px;">Product</p> </div>
<p>Product – the result of multiplying two factors together</p>	
<p>Dividend – the amount that you want to divide up (the first number in the equation)</p>	<div style="text-align: center;"> <p>Dividend</p> <p style="margin-left: 100px;">$24 \div 3 = 8$</p> <p style="margin-left: 100px;">Quotient</p> </div>
<p>Divisor – the number you divide by (the number of groups), (the second number in the equation)</p>	
<p>Quotient – the result or answer to a division equation</p>	
<p>Equality – two numbers, expressions, or equations have the same value</p>	$8 = 8$ $3 + 5 = 8$ $3 + 5 = 4 + 4$
<p>Order of Operations – the rules that say which calculation comes first in an expression</p>	<p style="text-align: center;">Think: Please Excuse My Dear Aunt Sally</p> <p>P – parenthesis ()</p> <p>E – exponent x^2</p> <p>M – multiplication \times</p> <p>D – division \div</p> <p>A – addition $+$</p> <p>S – subtraction $-$</p>

Base Ten – the decimal number system we use

One – single unit in the base ten system

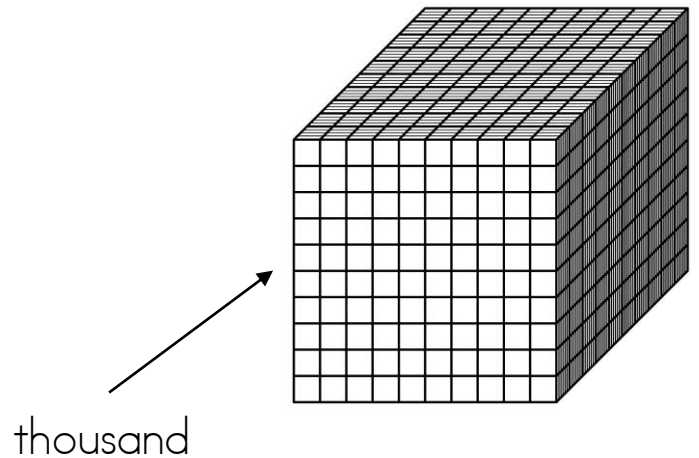
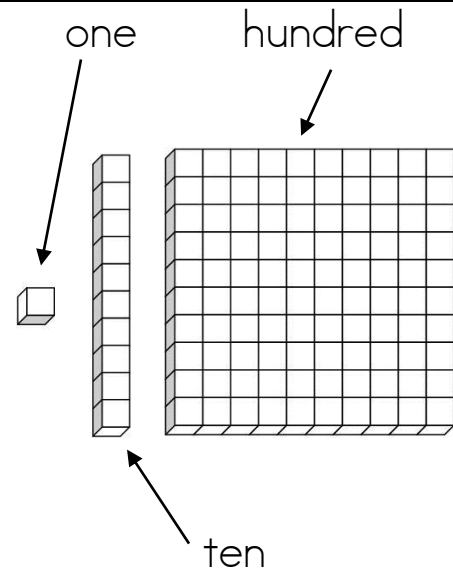
Ten – group of 10 in the base ten system

Hundred – group of 100 in a base ten system

Thousand – group of 1,000 in a base ten system

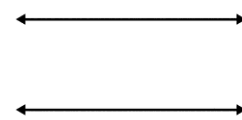
Period – each group of three digits separated by commas

Parallel Lines – two lines that never meet and are always the same distance apart

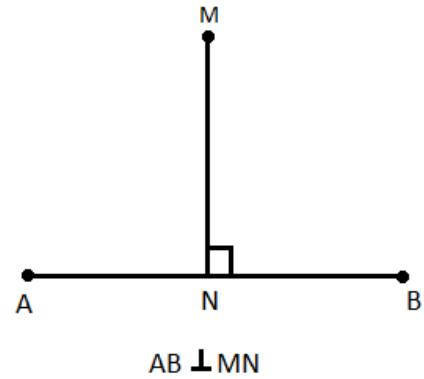


123,456,789

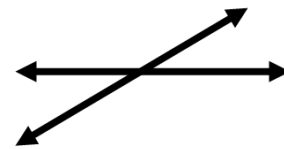
Millions	,	Thousands	,	Ones
123	,	456	,	789



