Chord
A line segment that connects two points on a curve.

Constant
A value that does not change.

Event
In probability, a set of outcomes.
**Factor**
One of two or more expressions that are multiplied together to get a product.

**Intercept**
The x-intercept of a line or curve is the point where it crosses the x-axis, and the y-intercept of a line or curve is the point where it crosses the y-axis.

**Mean**
In a data set, the sum of all the data points, divided by the number of data points; average.
**Product**
The result of two numbers being multiplied together.

**Evaluate**
To evaluate an expression means to find a numerical value for it, to ‘work it out’.

**Expression**
One or a group of mathematical symbols representing a number or quantity. It doesn’t contain an equal’s sign.
Equation
A mathematical statement that says that two expressions have the same value; any number sentence with an =.

Bisect
To divide into two equal parts.

Congruent
Figures or angles that have the same size and shape.
**Formula**
A equation that states a rule or a fact.

**Frequency**
The number of times a particular item appears in a data set.

**Hypotenuse**
The side opposite the right angle in a right triangle.

**Prime number**
A number whose only factors are itself and 1.
**Parallel**
Two lines are parallel if they are in the same plane and never intersect.

**Perpendicular**
Two lines are perpendicular if the angle between them is 90 degrees.

**Polygon**
A closed plane figure made up of several line segments that are joined together.
**Reciprocal**
The number which, when multiplied times a particular fraction, gives a result of 1.

**Similar**
Two polygons are similar if their corresponding sides are proportional.

**Variable**
A letter used to represent a number value in an expression or an equation.
Expand
To multiply out the brackets.

Simplify
To reduce the fraction or to remove the brackets and unnecessary terms and numbers.

Substitute
The replacement of a term in an equation by another that is known to have the same value.
**Inverse**
Opposite. -5 is the additive inverse of 5, because their sum is zero. 1/3 is the multiplicative inverse of 3, because their product is 1.

**Factorise**
To write the number as a product of its factors. ‘Put back into brackets’.

**Estimate**
To make an approximate or rough calculation often based on rounding.
Mode
A type of average; the number (or numbers) that occurs most frequently in a set of data.

Multiple
A multiple of a number is the product of that number and any other whole number. Zero is a multiple of every number.