#### **Vocabulary Cards and Word Walls**

**Revised: May 23, 2011** 

#### **Important Notes for Teachers:**

- The vocabulary cards in this file match the Common Core, the math curriculum adopted by the Utah State Board of Education, August 2010.
- The cards are arranged alphabetically.
- Each card has three sections.
  - Section 1 is only the word. This is to be used as a visual aid in spelling and pronunciation. It is also used when students are writing their own "kid-friendly" definition and drawing their own graphic.
  - Section 2 has the word and a graphic. This graphic is available to be used as a model by the teacher.
  - Section 3 has the word, a graphic, and a definition. This is to be used for the Word Wall in the classroom. For more information on using a Word Wall for Daily Review – see "Vocabulary – Word Wall Ideas" on this website.
- These cards are designed to help all students with math content vocabulary, including ELL, Gifted and Talented, Special Education, and Regular Education students.

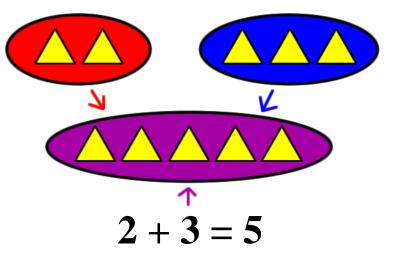
For possible additions or corrections to the vocabulary cards, please contact the Granite School District Math Department at 385-646-4239.

Bibliography of Definition Sources:

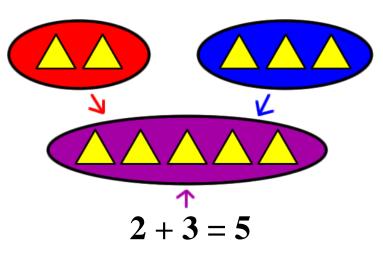
<u>Algebra to Go</u>, Great Source, 2000. ISBN 0-669-46151-8 <u>Math on Call</u>, Great Source, 2004. ISBN-13: 978-0-669-50819-2 <u>Math at Hand</u>, Great Source, 1999. ISBN 0-669-46922 <u>Math to Know</u>, Great Source, 2000. ISBN 0-669-47153-4 <u>Illustrated Dictionary of Math</u>, Usborne Publishing Ltd., 2003. ISBN 0-7945-0662-3 <u>Math Dictionary</u>, Eula Ewing Monroe, Boyds Mills Press, 2006. ISBN-13: 978-1-59078-413-6 <u>Student Reference Book</u>s, Everyday Mathematics, 2007. Houghton-Mifflin eGlossary, http://www.eduplace.com Interactive Math Dictionary, http://www.amathsdictionaryforkids.com/

### add





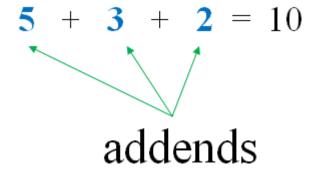
#### add



To combine, put together two or more quantities.

### addend

### addend



### addend

5 + 3 + 2 = 10

Any number being added.

addends

# analog clock

### analog clock

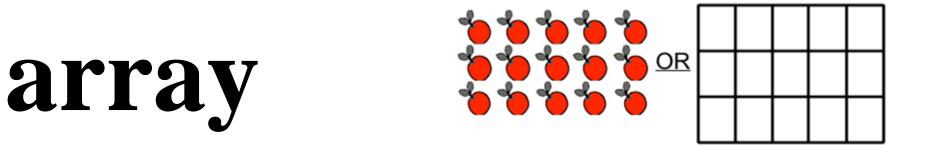


analog clock

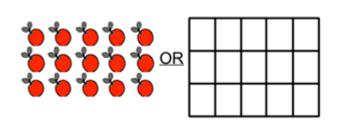


A clock that shows the time by the positions of the hour and minute hand.

### array



An arrangement of objects in equal rows and equal columns.



