# St George's C of E Primary School Mathematical Dictionary Year Three



We would like you to help your child understand the meaning of each of the words included in our Mathematical Dictionary for Year Three.

Thank you for your support.



#### St George's C of E Primary School Mathematical Dictionary

### **Year Three**

Vocabulary	Definition	Example
Acute angle	An angle that is smaller than a right angle.	Angle less than 90°
Axis	The horizontal or vertical line on a graph.	y-axis
Bar graph	A representation of data in which the frequencies are represented by the height or length of the bars.	Favourite Colour
Factor	A whole number that divides exactly into another number without leaving a remainder.	$ \begin{array}{ccc} 2 \times 3 = 6 \\                                  $
Horizontal	A horizontal line is a straight, level line going across, perpendicular to the vertical.	Horizontal Line
Irregular	Used to describe shapes that are not regular.	Peringent
Kilometre	A measurement of length equal to 1000 metres.	1km
Millimetre	A millimetre is a measurement of length equal to 1/1000 of a metre. There are 10mm in 1 cm.	0 1 2 3 4 cm
Numeral	A numeral is a symbol (or group of symbols) used to represent a number.	1 = 1 2 = 11 3 = 111 4 = 1V 5 = V















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Vocabulary	Definition	Example
Obtuse angle	An angle that is greater than a right angle but less than 180 degrees.	120° Z
Parallel	Lines that are parallel always stay the same distance apart and never meet.	
Perimeter	The perimeter is the edge or boundary of an area.	What is Perimeter? The perimeter is the distance all the way around the outside of a 2D shape.
Perpendicular	A perpendicular line is one at right angles to another line.	90°
Place holder	The numeral zero is used as a place holder to show that there is no value for a particular place in a decimal number.	What is 3.1 × 100?  Let's look at what happens on the place value grid.  Thousants Ruseness These Uses Included Ruseness
Prism	A prism is a 3-D solid with two identical, parallel bases and otherwise rectangular faces.	
Product	The result you get when you multiply two numbers.	Multiplication:  6 × 3 = 18  Factor Factor Product  (or Multiplier) (or Multiplicand)
Regular	A regular polygon has sides of equal length and angles of equal size.	Triangle Quadrilateral Pentagon Hexagon  Heptagon Octagon Nonagon Decagon















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Roman numeral	Roman numerals are a system of symbols used to represent numbers that were developed and used by the Romans. They do not use a place value system.	X + I = XI = 11
Rounding	Approximate a number, normally to the nearest multiple of ten, to make it easier with which to calculate.	Rounding Coaster  To or less Tound down Tound up
Square based pyramid	A 3D shape with a square base and four triangular faces that meet at the apex.	
Triangular based pyramid	A 3D shape with a triangular base and three triangular faces that meet at the apex.	











