

ADDITION +	ADD	SUM
	MORE	INCREASE
	PLUS	ALTOGETHER
	TOTAL	

SUBTRACTION -	SUBTRACT	FEWER
	MINUS	DIFFERENCE
	LESS	TAKE AWAY
	LEAVE	DECREASE

MULTIPLICATION X	MULTIPLY	'BY'
	TIMES	REPEATED
	LOTS OF	GROUPS OF

DIVISION ÷	DIVIDE	SPLIT
	SHARE	PORTION
	EACH	GOES INTO
	PART	EQUAL GROUPS

## MATHEMATICAL SYMBOLS

$\leq$  Less than or equal to

$<$  Less than

$\approx$  Approximately

$\equiv$  Identical to

$\neq$  Not equal to

$>$  Greater than

$\geq$  Greater than or equal to

$\Sigma$  Sum

$\cup$  Union (or)

$\cap$  Intersect (and)

$\in$  Element (of)

$\notin$  Not an element (of)

$n!$  Factorial [ $n \times (n-1) \dots \times 1$ ]

$\sqrt{\quad}$  Square root       $\angle$  Angle ( $\angle ABC$ )

$\sqrt[3]{\quad}$  Cube root       $:$  Ratio

$\sqrt[4]{\quad}$  Fourth root       $^\circ$  Degrees

$\propto$  Proportional to       $\emptyset$  Diameter

$\parallel$  Parallel to       $\therefore$  Therefore

$\nparallel$  Not parallel to       $\because$  Because

## PREFIXES

<b>KILO-</b>	<b>THOUSAND</b>
1km = 1000m	
<b>PARA-</b>	<b>ALONGSIDE</b>
Parallel = Lines being an equal distance	
<b>VERT-</b>	<b>TURN</b>
Vertex = A point of turn (angle) on a polygon	
<b>POLY -</b>	<b>MANY</b>
Polygon = A shape with many (3 or more) sides	
<b>MILLI-</b>	<b>THOUSANDTH</b>
Millimetre = One thousandth of a metre	
<b>PERI-</b>	<b>AROUND</b>
Perimeter = The measure around a shape	
<b>VAR-</b>	<b>CHANGE</b>
Variable = An unknown value that can change	
<b>TRANS-</b>	<b>MOVEMENT</b>
Translation = The movement of a shape	
<b>TRI-</b>	<b>THREE</b>
Triangle = A three-sided polygon	
<b>QUAD-</b>	<b>FOUR</b>
Quadrilateral = A four-sided polygon	
<b>PENT-</b>	<b>FIVE</b>
Pentagon = A five-sided polygon	
<b>TANG-</b>	<b>TOUCH</b>
Tangent = A line that touches a curve	

## SUFFIXES

<b>-TION</b>	<b>PROCESS/RESULT</b>	<b>-OID</b>	<b>-LIKE</b>
Fraction = the result of breaking up into parts		Cuboid = A cube-like shape	
<b>-METRY</b>	<b>MEASURING</b>	<b>-LATERAL</b>	<b>SIDE</b>
Trigonometry = Measuring relationships in Tri		Quadrilateral = A four-sided shape	
<b>-GON</b>	<b>CORNER/ANGLE</b>	<b>-GRAM</b>	<b>WRITE</b>
Hexagon = A shape with six corners		Diagram = To represent something in graphic form	

## COMMAND WORDS

<b>Calculate</b>	A calculator and some working will be needed.
<b>Change</b>	Usually convert from one unit to another; either using known conversions or a graph
<b>Complete</b>	Fill in missing values
<b>Describe</b>	Write a sentence that gives the features of the situation
<b>Draw</b>	Produce an accurate drawing (unless a sketch is being drawn)
<b>Sketch</b>	Does not have to be drawn to scale or a graph drawn without working out coordinates
<b>Expand</b>	Remove brackets
<b>Express</b>	Re-write in another form
<b>Factorise</b>	Insert brackets by taking out common factors
<b>Find</b>	Some working will be needed to get the final answer
<b>Justify</b>	Show all working and/or give a written explanation
<b>Prove</b>	More formal than 'show'; all steps must be present with reasons
<b>Show</b>	All working needed to get to a given answer
<b>Simplify</b>	Simplify the given expression by collecting like terms and/or cancelling out
<b>Solve</b>	Find the solution of an equation or inequality
<b>Work Out</b>	Some working needed in order to get the answer