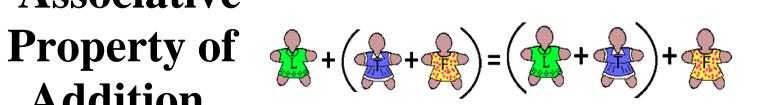
#### array

### **Associative Property** of Addition

#### Associative **Property of** Addition

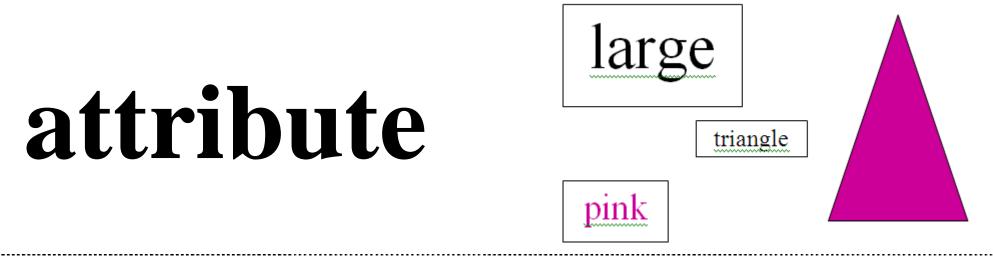
$$\frac{1}{2} + \left(\frac{1}{2} + \frac{1}{2}\right) = \left(\frac{1}{2} + \frac{1}{2}\right) + \frac{1}{2}$$

Associative Addition

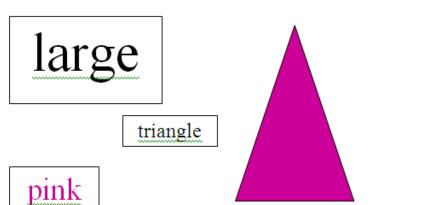


Changing the grouping of 3 or more addends does not change the sum.

## attribute





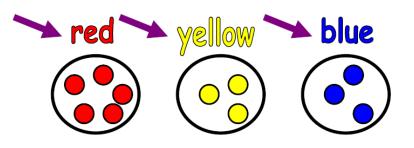


A characteristic of an object, such as color, shape, size, etc.

## category



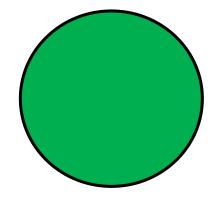




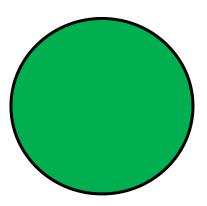
A collection of things sharing a common attribute.

## circle

### circle

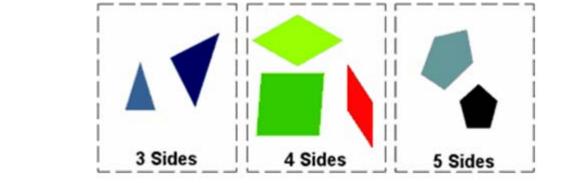


### circle



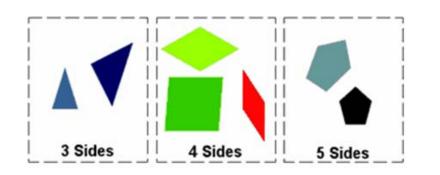
A figure with no sides and no vertices.

classify







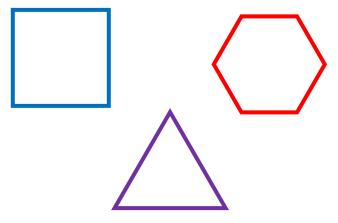


To sort into categories or to arrange into groups by attributes.

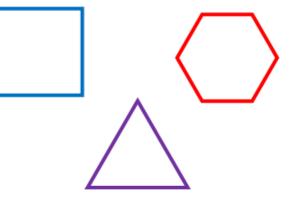
# closed figure

### closed

figure



closed figure

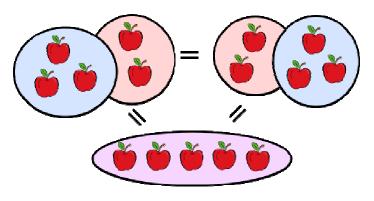


A figure with all the sides connected.

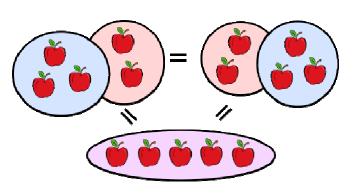
### Commutative Property of Addition

#### Commutative property of Addition

3+2 = 2+3

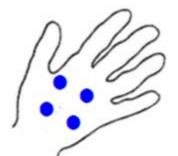


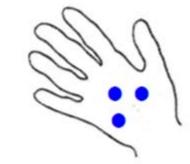
Commutative Property of Addition 3+2 = 2+3



Changing the order of the addends does not change the sum.

