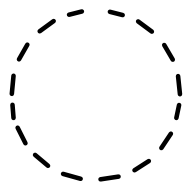


# Mathematical Vocabulary - YR

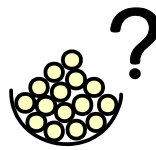
## Number & Place Value

0

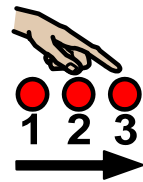
zero



none



How many?



count on



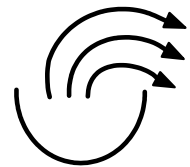
count back

=

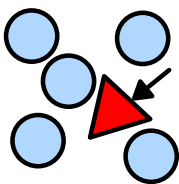
the same as



more



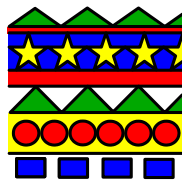
less



odd



few



pattern



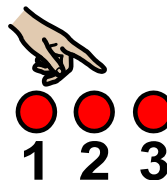
pair

13 14  
15 16  
17 18 19

teen

123

number

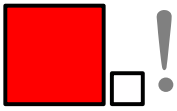


count

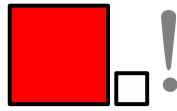
↓ ↓ ↓ ↓  
1 2 3 4

digit

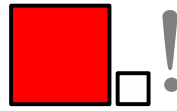
# Number & Place value



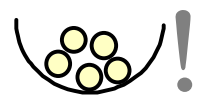
larger



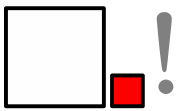
bigger



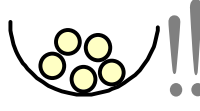
greater



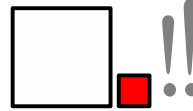
fewer



smaller



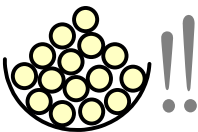
fewest



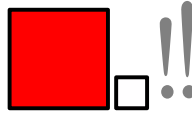
smallest



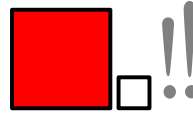
least



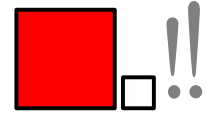
most



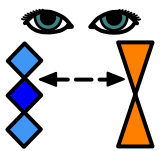
biggest



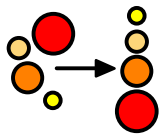
largest



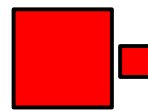
greatest



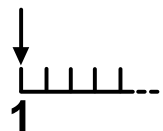
compare



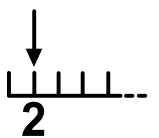
order



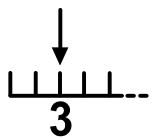
size



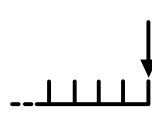
first



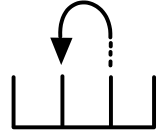
second



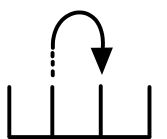
third



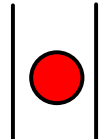
last



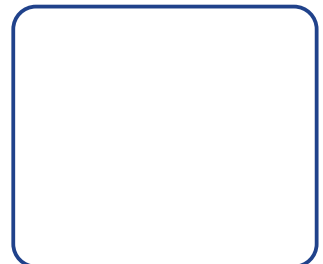
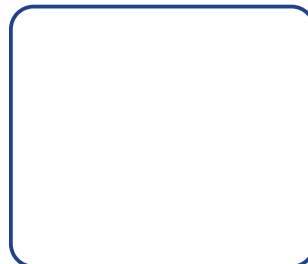
before



