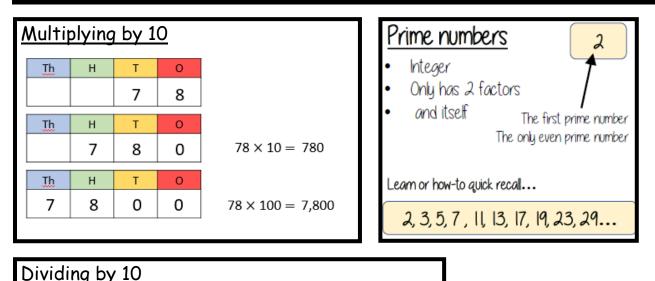


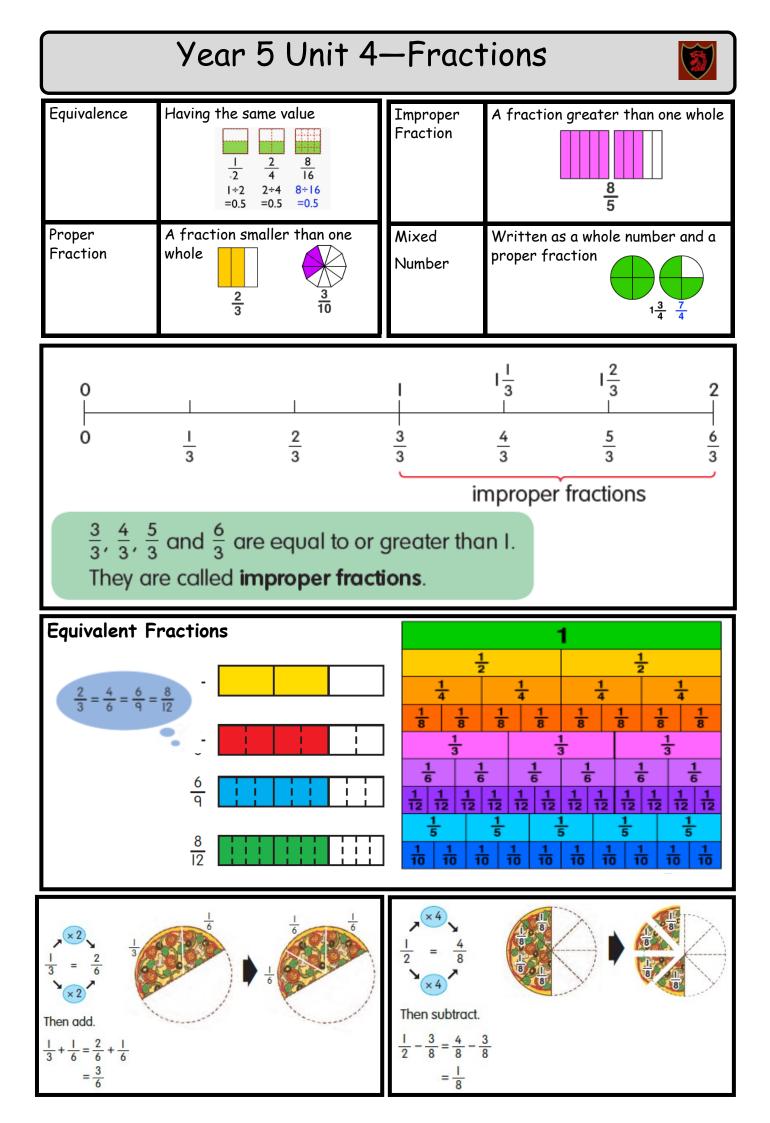
## Year 5 Unit 3 — Multiplication and Division A

