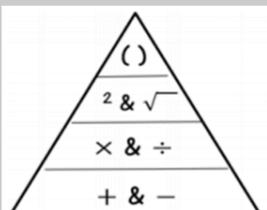
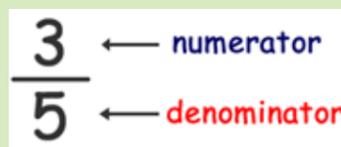


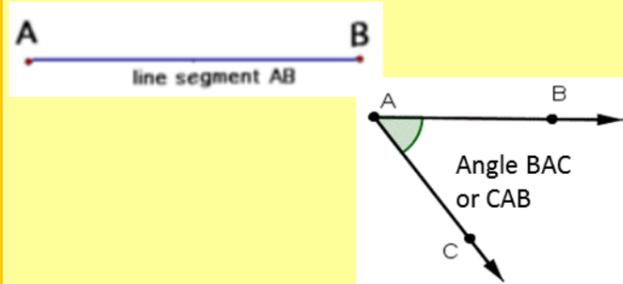
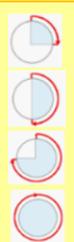
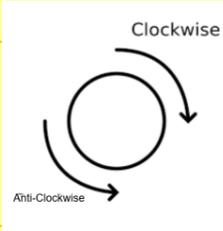
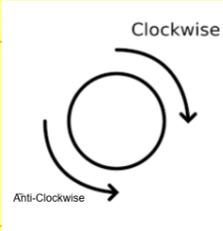
Directed Number

Positive	Positive numbers are greater than zero. E.g. 3, 17
Negative	Negative numbers are less than zero. E.g. -5, -21
Ascending	Ascending is when you order numbers from smallest to largest.
Descending	Descending is when you order numbers from largest to smallest.
Difference	Difference is the result of subtracting one number from another. E.g. the difference in -2 and 3 is 5
Increase	Increase means growing larger
Decrease	Decrease means growing smaller
Zero-pair	Zero pair are two numbers that combine to make zero. E.g. 1 and -1 make 0
Partition	To partition a number is to split into its component parts. E.g. 36 is made from 30 and 6
Product	Product is the result of multiplying two or more numbers together. e.g. $5 \times 7 = 35$ 35 is the product
Orders of Operation	This tells us what order to complete a calculation. 

Fractional Thinking

Numerator	The numerator is the top number in a fraction. It tells us how many parts of the item we have
Denominator	The denominator is the bottom number in a fraction. It shows how many parts the item has been split into 
Unit-fractions	Unit fractions have a numerator of 1 E.g. $\frac{1}{4}$
Non Unit Fractions	Non-unit fractions have a numerator that is greater than one E.g. $\frac{5}{7}$
Mixed Number	A mixed number has a whole part (integer) and a proper fractional part E.g. $4\frac{3}{5}$
Improper Fraction	An improper fraction has a numerator that is greater than the denominator E.g. $\frac{7}{4}$
Equivalent Fractions	Equivalent fractions have the same value. E.g. $\frac{3}{4} = \frac{9}{12}$

Lines and Angles

Line Segment	A line segment is part of a line between any two points on a line.
Vertex	Vertex is the point where two line segments meet (corner).
Notation.	We use a single capital letter to label a vertex. We use two capital letters to label a line segment. We use three capital letters to label an angle 
Protractors	Protractors are instruments used to measure angles. We can construct (draw) angles using a protractor and a ruler.
Turns	There are 90° in a quarter turn There are 180° in a half turn There are 270° in a three quarter turn There are 360° in a full turn 
Clockwise	Clockwise is the direction the hands of a clock turn. 
Anti clockwise	Anti clockwise is the opposite direction of clockwise 
Parallel	Parallel lines never meet. They are always an equal distance from each other. 
Polygon	Polygons are 2D shapes made by three or more straight sides. E.g. A triangle, Square, Hexagon.



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