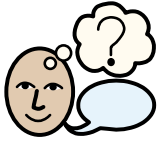
after



between



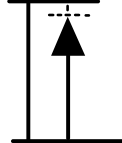
# Estimating



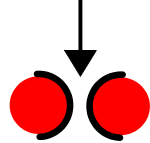
guess



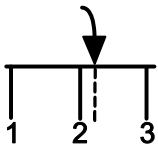
estimate



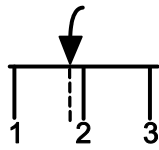
nearly



close to



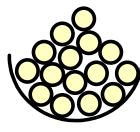
just over



just under



too



many



too



few



enough



not



enough

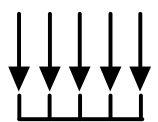
# Addition & Subtraction



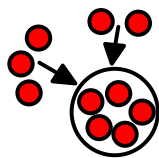
add



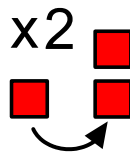
and



total



altogether



double



how many



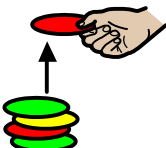
more?



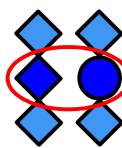
How many



less?

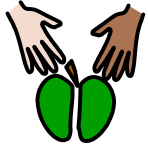


take away

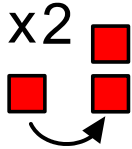


difference

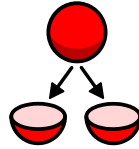
# Multiplication & Division



sharing

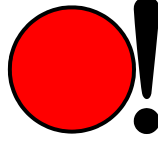


doubling

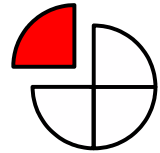


halving

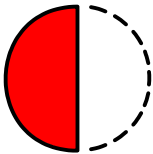
## Fractions



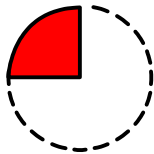
whole



part

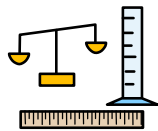


half

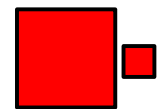


quarter

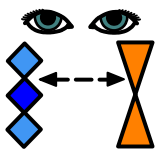
## Measurement



measure



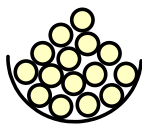
size



compare



too



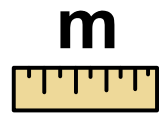
much



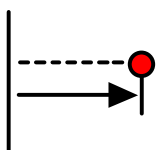
too



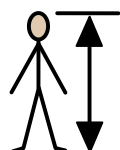
little



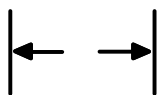
metre



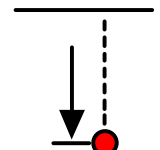
length



height



width

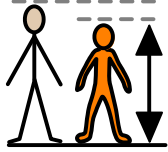


depth

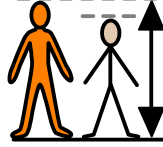
# Measurement



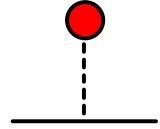
long



short



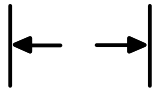
tall



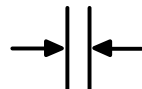
high



low



wide



narrow



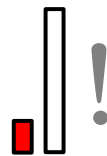
thick



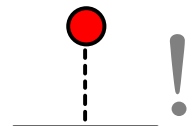
thin



longer



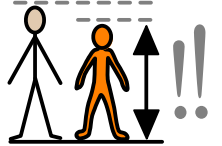
shorter



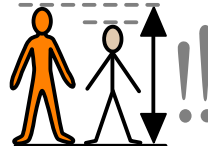
higher



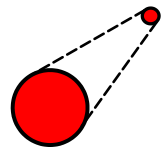
longest



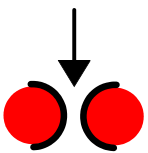
shortest



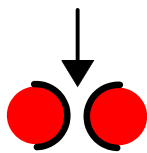
tallest



far



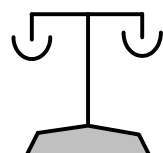
near



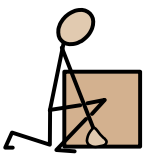