### compare

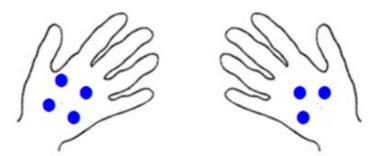




4 is more than 3

### compare

#### compare



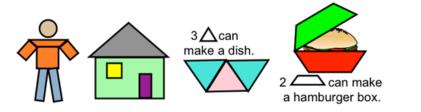
4 is more than 3

To decide if one number is greater than, less than, or equal to another number.

### compose







To put together basic elements.

# composite shape

#### composite shape A figure that is composite made from 2 or more geometric shape figures.

### cone

#### cone



#### cone

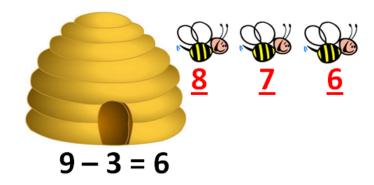


A geometric solid with a circular base and curved surface that meets at a point.

## count back



#### count back

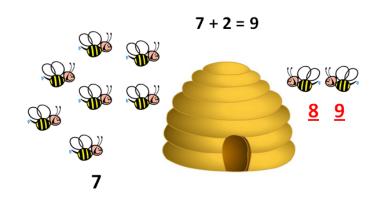


A way to subtract.

### count on

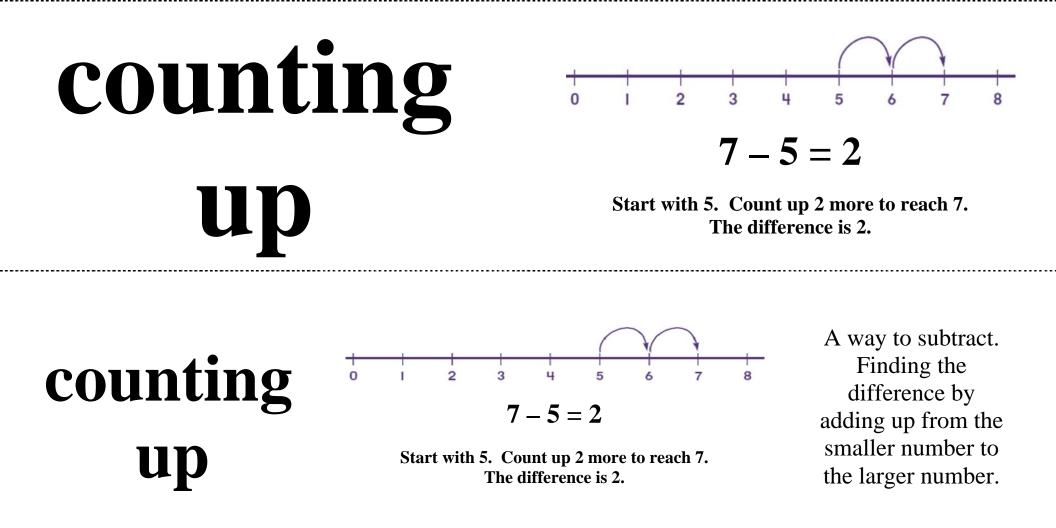




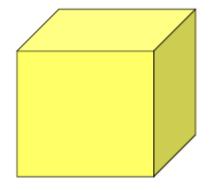


A way to add.

# counting up

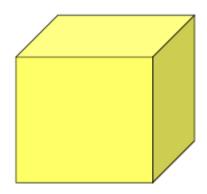


### cube



### cube

### cube

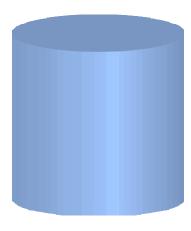


A solid figure with six square faces.