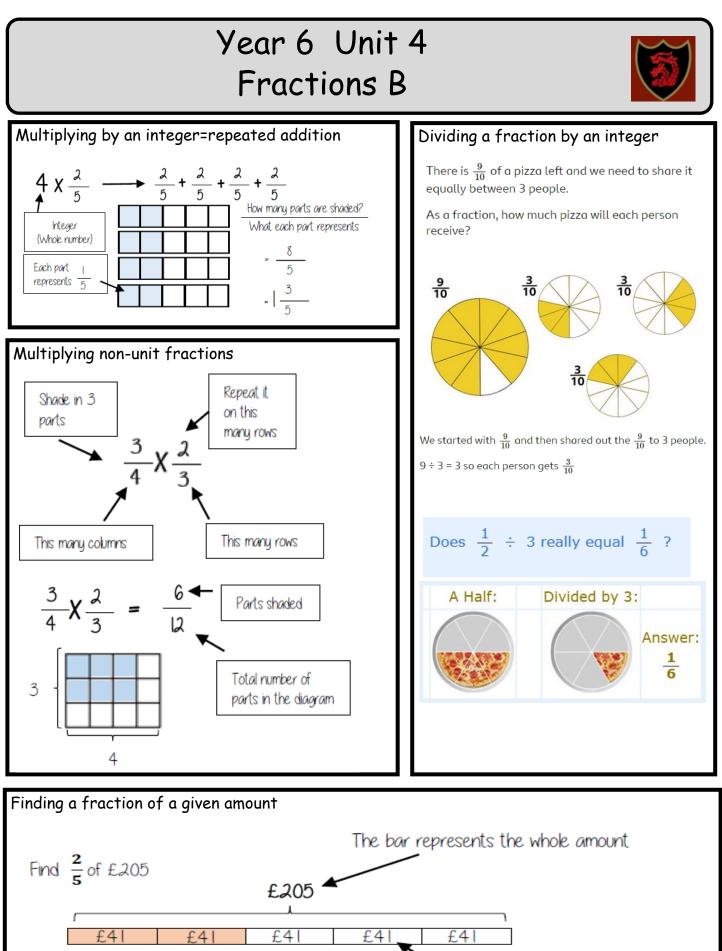


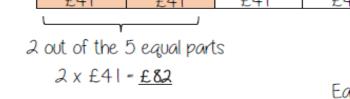
Product	The result when two numbers are multiplied.	6 × 3 = 18
Factor	Numbers we can multiply together to get anoth- er number.	Factor Factor Product
Multiple	The result of multiplying a number by a posi- tive whole number	6, 12, 18, 20, 24 are all multiples of 6
Square Number	To square a number: just multiply it by itself. 4 squared is $4 \times 4 = 16$ . Often shown with a lit- tle 2 in the corner like this: $4^2 = 16$ that is said "4 squared equals 16"	4 $2^{2}$ or $2 \times 2 = 4$ 9 $3^{2}$ or $3 \times 3 = 9$
Cube Number	The result of using a whole number in a multi- plication three times.	5 x 5 x 5 = 125 so $5^3 = 125$
Prime Numbers	A whole number greater than 1 that can not be made by multiplying other whole numbers. They only have 2 factors; one and themselves	prime number 1 2 3 4 5 6 7 8 9 10



	<u> </u>				
TTh	Th	Н	Т	0	
4	7	0	0	0	
III	Th	Н	Т	0	
	4	7	0	0	47,000 ÷ 10 = 4,700
ŢŢŢ	Ţ₽	Н	Т	0	
		4	7	0	47,000 ÷ 100 = 470
III	Th	Н	Т	0	
			4	7	47,000 ÷ 1,000 = 47

