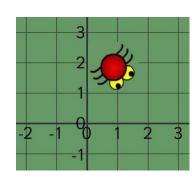


# **Patcham Junior School**



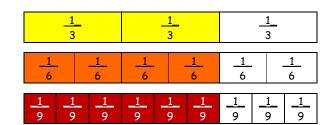


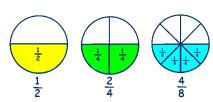
Top tips



How do 1 do this?

# Maths







# Maths Vocab



add addition more plus sum together

subtract subtraction take away mínus leave



multiply multiplication times groups of lots of product



divide division share share equally equal groups of

#### Length

10mm = 1cm

100cm = 1m

1000m = 1km



Capacity

10ml = 1cl

100cl = 1l

1000ml = 1l



Weight

 $1000 \, \text{mg} = 1 \, \text{g}$ 

1000g = 1kg

1000kg = 1 tonne



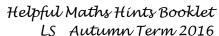
Time

60 seconds = 1 minute

60 minutes = 1 hour

24 hours = 1 day 7 days = 1 week





## Average

The **mean** is what we call the average of a set of numbers.

There are 5 values here: 3, 4, 6, 8, 9

First you add the numbers together 3 + 4 + 6 + 8 + 9 = 30

and then divide the total by the number of values.  $30 \div 5 = 6$ 

So, the mean (or average) here is 6.

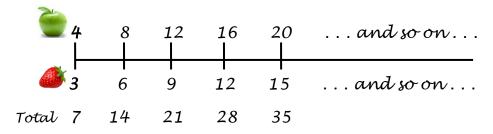
# Ratio and Proportion



I have 7 pieces of fruit; 4 apples and 3 strawberries.

The ratio here is 4 apples to 3 strawberries.

The ratio of apples to strawberries is 4:3



The proportion of apples here is 4 in 7 (4/7) and the proportion of strawberries is 3 in 7 (3/7).

Think of proportion as a fraction of the full amount.

#### Prime Numbers

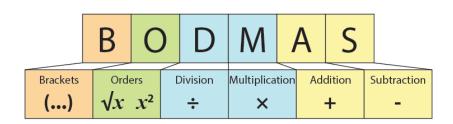
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

A prime number is any number larger than 1, that can only be divided by 1 and itself.

The number 2 is the only even prime number.

No prime number greater than 5 can end in a 5 (as they are all divisible by 5).

0 and 1 are not prime numbers.



# Times Table Square

Х	1	2	3	4	5	6	7	8	9	10
1	1	2	3	4	5	6	7	8	9	10
2	2	4	6	8	10	12	14	16	18	20
3	3	6	9	12	15	18	21	24	27	30
4	4	8	12	16	20	24	28	32	36	40
5	5	10	15	20	25	30	35	40	45	50
6	6	12	18	24	30	36	42	48	54	60
7	7	14	21	28	35	42	49	56	63	70
8	8	16	24	32	40	48	56	64	72	80
9	9	18	27	36	45	54	63	72	81	90
10	10	20	30	40	50	60	70	80	90	100

#### Division

Remember to carry over the remainders.

Fact box					
1 x 26 = 26					
2 x 26 = 52					
5 x 26 =130					
Half of 10x					
10 x 26 = 260					

- It's a good idea to estimate a rough answer first.
- Division and multiplication are opposites. For example, 54 ÷ 6 = 9 and 9 x 6 = 54. So you can use multiplication to check your answer to a division problem.
- A division sum can be shown in different ways. You might see 54 divided by 6 shown in any of the ways below:

$$6 \overline{\smash{\big)}\, 54} \qquad 54 \div 6 \qquad \frac{54}{6}$$

# Multiplication

	8	9	Χ	
	1	5		
4	4	5	-	Multiply each top digit in turn by the
	4			5 (the units).
8	9	0	•	Don't forget to put in the zero, then multiply by the 1 (the tens).
1 3	3	5	-	Then add together.
<del>1</del>			•	

		7	5	9	Χ	
			2	5		
	3	7	9	5		Multiply each top digit in turn by the
		2	4			5 (the units).
1	5	1	8	0		Don't forget to put in the zero,
	1	1				then multiply by the 2 (the tens).
1	8	9	7	5		Then add together.