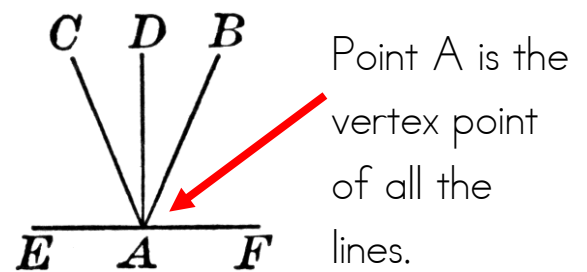
Perpendicular Lines – lines that intersect each other at a right angle, 90°



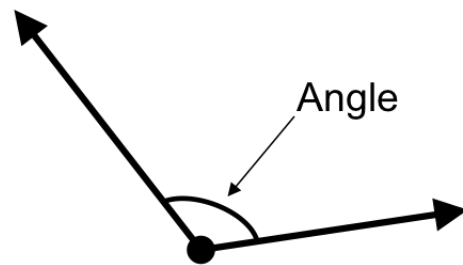
Intersecting Lines – lines that cross each other, they have a common point



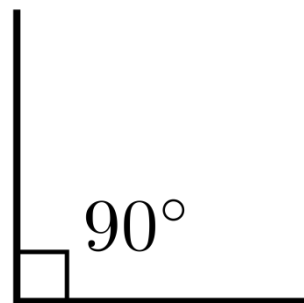
Vertex – a point where two or more straight lines meet



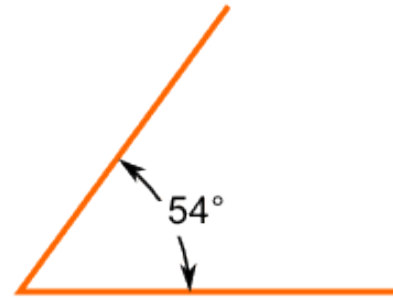
Angle – the amount of turn between two straight lines that have a common end point which is the vertex



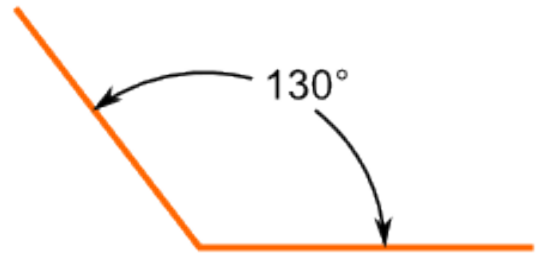
Right Angle – an angle whose measure is exactly 90°



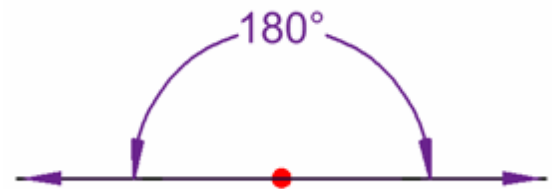
Acute Angle – an angle whose measure is less than 90°



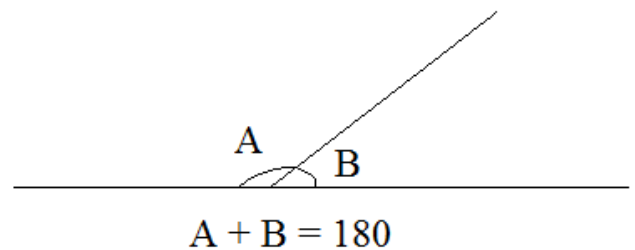
Obtuse Angle – an angle whose measure is more than 90° but less than 180°



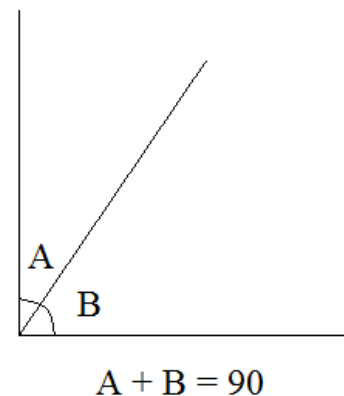
Straight Angle – an angle that measures exactly 180°



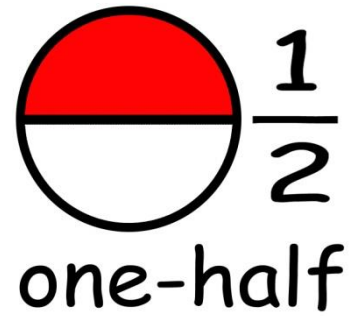
Supplementary Angle – Two angles are supplementary when the measure of their angles add up to 180°



