

# **Featherstone Wood Primary School**

Mastery in Maths Glossary of Terms

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Word	Definition	Picture
Addend	A number which is added to another.	Parts of Addition  Addend  Addend  Parts of Addition  Sum or Total
Aggregation	A group of items.	
Associative law	The "Associative Laws" say that it doesn't matter how we group the numbers (i.e. which we calculate first)  Example addition: $(6 + 3) + 4 = 6 + (3 + 4)$ Because $9 + 4 = 6 + 7 = 13$ Example multiplication: $(2 \times 4) \times 3 = 2 \times (4 \times 3)$ $8 \times 3 = 2 \times 12 = 24$	$= 2 \times (4 \times 3)$
Arrays	An arrangement of objects, pictures, or numbers in columns and rows is called an array. Arrays are useful representations of multiplication concepts.	$4 \times 6 = 24$ $6 \times 4 = 24$
Augmentation	Counting on. Start at a number and count on.	0 1 2 3 4 5 6 7 8 9 10 3 + 4 =

Bar model	Visual representation of a number using unit cubes, lines (of 10 cubes), sheets (of 100 cubes) and boxes (of 1000 cubes). Used in pictorial approach to solving addition and subtraction problems.	70 30 70 + 30 = 100
Benchmarks	Are usually referred to with a number line. A benchmark is normally is the nearest 10 or 5.	18+13=31  2
Commutatively	It does not matter which was round the calculation goes.  Example: 2 + 4 = 6 4+ 2 = 6	2 × 4
Compensation	You take from one side of the calculation and give to the other to make the calculation quicker. Usually a mental calculation.	36 + 17 +4 -4 40 + 13 53
Complements (number bonds)	Complements to 10 are two numbers which add up to 10.	4+6=10

Composite number	A whole number that can be divided evenly by numbers other than 1 or itself.	Composite Numbers have more than 2 factors.  Examples  25 27
Decomposition	Opposite of composition – breaking the number up usually by place value to add or subtract.	847 800 + 40 + 7
Distributive law	The Distributive Law says that multiplying a number by a group of numbers added together is the same as doing each multiplication separately Example: $3 \times (2 + 4) = 3 \times 2 + 3 \times 4$ So the "3" can be "distributed" across the "2+4" into 3 times 2 and 3 times 4.	3 x (2+4) 3x2 + 3x4
Divisibility rules	Rules which make it easier to know whether a number is a multiple or not.	Divisibility Rules  GGGGGGGGG  +2  The last digit is even (0,2,4,6,8)  GGGGGGGGG  +5  The last digit is 0 or 5  GGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGGG

Doubles / near doubles	Adding (or subtracting) two of the same number then counting on or back. For example: 6 + 7 = 6 + 6 = 12 + 1 = 13	6 + 7 = 13  six seven
Equal difference	Used in subtraction only. When you subtract an amount from both sides of a calculation to make the subtraction easier.	$28 - 13^{-3} = 25 - 10$ $28 - 13^{+2} = 30 - 15$
Equal sum	Equal sum is used in addition. It is an extension of compensation. It exploits pupils knowledge of bonds to ten and complements to 100.	>0000000000000000000000000000000000000
Equal to (approximately equal to )	Used when rounding or estimating instead on = symbol	
Exchanging	Previously referred to as borrowing. Changing ten ones for one ten rod.	one ten rod
Fact families	Fact Families are sets of three numbers that can be added and. subtracted or divided and multiply together and they help develop the understanding of the relationship between addition and subtraction or multiplication and division.	10 6 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3

Factors	"Factors" are the numbers you multiply to get another number.	Factors of 12  1, 2, 3, 4, 6, 12
Grouping	Division is splitting into equal parts or groups.  Putting the flowers into groups of three.	
Minuend	A quantity or number from which another is to be subtracted.	Parts of Subtraction  Minuend Subtrahend Difference
Multiples	A number that may be divided by another a certain number of times without a remainder.	5 x 4 = 20  factor factor of 20  multiple of 4  multiple of 5
Partitioning	Similar to decomposition. Splitting the number up based on its place value.	Partitioning method 500 + 100 = 600 60 + 90 = 150 7 + 9 = 16 600 + 150 + 16 = 766

Part part whole model (Cherry model)	A diagram to show different ways a whole number can be split into two parts.	3 part  whole 2 part
Place value holders	Zero as a place holder. In our place value number system, zero is used to represent an empty column.	0
Rebalancing	Balancing out both sides of a calculation.	16 + 39
Recombining	When you have split a number up before calculating then combining again at the end. For example:  23 + 34 =  20 + 30 = 50  3 + 4 = 7  50+ 7 = 57	47

Regrouping	Regrouping in math is a term used to describe the process of changing groups of ones into tens to make adding and subtracting easier.	Tens Ones  28 + 15
Reordering	Changing around a calculation so that it makes it easier to answer. This could be changing the calculation from – to +.	214-85 5 10 100 14 = 129 85 90 100 200 214
Repeated addition	Adding the same number again and again in order to find the answer to a multiplication problem.	3+3+3+3 4x3 2+2 2+2 2x2
Sharing	Having a certain amount (15 sweets) and splitting them between an amount (3)	$7 \div 2 = 3 R 1 $ Remainder

Subtrahead	A quantity or number to be subtracted from another.	Parts of Subtraction  Minuend Subtrahend Difference
Subsidising	Subsidising refers to immediately knowing how many items lie within a visual scene for a small number of items. It is to have a rapid and confident judgement to know at a glance and without counting to identify the number of items in a group	