Lay out your work clearly.

1

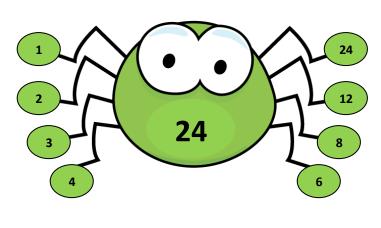
- Remember to carry your numbers over.
- Remember to add them on...
- lacksquare ... and cross them out when you've done it.
- Always remember to put in the zero (you are multiplying by a number in the tens column - so you'll have nothing in the units).

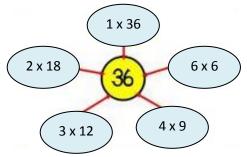
#### Factors

Factors are numbers that are in a family tree. For example, the factors of 12 are; 1, 2, 3, 4, 6 and 12.

This is because 
$$1 \times 12 = 12$$
  
 $2 \times 6 = 12$   
 $3 \times 4 = 12$ 

A great way to work out factors is to draw factor bugs.

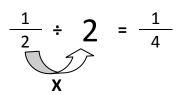


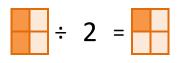


#### Roman Numerals

1	1	XXV	25
11	2	XXX	30
111	3	XL	40
t\	4	L	50
V	5	LX	60
VI	6	LXX	70
VII	7	LXXX	80
ΛIII	8	xc	90
ΙX	9	XCV	95
X	10	XCIX	99
XI	11	С	100
XII	12	cc	200
XIII	13	ccc	300
$\times$ I $\vee$	14	CD	400
XV	15	D	500
XVI	16	DC	600
XVII	17	DCC	700
XVIII	18	DCCC	800
XIX	19	CM	900
XX	20	M	1000

# To divide a fraction by a whole number, multiply the denominator by the whole number (and the numerator stays the same).





If it helps, try to picture it.

# To divide a fraction by another fraction, it is slightly more complicated.

$$\frac{6}{10} \div \frac{1}{2} = \frac{12}{10} = 1 \frac{2}{10} = 1 \frac{1}{5}$$

$$\frac{6}{10} \times \frac{2}{1} = \frac{12}{10} = 1 = \frac{2}{10} = 1 = \frac{1}{5}$$

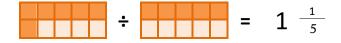
Turn the fraction you are dividing by upside down.

#### Remember KFC;

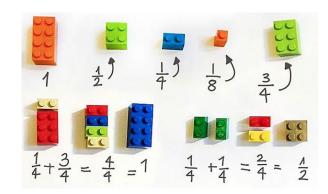
Keep the first fraction, Flip the second and Change the answer (simplify it).

When we say  $^{6}/_{10} \div \frac{1}{2}$ , we are asking how many  $\frac{1}{2}$ s there are in  $^{6}/_{10}$ .

There is one half and one fifth of a half in six tenths.



To add or subtract fractions, the denominators must be the same and you just add or subtract the numerators. You will need to find equivalent fractions.



$$\frac{7}{10} - \frac{3}{9} = \frac{63}{90} - \frac{30}{90} = \frac{33}{90} = \frac{11}{30}$$

To multiply a fraction by a whole number, multiply the numerator by the whole number (and the denominator stays the same).

$$\frac{5}{7}$$
 × 6 =  $\frac{30}{7}$  = 4  $\frac{2}{7}$ 

$$\frac{5}{7} \times \frac{6}{1} = \frac{30}{7} = 4 \frac{2}{7}$$

To multiply a fraction by another fraction, you multiply the numerator by the numerator and the denominator by the denominator (and simplify the answer).

$$\frac{5}{7} \times \frac{7}{8} = \frac{\frac{35}{56}}{\frac{56}{8}} = \frac{5}{8}$$