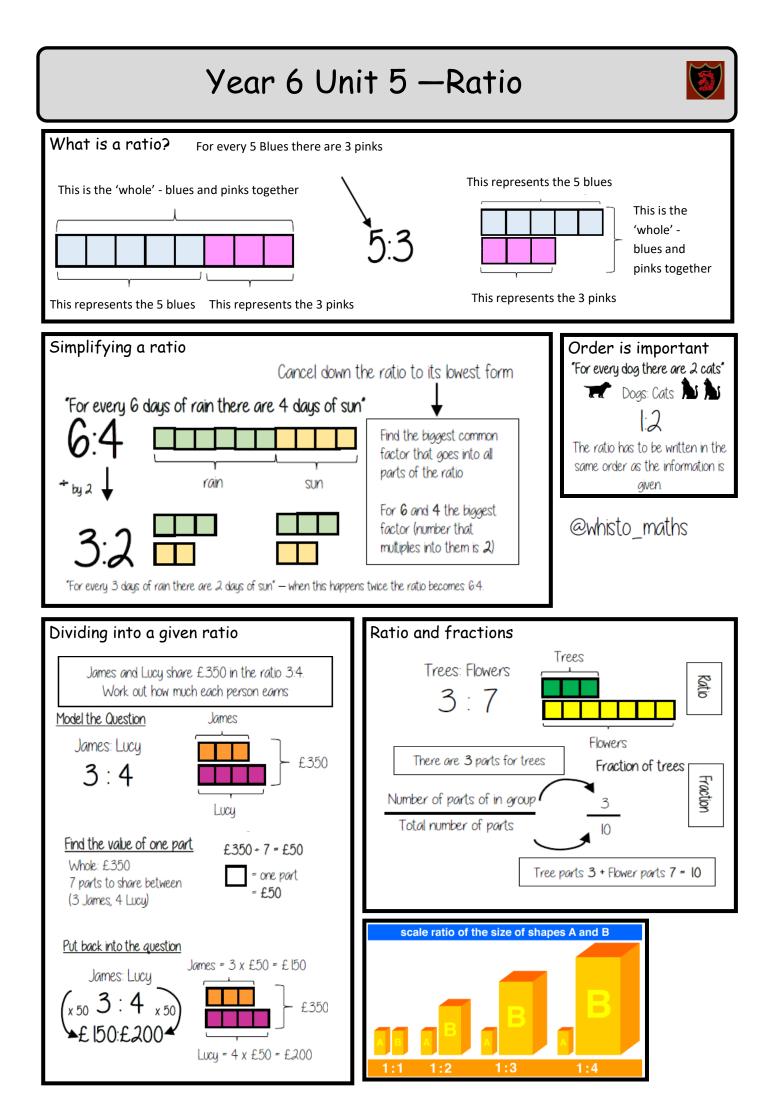






Each part of the bar model represents £41

£205 ÷ 5 = £41



## Year 7 -Unit 5 Fraction, Decimal and Percentage Equivalence

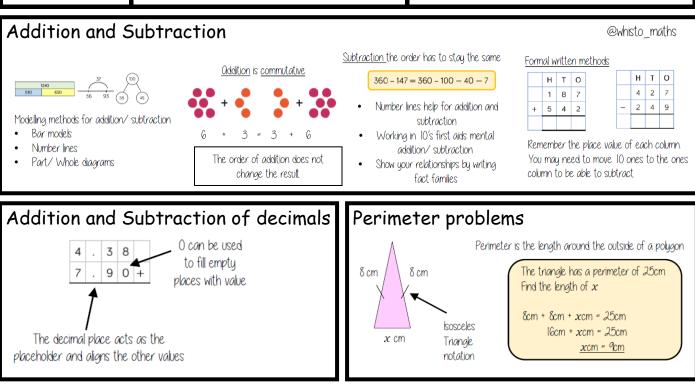
Equivalence	Having the same value	$\frac{1}{\sqrt{2}}  \frac{2}{4}  \frac{8}{16}$ $\frac{1 \div 2}{1 \div 2}  \frac{2 \div 4}{2 \div 4}  \frac{8 \div 16}{8 \div 16}$ $= 0.5  = 0.5  = 0.5$
Percentage	Percent come from the Latin term 'per centum' meaning per hundred.	Parts per 100    25    1    25    1    25
Proper Fraction	A fraction smaller than one whole	$\frac{2}{3}$
Improper Fraction	A fraction greater than one whole	
Mixed Number	A number written as a whole number and a proper fraction	$1\frac{3}{4}  \frac{7}{4}$

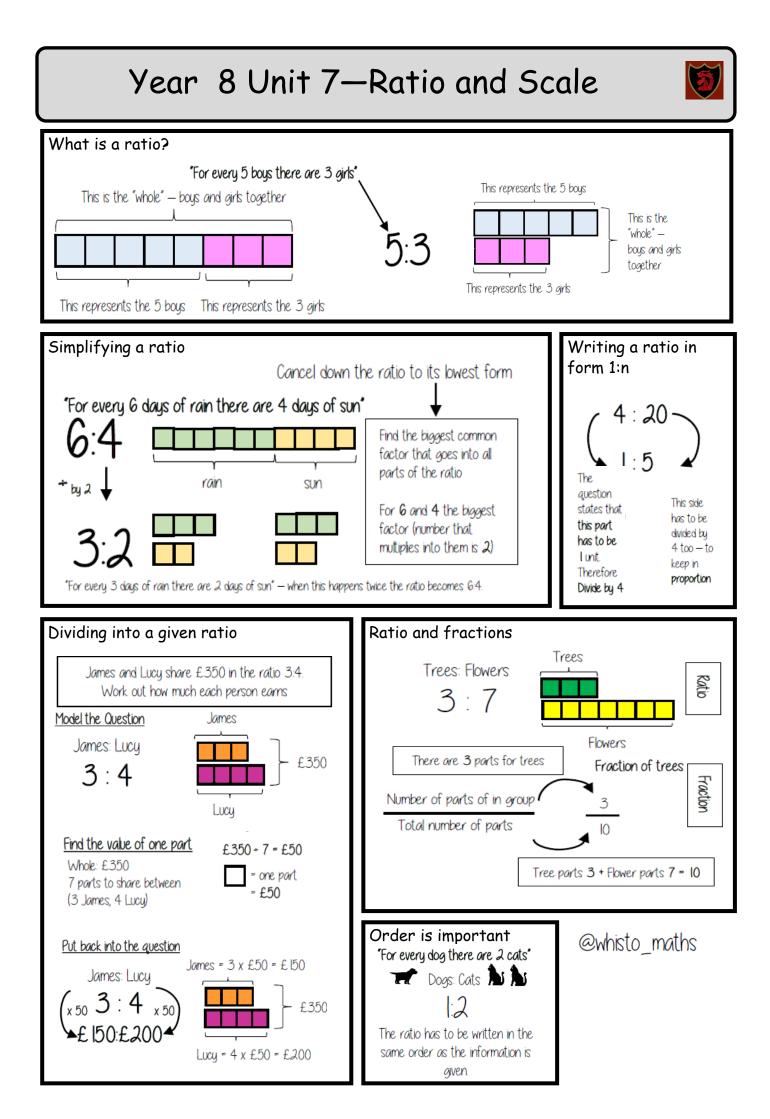
0 10 0%	1 10%		2 10 20%	30%	6 4	$\frac{4}{10}$ 0%	50%	60% 60% 0.6	7 10 709 0.7	% 80	8 0 0% .8	90%	10 10 100%	 34 23	I∙0 0∙75 0∙ċ	100% 75% 66 <sub>3</sub> %
0				ţ			<u>*</u>		<u>1</u> 2	1		1 2	1	3 1 2 1 3	0·5 0·3	50% 33 <del>1</del> %
Thousands	Ireds			nd Point	\$	Hundredths	Thousandths		1 1 8 8	$\frac{\frac{1}{4}}{\frac{1}{8}}$	$\frac{1}{4}$ $\frac{1}{8}$	$\frac{1}{8}$ $\frac{1}{8}$ $\frac{1}{3}$	$\frac{\frac{1}{4}}{\frac{1}{8}}$		0·25 0·2	25% 20%
Thou	Hund	Tehs	Ohes	Decimal	Tenths	E E	Pot F	$     \frac{\frac{1}{6}}{\frac{1}{12}}     \frac{1}{12}     \frac{1}{5}     $	$\frac{1}{6}$ $\frac{1}{12}$ $\frac{1}{12}$	1	$\frac{1}{6}$ $\frac{1}{12}$ $\frac{1}{12}$	$\frac{1}{6}$ $\frac{1}{12}$ $\frac{1}{12}$	$\frac{1}{6}$ $\frac{1}{12}$ $\frac{1}{12}$ $\frac{1}{5}$		0·125 0·1	12½% 10%
				•				$\frac{1}{10}$ $\frac{1}{10}$	5 10	$\frac{1}{10}$ $\frac{1}{10}$	$\frac{1}{10}$ $\frac{1}{10}$	$\frac{1}{5}$	5 1 1 0 10	100	0.01	1%

