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| **Seven times tables**  7 x 1 = 7  7 x 2 = 14  7 x 3 = 21  7 x 4 = 28  7 x 5 = 35  7 x 6 = 42  7 x 7 = 49  7 x 8 = 56  7 x 9 = 63  7 x 10 = 70  7 x 11 = 77  7 x 12 = 84 | **Ratio & Proportion**  **Ratio** isa part to part comparison.  The ratio of a to b is usually written a : b.  You say the ratio 5:2 as “**five to two**”  This means for every 5 “**parts**” of one thing there are 2 “**parts**” of another  “ **:** “ is called a **colon**  “**Proportion**” is when two ratios or fractions are equal.    1:2 2:4  “For every one yellow there are two blues”  or “There are twice as many blues as yellows”  A “**Unit ratio**” is in the form 1:n. Ratios in the form 1:n are useful for making comparisons.  “**Factors**” of number are whole numbers that multiply to make that number. e.g. 1,2,3 and 6 are factors of 6 because 1 × 6 = 6 and 2 × 3 = 6 | “**Semi Circle**” is half a circle  **Circle**  “**Perimeter**” means is the sum of the side lengths of a shape  “**Circumference**” is the perimeter of a circle  “**Diameter**” is a straight line passing from one side of the circle to the other through the centre”  “**Radius**” is the distance from the centre of the circle to the circumference. It is half the diameter.  Image result for pi circumference divided by diameter  **Pi** is how many times bigger the circumference is compared to the diameter  = **3.14** to two decimal places  Image result for semi circle  “**Gradient**” is a measure of how steep a line is |
| “**Similar**” shapes have corresponding sides proportional and corresponding angles equal  **Vertical** axis is called the *y-*axis  **Horizontal** axis is called the *x*-axis  The **origin** is where the vertical and horizontal axes meet  **Multiplicative change**  “**Double**” means to multiply by 2  “**Treble**” means to multiply by 3  “**Currency**” is the money used by a country.  “**Sterling**” is the British currency  “**Conversion rate**” is the ratio between two currencies. e.g.    Image result for similar shapes examples  A “**Variable**” is a quantity that can take on a range of values, often denoted by a letter, x, y etc | **Fractions 1**    **“Product”** is the result when you multiply one number by another. Product of 4 and *x* is 4*x*  “**Integers**” are whole numbers, eg 4, 270, -6.  They are not decimals or fractions  , , are examples of “**Unit Fractions**”. This where the numerator is one and the denominator is a positive integer  A “**Non unit fraction**” are fractions where the numerator is greater than 1  e.g. , ,  **“Commutative”** is where a calculation can be done in any order to give the same result  e.g 5 x 4 = 4 x 5 6 + 3 = 3 + 6  **Half**  **Third**  **Quarter**  **Fifth**  **Sixth**  **Seventh**  **Eighth**  **Ninth**  **Tenth** | **“Equivalent fractions”** are fractions with the same value of each other.  **Fractions 2**  “**Quotient**” is the answer you get when you divide one number by another    “**Reciprocal**” is one of a pair of numbers that when multiplied together equals 1  e.g. Reciprocal of 3 is because 3 x = 1  **Mixed fraction**” is made up of an integer and a fraction  “**Improper fraction**” is where the numerator  is bigger than the denominator  C:\Users\Home\AppData\Local\Microsoft\Windows\INetCache\Content.MSO\7278DF50.tmp    **“Common denominators”** are when two or more fractions have the same denominator  **“Expressions”** are made up of terms which may include letters, number and operators  e.g. ab², ab + 5 and 4d -5 |