Multiplication

The operation of repeated addition of the same number.

Division

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

2b

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.

Commutative Property of Multiplication

Changing the order of the factors does not change the product.

Distributive Property of Multiplication

The process of multiplying a sum by each addend separately, and then adding the products.

Associative Property of Multiplication

Changing the grouping of three or more factors does not change the product.

Area

The measure, in square units, of the inside of a plane figure.

Area Model

A model of multiplication that shows the product within a rectangle drawing. The model can be broken apart into smaller arrays to find unknown facts.

8b

Perimeter

The distance around a figure.

Attribute

A characteristic of an object, such as color, shape, size, etc.

Quadrilateral

A polygon with 4 sides.

Rectangle

A quadrilateral with 2 pairs of equal, parallel sides and 4 right angles.

Rhombus

A quadrilateral with all 4 sides equal in length.

Square

A parallelogram with four right angles AND four equal sides.

Parallelogram

A quadrilateral with 2 pairs of parallel and congruent sides.

Trapezoid

A quadrilateral with 1 pair of parallel sides.

Kite

A quadrilateral with 2 pairs of sides. Each pair is made of two adjacent sides that are equal in length.

Array

An arrangement of objects in equal rows.

Volume

The number of cubic units it takes to fill a figure.

Mass

The amount of matter in an object. Usually measured by comparing with an object of known mass. While gravity influences weight, it does not affect mass.

Standard Units

Units of measurement commonly used in the US.

Scaled Picture Graph

A graph that uses pictures or symbols to show data.

Scaled Bar Graph

A graph that uses height or length of rectangles to compare data.

Order of Operations

A set of rules that tells the order in which to compute.

Estimation

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

Rounding

To find the nearest ten, hundred, thousand, and so on.

Place Value

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

Algorithm

A step-by-step method for computing.