Family Friendly Math Glossary

**Absolute value** – the positive distance between a number and zero

**Area** – the space inside a two-dimensional figure, measured in square units

**Coordinate plane** – The plane containing an “x” axis and “y” axis

**Decimal** – a number expressed in place value format

**Denominator** – in a fraction, the bottom number which tells how many equal parts the whole is divided into

**Difference** – the result of a subtraction problem, how much one number differs from another

**Digit** – a single symbol used to make a numeral

**Dividend** – in a division problem, the number that is being divided up

**Divisor** – the number that you divide by

**Factor** – numbers we can multiply together to get a product

**Fraction** – How many parts of a whole

**Greatest Common Factor or Greatest Common Divisor (GCD)** – the largest shared factor of two or more numbers

**Improper fraction** – a fraction where the numerator is greater than the denominator, example: 4/3

**Integers** – all positive and negative whole numbers (no decimals)

**Least Common Multiple (LCM)** – the smallest positive number that is a multiple of two or more numbers

**Mixed number** – a whole number and a fraction added together, example: 4 ½

**Multiple** – The result of multiplying a number by an integer (not by a fraction)

**Numerator** – in a fraction, the top number which says how many parts there are

**Percent** – an amount expressed as parts of 100 or per 100, example: 15% means 15 out of 100

**Perimeter** – the shortest distance around a shape (polygon)

**Place Value** – see below

**Polygon** – a closed two-dimensional figure with straight sides

**Product** – the result of a multiplication problem

**Proportion** – Proportion says that two ratios (or fractions) are equal

**Quotient** – the answer or result of a division problem

**Ratio** – a statement of how two numbers compare. It is a comparison of the size of one number to the size of another number, example: 3 apples : 2 bananas ; 4 scooters to 5 motorcycles

**Remainder** – the amount left over after division when the divisor does not evenly divide into the dividend

**Simplest form** – a fraction that has no common factors in its numerator or denominator

**Simplify** – to simplify a fraction is to remove all common factors from the numerator and denominator; equations and expressions are set to standard form

**Sum** – the answer or result of an addition problem

**Three-dimensional** – having three dimensions, height, width and length

**Two-dimensional** – having only two dimensions, width and length

**Volume** – the space inside a three-dimensional figure, measured in cubic units: example

**Whole number** – Any of the numbers {0, 1, 2, 3, …} etc. Fractions, decimals and negative numbers are not included.

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**Place value** – the value of where a digit is placed in a number. In the example below, the 5 is in the hundreds place. You would read this number as “four hundred fifty-three thousand, five hundred seventy-six and one hundred twenty-two thousandths”.

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**Notes:**
- The table above shows the place value system, where each position represents a power of ten.