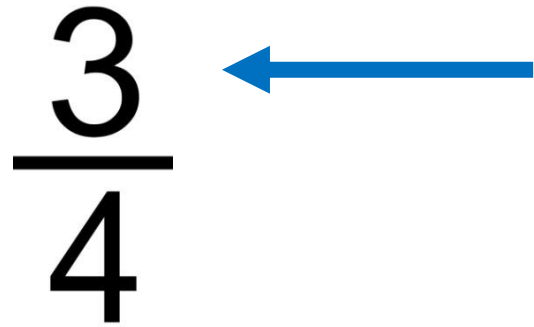
Complimentary Angle – Two angles are complimentary when the measure of their angles add up to 90°



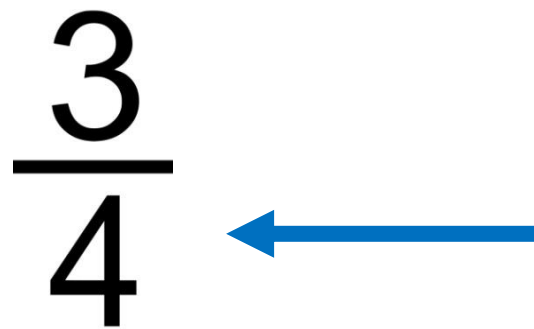
Fraction – an expression that represents part of a whole



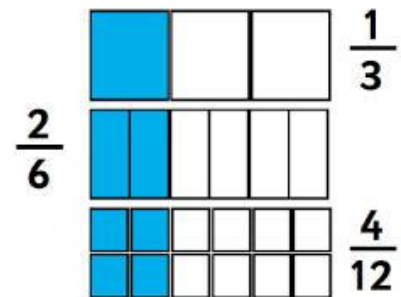
Numerator – the top number in the fraction which states how many parts we have



Denominator – the bottom number of the fraction which states how many parts the whole is divided into

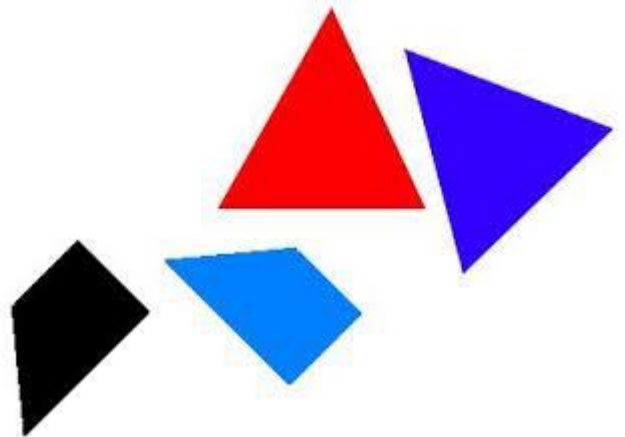


Equivalent Fraction – fraction that are equal to the same amount but use different numbers

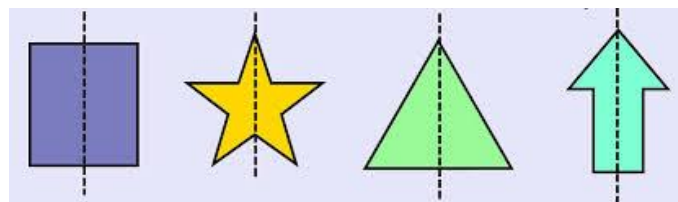


Congruent – items that are the same size and shape

(You can turn, slide, or rotate and they will fit on top of each other.)



Symmetrical – one side is exactly like another if you flip, slide or turn it



Additive Identity Property – adding zero to a number leaves it unchanged

$$0 + 5 = 5$$

Multiplicative Identity Property – multiplying a number by one leaves it unchanged

$$8 \times 1 = 8$$

Associative Property – the grouping of the numbers does not matter (i.e. which you calculate first) when adding or multiplying

Associative Property of Addition

$$\begin{aligned} (2+3)+4 &= 2+(3+4) \\ \text{Do First} & \quad \quad \quad \text{Do First} \\ 5+4 &= 2+7 \\ 9 &= 9 \end{aligned}$$

Associative Property of Multiplication

$$\begin{aligned} (6 \times 4) \times 2 &= 6 \times (4 \times 2) \\ \text{Do First} & \quad \quad \quad \text{Do First} \\ 24 \times 2 &= 6 \times 8 \\ 48 &= 48 \end{aligned}$$

Commutative Property – the order of the numbers does not matter, when combined they will still equal the same answer (ONLY for addition and multiplication)

COMMUTATIVE PROPERTY

FOR ADDITION & MULTIPLICATION

The property stating that you can change the order of the addends or the factors and it will **NOT** change the answer.