## cylinder







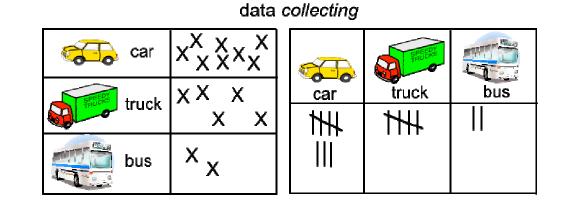
### cylinder



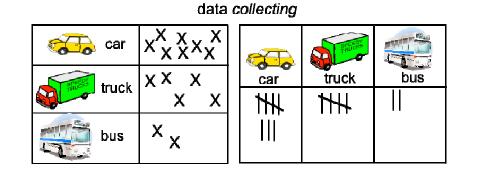
A geometric solid with 2 circular bases and a curved surface.

### data





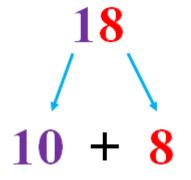
### data



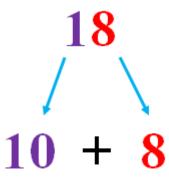
A collection of information.

## decompose

### decompose



decompose

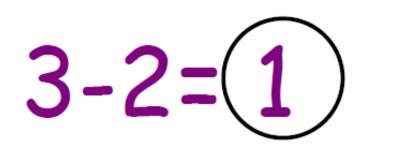


To separate into basic elements.

## difference



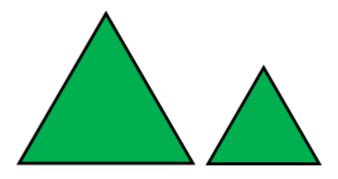
#### difference



The result when one number is subtracted from another.

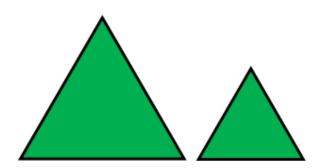
## different

### different



Different size but same shape.





Compare 2 or more objects or figures to find what is not the same.

Different size but same shape.

## digit



01234 56789

digit

01234 56789

Any of the symbols 0, 1, 2, 3, 4, 5, 6, 7, 8, or 9.

# digital clock

### digital clock

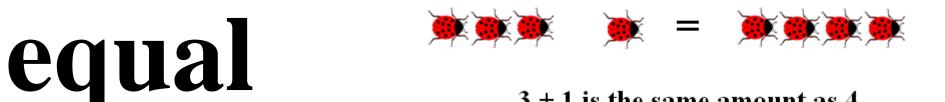


digital clock

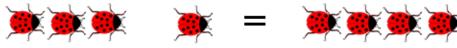


A clock that shows the time with numbers of hours and minutes; usually separated by a colon (:)

## equal



#### 3 + 1 is the same amount as 4



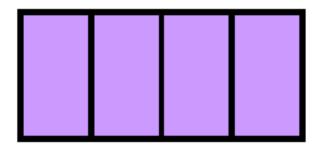
Having the same amount.

equal

3 + 1 is the same amount as 4

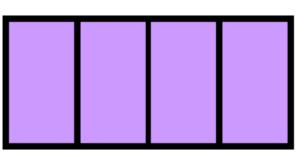
# equal shares

# equal shares



4 equal parts

equal shares

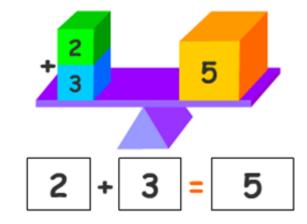


Equal parts of a whole.

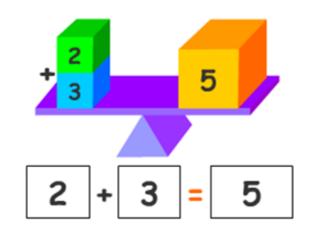
4 equal parts

## equation





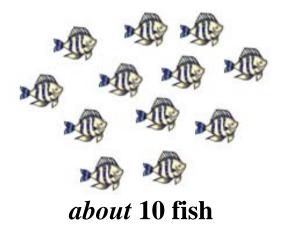
equation



A number sentence with an equal sign. The amount on one side of the equal sign has the same value as the amount on the other side.

## estimate

### estimate



#### estimate

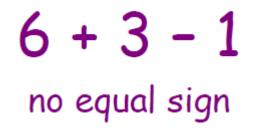


about 10 fish

A number close to an exact amount. An estimate tells *about* how much or *about* how many.

