Algorithm

A step-by-step method for computing.

Area

The size of a surface takes up, measured in square units.

Area Model

A model of multiplication that shows the product within a rectangular drawing.

Array

An arrangement of objects in equal rows and/or columns.

Composite Number

A number greater than 0 that has more than two different factors.

Division

To separate into equal groups or find the number in each group or the number of groups.

Equation

A mathematical sentence with an equal sign. The amount on one side of the equal sign has the same value as the amount on the other side.

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Estimation

A number close to an exact amount. An estimate tells about how much or about how many.

Expanded Form

A way to write numbers that shows the place value of each digit.

Factor Pairs

A set of two whole numbers that when multiplied will result in a given product.

Factors

The whole numbers that are multiplied to get a product.

Formula

A general mathematical rule that is written as an equation.

Multiples

The product of a whole number and any other whole number.

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Multiplication

The operation of repeated addition of the same number.

Pattern

A repeating sequence or design.

Perimeter

The distance around around the outside of a shape.

Place Value

The value a digit has because of its place in a number.

Prime Number

A whole number greater than 0 that has exactly two different factors, 1 and itself.

Product

The answer to a multiplication problem.

Quotient

The answer to a division problem.

Remainder

The amount left over when one number is divided by another.

Rounding

A method of finding a number to the nearest given place value.

Standard Algorithm for Addition

A step-by-step method for computing the answer.