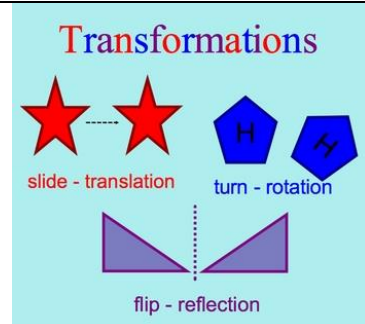
EXAMPLES:

$$4 + 5 = 5 + 4$$
$$9 = 9$$

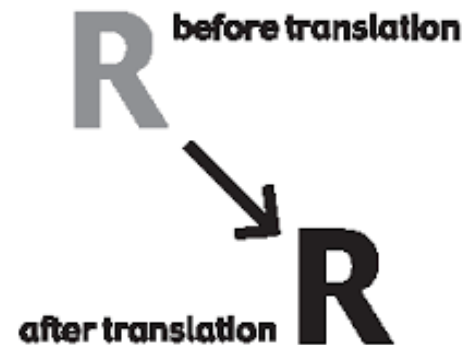
$$15 \times 2 = 2 \times 15$$
$$30 = 30$$

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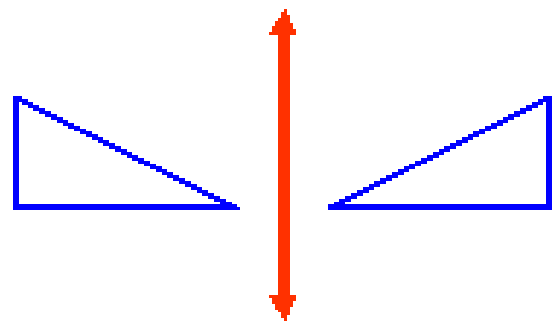
Transformations – changing a shape using a turn, flip, slide, or resize



Translation – to slide, move a shape without rotating or flipping it, shape looks exactly the same just in a different location

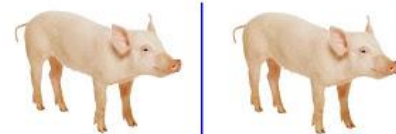


Reflection – an image or shape as it would be seen in a mirror, looks as if it were flipped over a line of symmetry



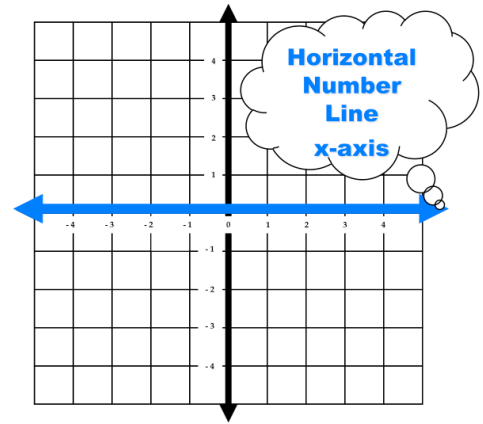
Slide – to move a shape without rotating or flipping it, shape looks exactly the same just in a different place

slide

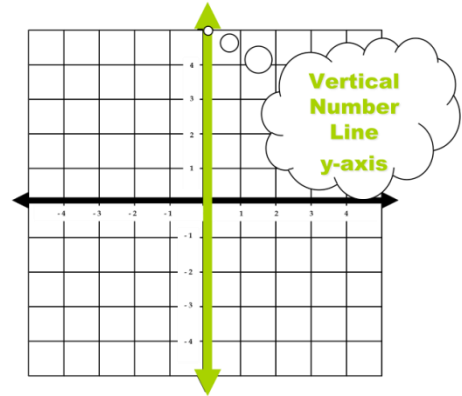


*move an item in any direction without rotating it

X-axis – the line on a graph that runs horizontally (left to right) through zero



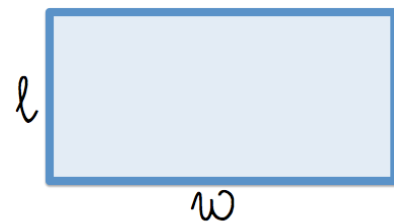
Y-axis – the line on a graph that runs vertically (up-down) through zero



Area – the amount of space inside the boundary line of 2-dimensional object
Formula: Area = Length x Width

Area

The inside measure of a 2D shape



Remember: length x width

Perimeter – the distance around a two-dimensional shape

Formula:

$$P = l + l + w + w$$

$$P = 2L + 2w$$

$$P = 2(L + w)$$

Perimeter

The **perimeter** is the total distance around the outside of a 2D shape.



You calculate the perimeter of a 2D shape by adding together all the lengths of the shape.

