

**Types of number:**

**odd** – ends in 1, 3, 5, 7, 9  
**even** – ends in 0, 2, 4, 6, 8 (is divisible by 2)  
**factor** – divides exactly into a number  
 eg 5 is a factor of 10  
**multiple** – in the times table of a number  
 eg 20 is a multiple of 10  
**square number** – can be written as a number multiplied by itself eg 9 is a square number because it can be written as  $3 \times 3$ .  
 The first 7 square numbers are 1, 4, 9, 16, 25, 36, 49, ...  
**prime number** - can only be divided by one and itself: 2, 3, 5, 7, 11, 13, 17... are prime

**Special words:**

**sum** – add the numbers together  
**product** – multiply the numbers  
**difference** – biggest take away the smallest  
**estimate** – round the numbers first and give an approximate answer  
**solve** – work out the value of the letter  
**correlation** – the relationship between 2 variables, can be **positive**, **negative** or **no correlation**. Draw a line of best fit if correlation is positive/negative.  
**expand** – multiply out brackets  $2(x+3)=2x+6$   
**factorise** – put brackets back in  $x^2-3x = x(x-3)$   
**tessellate** – fit shapes together with no gaps

**Metric units:**

**Length** – use mm, cm, m, km  
**Area** – use  $\text{mm}^2$ ,  $\text{cm}^2$ ,  $\text{m}^2$ ,  $\text{km}^2$ , (hectares)  
**Volume** – use  $\text{mm}^3$ ,  $\text{cm}^3$ ,  $\text{m}^3$ , ml, litres  
**Mass** – use g, kg

**Conversions:**  
 1 litre = 1000 ml  
 1cm = 10mm  
 1m = 100cm  
 1km = 1000m  
 1kg = 1000g  
 1kg = 2.2 pounds  
 5 miles = 8 km

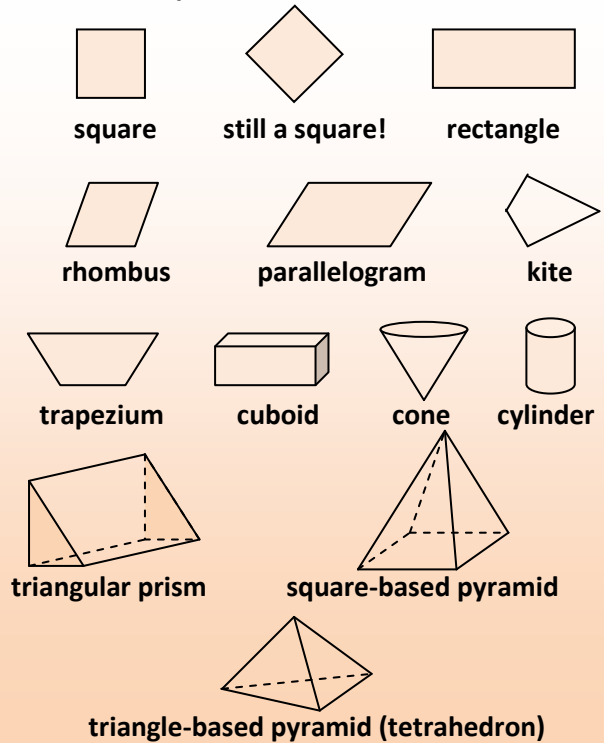
**Averages:**

**mode/modal** – the most common value or values  
**median** – the middle value when they are in order  
**mean** – add up all the values and divide by the number of terms  
**range** – highest value take away the lowest value

**Percentage means “fraction out of 100”**

50% = 0.5 =  $\frac{1}{2}$  ..... divide by 2  
 25% = 0.25 =  $\frac{1}{4}$  ..... halve then halve again  
 10% = 0.1 =  $\frac{1}{10}$  ..... divide by 10  
 1% = 0.01 =  $\frac{1}{100}$  ..... divide by 100

**Names of shapes:**

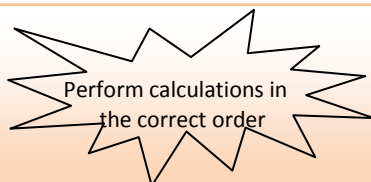


**Key formulae:**

**Circumference of circle** =  $\pi d$   
**Area of rectangle** = length x width  
**Area of triangle** = base x height  $\div 2$   
**Area of circle** =  $\pi r^2$   
**Volume of cuboid** = length x width x height  
**Volume of prism** = cross-section area x length  
**perimeter** is the distance round the edge  
**area** is the space inside the shape

**Angle Rules:** Opposite angles are equal  
 Angles at a point add up to  $360^\circ$   
 Angles in a quadrilateral add up to  $360^\circ$   
 Alternate angles in parallel lines (Z angles) are equal  
 Corresponding angles in parallel lines (F angles) are equal  
 Interior angles in parallel lines (C angles) add up to  $180^\circ$   
 Angles on a straight line add up to  $180^\circ$   
 Angles in a triangle add up to  $180^\circ$

BRACKETS  
 DIVISION  
 MULTIPLICATION  
 ADDITION  
 SUBTRACTION



**Pythagoras' theorem**