When smaller numerals are on the right of larger ones, you add them together.

$$XV = 10 + 5 = 15$$

When smaller numerals are on the left of larger ones, you subtract them.

$$xc = 100 - 10 = 90$$

MCMXCV	1995	MMV	2005
MCMXCIX	1999	MMVI	2006
MM	2000	MMXVI	2016
MMI	2001	MMXVII	2017

When writing years, you have to work it out bit by bit. For example:

$$1000 + 900 + 90 + 9 = 1999$$

So, it would be . . .

$$M + CM + XC + IX = MCMXCIX$$

#### Area

Area is the total amount of space that is covered in a 2D shape.



To find the area of a shape, you multiply the length by the width.

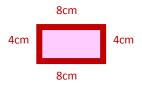
8cm x 4cm = 32cm

So, the area of this rectangle is 32cm<sup>2</sup>.

(Thirty-two centimetres squared - there are 32 square cm in this rectangle.)

#### Perimeter

Perimeter is the total distance around the outside of a 2D shape.



To find the perimeter of a shape, you add up all the lengths of the shape.

8 + 4 + 8 + 4 = 24cm So, the perimeter of this rectangle is 24cm.

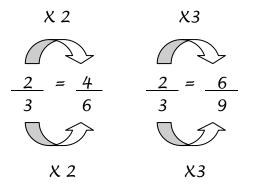


A fraction is a part of a whole.

If you have one half (½), it means the whole thing has been shared in to two equal parts and you have one of them.

#### Equivalent Fractions

	<u>1</u> 3	_			<u>1</u> _3		<u>1</u> 3			
<u>1</u>	-	•	6	<u>1</u> 6		6	<u>1</u>		6	
<u>1</u> 9	<u>1</u> 9	_	<u>1</u> 9	<u>1</u> 9	<u>1</u> 9	<u>1</u> 9	<u>1</u> 9	<u>1</u> 9	<u>1</u> 9	



Always do the same to the top number (numerator) as you do to the bottom number (denominator).

# Fractions, Decimals and Percentages

Frac	tions	Decimal	Percentage
10	10 100	0.1	10%
10	20 100	0.2	20%
<u>1</u> 4	25 100	0.25	25%
10	30 100	0.3	30%
<u>1</u> 3	33 100	0.33	33%
10	100	0.4	40%
	50 100	0.5	50%
<u>6</u> 10	60 100	0.6	60%
7 10	70 100	0.7	70%
3 4	75 100	0.75	75%
8 10	80 100	0.8	80%
9 10	90	0.9	90%
10	100	1.0	100%

The top number of a fraction is called the numerator.

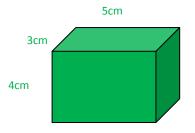
The bottom number of a fraction is called the denominator.

Remember:

$$\frac{1}{10}$$
 = 1 ÷ 10 = 0.1

#### Volume

Volume is the space that is inside a 3D shape.



To find the volume, you multiply the length x width x height.

Length = 5cm

Width = 3cm

Height = 4cm

 $5cm \times 3cm \times 4cm =$ 

 $5 \times 3 = 15$ 

 $15 \times 4 = 60$ 

Volume =  $60 \text{cm}^3$ 

So, the volume of this shape is  $60 \text{cm}^3$ 

(Sixty centimetres cubed - there are 60 cm cubes in this shape.)

# 2D shapes

#### Square

- 4 sídes
- 4 vertices
- 2 pairs of parallel sides
- All sides are equal length
- Each internal angle is 90°
- All angles add up to 360°

#### Rectangle

- 4 sídes
- 4 vertices
- 2 pairs of parallel sides
- 2 long sides and 2 short sides
- Each internal angle is 90°
- All angles add up to 360°

#### Círcle

- only one curved side
- no vertices

#### Equilateral triangle

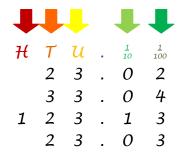
- 3 equal sídes
- 3 vertices
- Each internal angle is 60°
- All angles add up to 180°

#### Isosceles triangle

- 3 sides and 3 vertices
- 2 of the sides are equal
- 2 of the angles are equal
- All angles add up to 180°



# Ordering decimal numbers

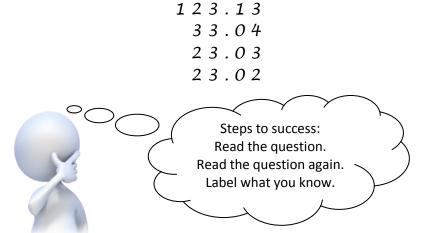


To find the biggest number, start working from the left.