## expression





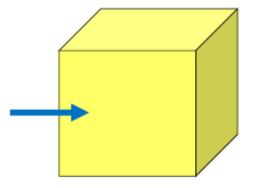
#### expression

6 + 3 - 1 no equal sign

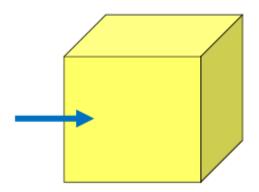
A mathematical phrase without an equal sign.

### face





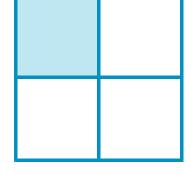
face



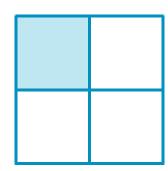
A surface on a solid figure.

## fourth of

### fourth of



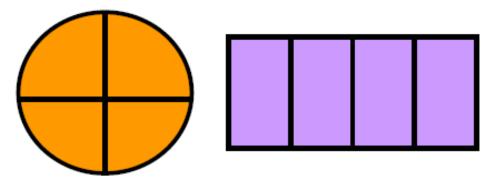
#### fourth of

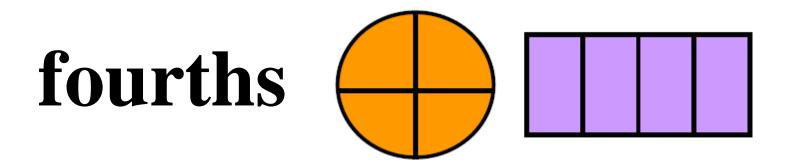


One of four equal parts.

## fourths



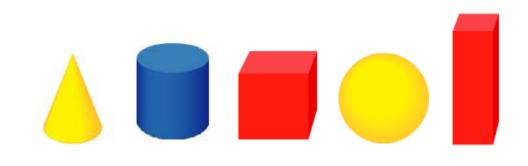




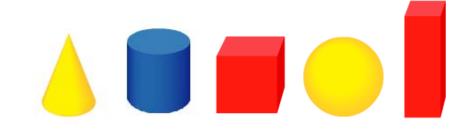
The parts you get when you divide something into four equal parts.

# geometric solid

### geometric solid



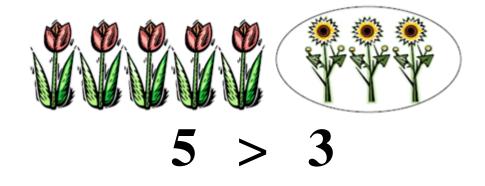
#### geometric solid



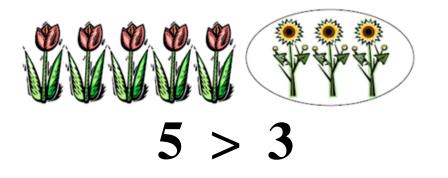
A three dimensional figure.

# greater than





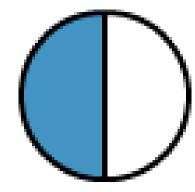
#### greater than



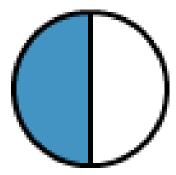
Greater than is used to compare two numbers when the first number is larger than the second number.

# half circle

### half circle



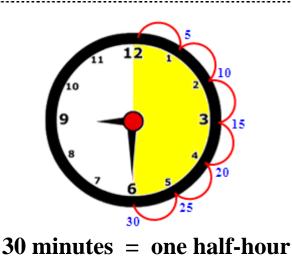
half circle



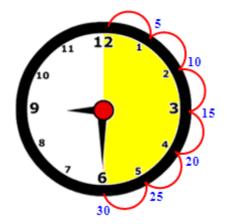
One of two equal parts of a circle. (semi-circle)

# half hour

### half hour



half hour



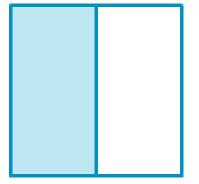
A unit of time equal to 30 minutes.

**30** minutes = one half-hour

### half of

### half of

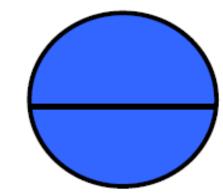
#### half of



One of 2 equal parts.

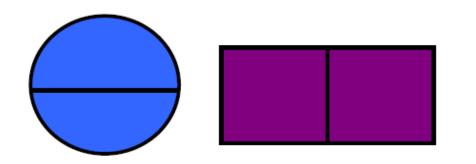
### halves







#### halves



The parts you get when you divide something into 2 equal parts.

