Glossary of Terms
MATHEMATICS

Acute angle	An angle of less than 90°,
Array	Arranging a set of objects, such as counters, into columns and rows.
Axes	The horizontal and vertical lines used to frame a graph or chart
Bridging through 10	A mental method of adding two numbers whose total is greater than 10 counting on to 10, then adding the remainder of the number to 10. For example: 9 + 6 requires students to add 1 (from the 7) to 9 to make 10, which leaves 5 (from the original 6), 10 + 5 = 15.
Commutativity (commutative property)	Two numbers can be added or multiplied in any order and the solution will be the same.
Compensation Strategy	Adding a number to one and subtracting it from the other later on to ensure that the balance remains the same.
Concrete materials	Physical materials used to help with mathematical concepts, such as counters or cubes.
Constant difference	Constant difference refers to a common difference between pairs of numbers. For example, the difference between 3 and 7 is 4, and another pair of numbers that has a difference of 4 is 2 and 6.
Denominator	In a fraction, the number below the line.
Doubles	A mental strategy where you take two numbers that are the same and add them together. For example, if you're adding 5 + 5, you would double 5 to get 10.
Equivalent fractions	Fractions that are different representations of the same value, for example 1/2 = 2/4 = 4/8.
Expanded notation	Writing number sentences where the numbers have been partitioned. For example, 43 + 26 could be written as 40 + 3 + 20 + 6.
Factor	A number which divides another number without a remainder. For example, 1, 2,3 and 6 are factors of 6 but 4 and 5 are not.
Flexible strategies	Strategies that require students to flexibly use multiple strategies that are not counting on and back (partitioning, number bonds, commutative property) to solve problems.
Hefting	Testing the weight of an object by lifting and/or balancing it with your hands and arms.
Inverse operation	The operation that reverses the effect of another operation. For example, addition and subtraction are inverse operations. When you add 3 to 7 you get 10. If you then subtract 3, you get back to 7.
Improper fraction	An improper fraction has a higher number on top (the numerator) than the bottom (the denominator).
Jump strategy	A mental calculation method that involves jumping from one number (usually the largest number) either forwards (addition) or backwards (subtraction) to the solution.
Mixed number	A number that is made up of a whole number and a fraction, for example 3 ½.
Near doubles	An addition fact strategy in which you add or subtract from a double fact you know to solve another fact. For example, you can solve 7+8 by thinking 7 +7 = 14, 14 +1 = 15.
Non-standard partitioning	breaking numbers in ways that don't use the place value of each digit. For example, 56 is 30+26.
Number bonds	Combinations (pairs) of numbers that add to a given number, e.g. 8 + 2, 6 + 4, and 7 + 3 all bond to form 10.
Number sentence	An arrangement of numbers and symbols. 3 +4=7 is an addition number sentence.
Numerator	In a fraction, the number above the line.
Obtuse angle	An angle greater than 90° but less than 180°.
Ordinal numbers	Numbers which indicate order - 1st, 2nd, 3rd and so on.
Partition	Dividing a number or quantity into parts.
Place value	The value of a digit which is determined by its position in a number. For example, in 924, the 4 represents 4 ones, the 2 represents 2 tens or 20 ones, and the 9 represents 9 hundreds, 90 tens or 900 ones.
Probability	The chance of something happening shown on a scale. For example, the probability that a fair coin toss will come up 'heads' is 0.5.
Reflex angle	An angle of between 180° and 360°.
Repeated addition	An early strategy for solving multiplication problems used to add groups of the same quantity. For example, 3 + 3 + 3 + 3 to solve 4 groups of 3.
Skip counting	Skip counting is counting forwards or backwards in groups or multiples of a particular number, eg. 5, 10, 15, 20.
Standard partitioning	Splitting numbers into the individual values of each digit in a number. Example, 485: 400 + 80 + 5.4 hundreds, 8 tens, 5 ones.
Vertex (vertices)	Where 2 straight sides of a two dimensional shape or faces of a three-dimensional shape meet (the corner).