Chord

A line segment that connects two points on a curve.

T2

Constant

T2

A value that does not change.

Event

T2

In probability, a set of outcomes.

T2

Factor

One of two or more expressions that are multiplied together to get a product.

T2

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.

T2

Mean

In a data set, the sum of all the data points, divided by the number of data points; average.

Product

T2

The result of two numbers being multiplied together.

Evaluate

T2

To evaluate an expression means to find a numerical value for it, to 'work it out'.

Expression

T2

One or a group of mathematical symbols representing a number or quantity. It doesn't contain an equal's sign.

Bisect

T3

To divide into two equal parts.

Congruent

T3

Figures or angles that have the same size and shape.

Equation

A mathematical statement that says that two expressions have the same value; any number sentence with an =.

T3

Formula

T3

A equation that states a rule or a fact.

Frequency

T3

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

Hypotenuse

T3

The side opposite the right angle in a right triangle.

Prime number

T3

A number whose only factors are itself and 1.

Parallel

T3

Two lines are parallel if they are in the same plane and never intersect.

Perpendicular

T3

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

Polygon

T3

A closed plane figure made up of several line segments that are joined together.

Reciprocal

T3

The number which, when multiplied times a particular fraction, gives a result of 1.

Similar

T3

Two polygons are similar if their corresponding sides are proportional.

Variable

T3

A letter used to represent a number value in an expression or an equation.

T2

Expand

To multiply out the brackets.

T2

Simplify

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

T2

Substitute

The replacement of a term in an equation by another that is known to have the same value.

Inverse

T3

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

T3

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

Estimate

T2

To make an approximate or rough calculation often based on rounding.

Mode

T2

A type of average; the number (or numbers) that occurs most frequently in a set of data.

Multiple

T2

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