### heavier

### heavier



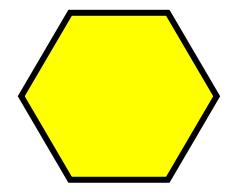
heavier



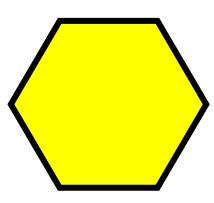
Having a weight that is greater than that of another object.

# hexagon





### hexagon



A figure with 6 straight sides.

# hour (hr)

### hour (hr)



60 minutes = 1 hour

hour (hr)

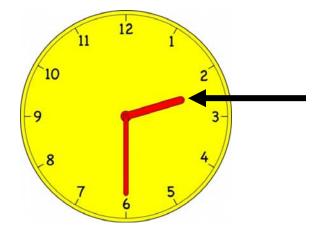


A unit of time equal to 60 minutes.

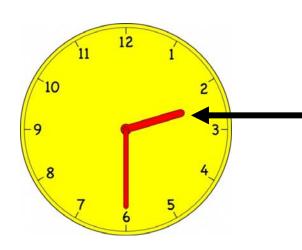
60 minutes = 1 hour

# hour hand

### hour hand



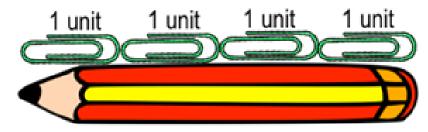
hour hand



The short hand on a clock.

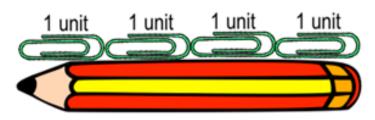
### iterate





Laying multiple paper clips end to end to measure the length of a pencil.

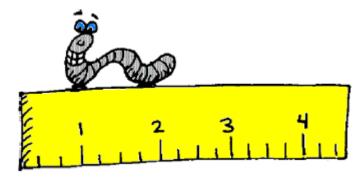
#### iterate



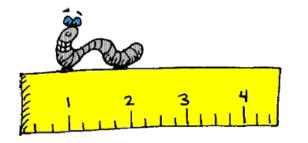
Laying multiple paper clips end to end to measure the length of a pencil. To repeat; to do again and again; to make repeated use of a mathematical procedure.

# length







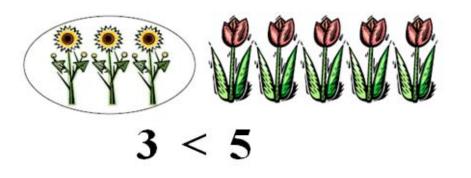


How long something is. The distance from one point to another.

### less than



#### less than



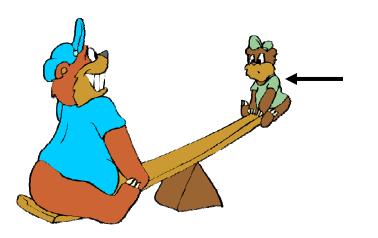
Less than is used to compare two numbers when the first number is smaller than the second number.

# lighter





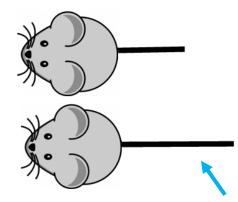




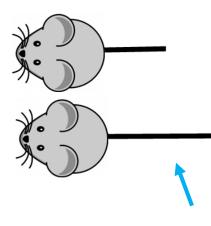
Having a weight that is less than that of another object.

# longer





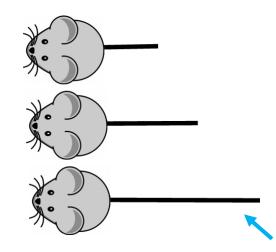
### longer



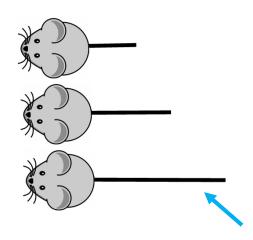
A word used when comparing the length of two objects.

# longest





### longest



A word used when ordering three or more objects by length.

\_\_\_\_\_ ------\_\_\_\_\_