## Year 7 Unit 6 Applying Addition and Subtraction



Addition	The joining of two or more numbers or quantities.	In addition two or more numbers are joined to get one number which is the sum or the total.
Sum Total	The result of adding; the whole amount	
Subtraction	When one quantity is taken away from another	80 subtract 30 is 50. The difference between 80 and 30 is 50
Difference	The result of subtracting one number from another	
Commutative	Numbers can be added in any order, but in subtraction the order is important.	a + b = b + a 6 + 2 = 8 or 2 + 6 = 8
Associative	In addition, no matter how numbers are grouped, the answers will be same.	(6+3)+4 = $6+(3+4)$
Inverse	The reverse or opposite of an operation.	4+2=6 2+4=6 6-2=4 6-2=4
Perimeter	The distance around a polygon.	L W W Same as: L + L + W +W
Profit	Profit occurs when an item is sold for more than it cost to purchase.	Bakery
Loss	Loss occurs when an item is sold for less than it cost to purchase.	Income Expenses Profit

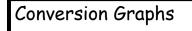


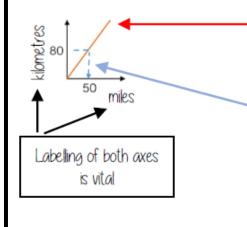


## Year 8 Unit 8 Multiplicative Change



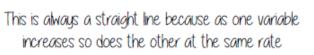
Proportion	A statement that links two ratios
Variable	A part where the value can be changed
Scale Factor	The multiple that increases or decreases a shape in size
Conversion	The process of changing one variable to another

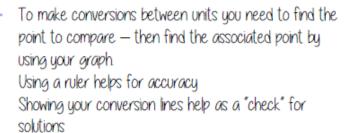


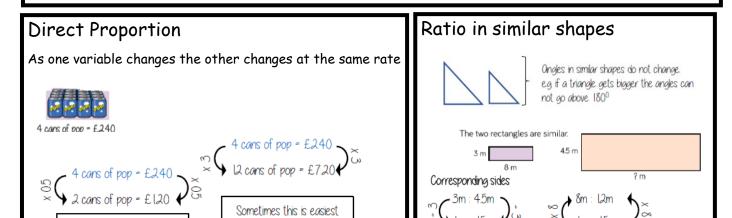


This multiplier is the same In the same way that this

would be for ratio







if you work out how much

one unit is worth first

e.g. I can of pop = £0.60



