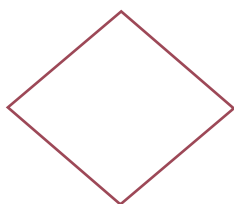


THE LANGUAGE OF MATHS

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| area | the amount of surface space inside the perimeter of a shape – area is often measured in square centimetres (cm ²) or square metres (m ²) |
| ascending order | from smallest to largest, increasing in size |
| capacity | the amount that something will hold – for example, the capacity of a glass or the capacity of a bath |
| descending order | from largest to smallest, decreasing in size |
| distance | how far it is from one place to another. One way of finding out a distance is to measure it using a ruler or tape measure. To calculate a longer distance (for example, one that you would travel on a bike or in a car) you can use the formula: distance = time x speed. |
| negative number | a number less than zero – a negative number has a minus sign in front of it (-1, -2, -3) |
| parallel | lines that are the same distance away from each other, all along their length |
| perimeter | the distance all the way round the edge of something |
| perpendicular | a line is perpendicular to another line if they meet at right angles |
| quadrilateral | a two-dimensional (2-D) shape with four straight sides and with internal (inside) angles that add up to 360 degrees (360°). Some quadrilaterals have special names (for example, 'square' or 'parallelogram'). |



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| rhombus | a two-dimensional (2-D) shape. It has four sides that are equal in length. Its opposite sides are parallel. |
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| squared | a number that is squared is multiplied by itself (for example, '7 squared' is 7 x 7). '7 squared' is written as '7 ² '. |
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| triangle | a two-dimensional (2-D) shape with three straight sides and three angles that always add up to 180 degrees (180°). There are many different types of triangle (equilateral, isosceles, scalene, right-angled). |
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| 24-hour clock | the clock format used for timetables. The 24-hour clock uses four digits. The first two are for hours and the second two are for minutes. Example 1.30 p.m. is shown as 13:30 on the 24-hour clock |
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