<u>Chord</u>

A line segment that connects two points on a curve.

<u>Constant</u>

A value that does not change.

Event

In probability, a set of outcomes.

T2

T2

Factor

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

<u>Intercept</u>

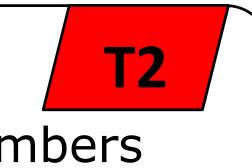
The x-intercept of a line or curve is the point where it crosses the x-axis, and the y- intercept of a line or curve is the point where it crosses the y-axis.

<u>Mean</u>

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







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.







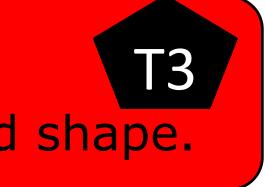
To divide into two equal parts.

Congruent

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 =. (72)



Formula

A equation that states a rule or a fact.

Frequency



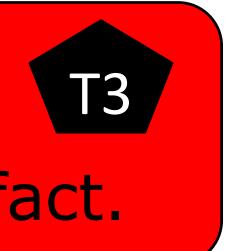
The number of times a particular item appears in a data set.

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.

<u>Perpendicular</u>

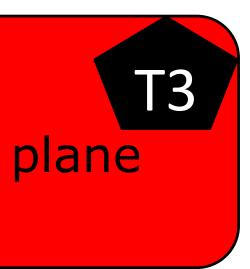


Two lines are perpendicular if the angle between them is 90 degrees.

Polygon

T3

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



Reciprocal

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

<u>Similar</u>

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.

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Expand

To multiply out the brackets.

Simplify

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

<u>Substitute</u>

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

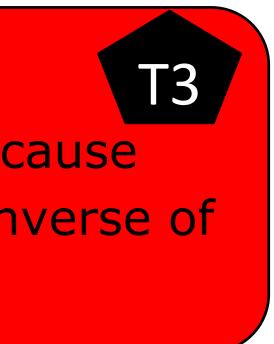


T2

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.



<u>Mode</u>

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

<u>Multiple</u>

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