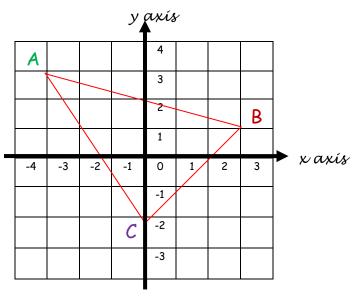
There is only one number in the hundreds column, so that must be the biggest number.

Then, look to the next column, and so on.

So, from largest to smallest, the numbers would be:



## Co-ordinates



Point A is at (-3, 3)

Point B is at (3, 1)

Point **C** is at (0, -2)

Point (0,0) is called the point of origin. This is where we **always** start from.

The x axis is the horizontal axis (lying down because it is exhausted!) and the y axis is the vertical axis.

We always write co-ordinates in alphabetical order - x then y. (x, y)

Just remember: 'Along the corridor and up (or down) the stairs'.

Scalene triangle	<ul><li> 3 sides of different lengths</li><li> 3 angles of different sizes</li></ul>
Isosceles tríangle	<ul><li>2 equal sídes</li><li>2 equal angles</li></ul>
Equilateral triangle	<ul><li> 3 equal sídes</li><li> 3 equal angles</li></ul>
Ríght- angled tríangle	<ul> <li>3 sides</li> <li>3 corners</li> <li>1 angle of 90°</li> <li>Can be an isosceles</li> <li>Can be scalene</li> </ul>

Shape	Sídes
Square	4
Rectangle	4
Pentagon	5
Hexagon	6
Heptagon	7

Shape	Sídes
Octagon	8
Nonagon	9
Decagon	10
Hendecagon	11
Dodecagon	12

Regular shapes have equal sides and equal angles.

**Irregular** shapes have sides of different lengths and different sized angles.

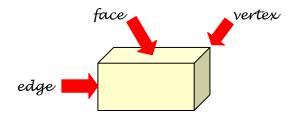
The angles of a triangle always add up to 180°

#### 3D shapes are solid.

Faces are the flat sides of a 3D shape.

Edges are where the faces of a 3D shape join.

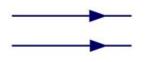
Vertices are the corners of a 3D shape.



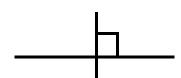
Cube	<ul><li>6 square faces</li><li>8 vertices</li><li>12 edges</li></ul>
Cuboíd	<ul><li>8 vertices</li><li>12 edges</li><li>6 faces</li></ul>
Cone	<ul><li>1 face</li><li>1 curved surface</li><li>1 vertex</li><li>1 edge</li></ul>
Cylinder	<ul><li>2 faces</li><li>1 curved surface</li><li>2 edges</li></ul>

Square based pyramíd	<ul><li>4 triangular faces</li><li>1 square face</li><li>5 vertices</li><li>8 edges</li></ul>
Tetrahedron (Triangular based pyramid)	<ul><li>4 triangular faces</li><li>4 vertices</li><li>6 edges</li></ul>
Triangular Þrism	<ul><li>5 faces</li><li>6 vertices</li><li>9 edges</li></ul>
Sphere	<ul><li>1 curved surface</li><li>The shape of a ball</li></ul>

Parallel lines run alongside each other, always the same distance apart (like railway tracks).



Perpendícular is where one line meets another line at a right angle  $(90^{\circ})$ .



Prisms are the same shape and size all the way through (like the slices in a loaf of bread or a Toblerone).



Pyramids go to a point at the top.