close



weigh



balance



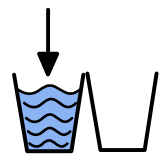
heavy



light

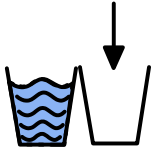


scales



full

# Measurement



empty



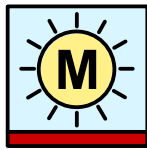
holds



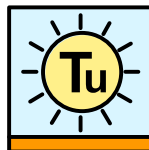
container



time



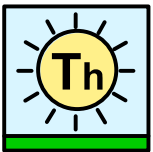
Monday



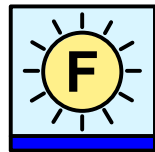
Tuesday



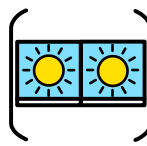
Wednesday



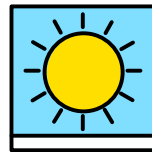
Thursday



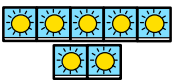
Friday



Weekend



day



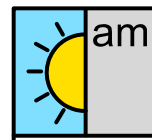
week



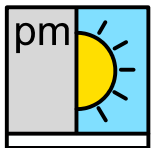
month



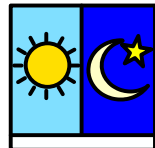
year



morning



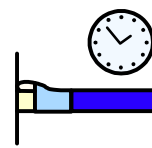
afternoon



evening



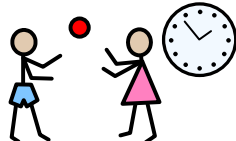
night



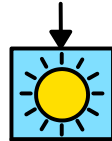
bedtime



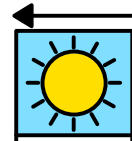
dinner time



playtime

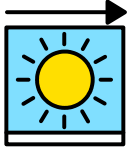


today

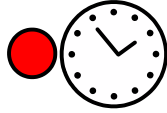


yesterday

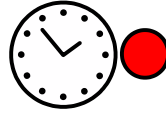
# Measurement



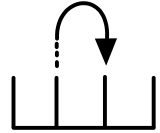
tomorrow



before



after



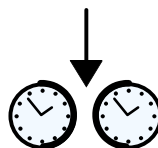
next



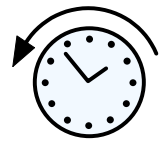
last



now



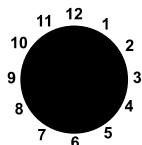
soon



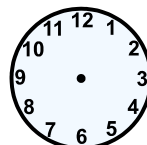
early



late



hour



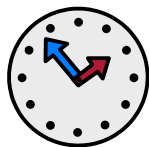
o'clock



clock



watch



hands

# Money



money



coin



penny



pence

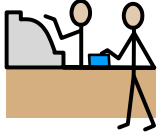


pound

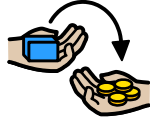


cost

# Money



buy



sell

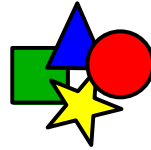


spend

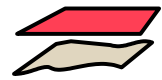


pay

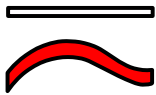
# Geometry



shape



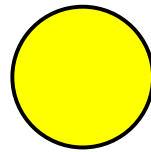
flat



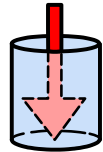
curved



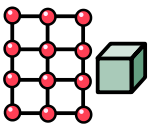
straight



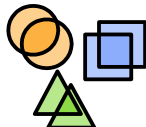
round



hollow



solid



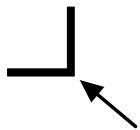
sort



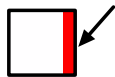
symmetrical



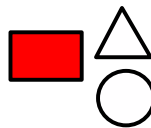
match



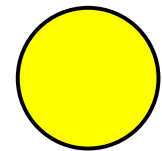
corner



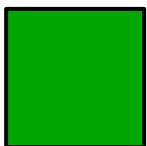
side



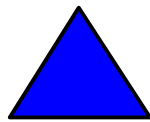
rectangle



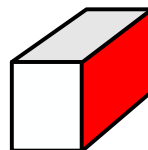
circle



