|  |  |
| --- | --- |
|  | |
| **Manipulatives and strategies** | |
|  | |
| **Vocabulary and meanings** | |
| net | A pattern that you can cut and fold to make a model of a solid shape. |
| square | A flat shape with 4 straight sides where:  • all sides have equal length, and • every interior angle is a right angle (90°)  It is a quadrilateral and a regular polygon. |
| rectangle | A 4-sided flat shape with straight sides where all interior angles are right angles (90°).  Opposite sides are parallel and of equal length. |
| polygon | A two-dimensional shape with straight sides. |
| cube | A box-shaped solid object that has six identical square faces. |
| cuboid | A box-shaped solid object.  • It has six flat sides • All angles are right angles • All of its faces are rectangles |

|  |  |
| --- | --- |
| **Place Value** | |
| **Manipulatives and strategies** | |
|  | |
| **Vocabulary and meanings** | |
| Digit/numerals | A single number to represent values in mathematics. |
| zero | Holds a place in a number or represents nothing. |
| ones | 1-digit number = 1 - 9 |
| tens | 2-digit numbers = 10 - 99 |
| hundreds | 3-digit numbers = 100 - 999 |
| thousands | 4-digit numbers = 1000 - 9999 |
| ten thousands | 5-digit numbers = 10,000 – 99,999 |
| hundred thousands | 6-digit numbers = 100,000 – 999,999 |
| exchange | Changing a larger value number into a smaller value number. For example, 1 ten = 10 ones so to change 1 ten to get 10 ones is exchanging |
| columns | Vertical lines to the left and right to separate number values. |
| position | Where a number is placed on a number line. |
| increase | A number gets bigger in value; 8 10 12 14 |
| decrease | A number gets smaller in value; 12 10 8 6 |
| round | Adjusting a number up or down. Used mostly for estimating. |
|
| negative | Numbers less than zero, with a minus sign. 0 -1 -2 -3 |
| positive | Any number more than zero. 1, 2, 3, 4, 5 |
| multiple | The answer you get when you multiply one number by another. |