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| **Subtraction (Mental Strategies)** | **Multiplication (Tables)** |
| **Manipulatives and strategies** | **Manipulatives and strategies** |
| **Year 3, Term 2 Knowledge Organiser for Subtraction (Mental Methods), Multiplication tables and Geometry (Properties of Shape)****Geometry (Properties of Shapes)****Manipulatives and strategies** |  |
| **Vocabulary and meanings** | **Vocabulary and meanings** |
| Digit/numerals | A single number to represent values in mathematics | even | A number that can be divided into two equal groups. |
| zero | Holds a place in a number or represents nothing. | divisible | When one number can be divided by another. |
| ones  | 1-digit number = 1 - 9 | horizontal | A line that runs from side to side (left to right, or right to left). |
| tens | 2-digit numbers = 10 - 99 | vertical | A line that runs from top to bottom (straight down, or straight up). |
| hundreds | 3-digit numbers = 100 – 999 | perpendicular | A straight line at an angle of 90 degrees. |
| equi-distant | When two things are the same distance apart from a certain point. |
| regroup | Rearranging numbers into groups by place value to make it easier to carry out operations. | polygon | A 2-D shape with sides that are straight and create a fully enclosed space. |
| total | A whole or complete amount. | polyhedron | A 3-D shape with flat polygon faces, sharp corners and straight edges. |
| face | Flat or curved surface on a 3D shape. |
| factor | A number that fits exactly into a given number, or divides a particular number with no remainder. | edge | Where two faces meet. |
| product | The result of multiplying two or more numbers together. | vertex | A corner where edges meet. |
| odd | A number that can’t be divided into two equal groups. |  |