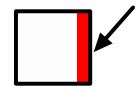
square



triangle



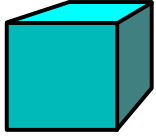
face



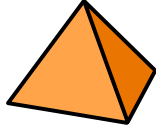
edge



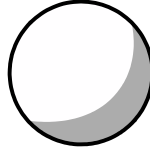
# Geometry



cube



pyramid



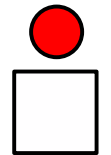
sphere



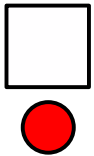
cone

# Position & Direction

position



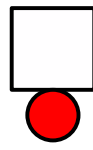
over



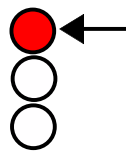
under



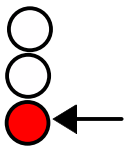
above



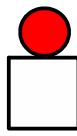
below



top



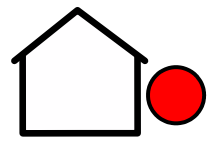
bottom



on



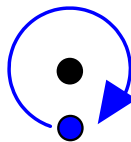
in



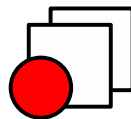
outside



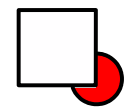
inside



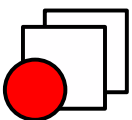
around



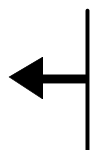
in front



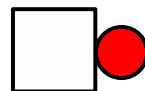
behind



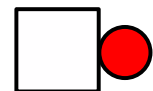
front



back

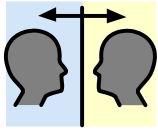


beside



next to

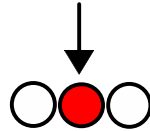
# Position & Direction



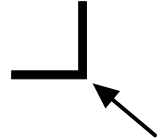
opposite



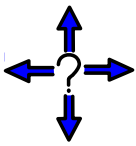
apart



middle



corner



direction



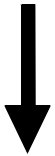
left



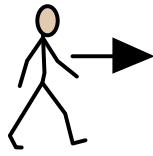
right



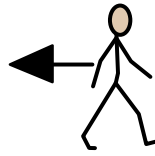
up



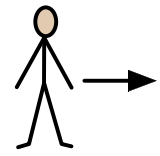
down



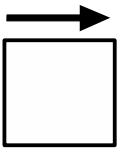
forwards



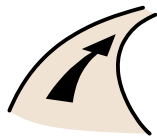
backwards



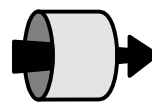
sideways



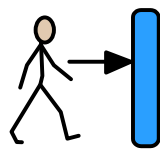
across



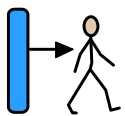
along



through



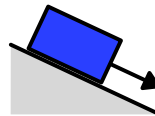
towards



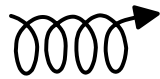
away from



movement



slide



roll



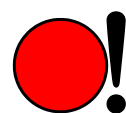
turn



stretch



bend

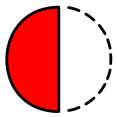


whole



turn

# Position & Direction

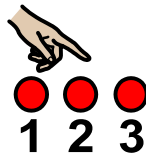


half

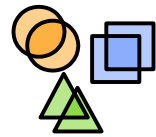


turn

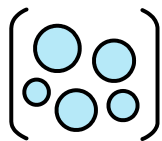
# Statistics



count



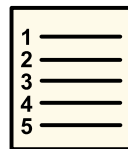
sort



group



set

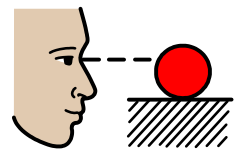


list

# General



puzzle



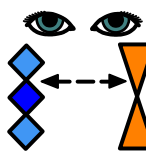
recognise



describe



draw



compare