Progression in maths vocabulary

The document below shows vocabulary used for each area of maths for each year group. The vocabulary is cumulative so the children will need to know the words from the previous year groups as well as their own.

			Counting and number properties				
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**	
number count - assigning one number name to each of a set of objects to determine how many there are. subitise – being able to visual see a number of objects instantly without needing to count forwards backwards	**Numbers up to 50 in words and numerals** count on countback odd – a number which is not divisible by 2 without a remainder even – a number exactly divisible by 2. They end in 0,2,4,6,8 pattern - A systematic arrangement of numbers, shapes or other elements according to a rule. steps of multiple – the result of multiplying a number by an integer e.g. 12 is a multiple because 3x4=12	**Numbers up to 100 in words and numerals** Numeral – a symbol or symbols used to represent a number hundreds count in multiples – counting in a specific pattern of numbers related to a times table	**Numbers up to 1000 in words and numerals** integer / integers – a whole number decimal / decimals decimal notation ascending – going up descending – going down	thousands Roman numerals (up to 100 / C) negative numbers – numbers less than 0. Helpful to call them negative rather than 'minus' positive numbers – a number greater than 0. 0 is neither positive or negative.	ten thousand hundred thousand millions Roman numerals (up to 1000 / M) power / powers of – using repeated multiplication of the same number prime number – a whole number which can only be divided equally by 1 and itself composite - non-prime number complement – the amount you must add to something to make it a whole square number square / squared / (d)² - the product of 2 equal factors e.g. 3x3= 9 cube number cube / cubed / (d)³ - the product of 3 equal factors	millions ten millions	

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Place value, ordering and comparing						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
digit – one of the 10 numerals 0-9 which we use to compose numbers order/ordinal - the placement of items according to given criteria or in a pattern. To place items according to given criteria or in a pattern. one more one less equal to more than - A greater amount. less than (fewer compare - Look for similarities and/or differences between at least two objects or sets.	value – the amount something is worth one / ones ten / tens hundred column one-digit two-digit more -/ more than - A greater amount. less / less than fewer/ fewer than - A lesser amount equal / equal to / = not equal most fewest least **Ordinal numbers:** first - Comes before all others in time or position, second, third, fourth, fifth up to twentieth order - the placement of items according to given criteria or in a pattern. OR to place items according to given criteria or in a pattern. amount size – how big or small something is. number line - A linear, continuous representation of number. Each number occupies a point on the line, and there is an equal interval between each number. larger / largest bigger / biggest smaller / smallest estimate - an appropriately accurate guess	place value - system for writing numbers, in which the value of a digit is defined by its position within the number partition – to split a number into two or more parts place holder - zero used in any place value column (that contains a value of zero) to clarify the relative positions of the digits in other places estimate /estimation – an appropriate accurate guess half-way three-digit - a number made up of 3 digits e.g. 123 greater than > less than < mid-point	round / rounding / rounded – the process of making a number simpler by replacing it with another number of approximately the same value e.g. 73 rounds to 70 nearest ten – the multiple of 10 closest to a given number nearest hundred -– the multiple of 100 closest to a given number nearest whole -– the whole closest to a given decimal/fraction approximately / ≈ - The number is not exact but it is close three-digit- a number made up of 3 digits e.g. 123	nearest thousand four-digit - a number made up of 3 digits e.g. 1023	nearest million - -– the multiple of 1,000,000 closest to a given number nearest hundred thousand – the multiple of 100,000 closest to a given number linear sequence – a sequence which increases/decrease by the same value each time equivalence – the same value	interval – the distance between two values multi-digit

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	compare - Look for similarities and/or differences between at least two objects or sets. Between- a position in relation to two other places or objects on either side. above - a higher position than another object. below - a lower position than another object. middle sort sequence – a series of numbers or other elements which follow a rule equivalent – the same value greater than > less than < consecutive – following in order greatest benchmark – a reference point/mark which something can be measured, compared or assessed to. near / nearer far close to					

Progression in maths vocabulary

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Calculation						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
+ add plus altogether total - take away- To remove a number of items from a set. minus number bonds - a pair of numbers with a given total part – a section of the whole whole double – the multiply by 2 or add a value to itself half - One of two equal parts of a shape, quantity or object. Equal = the same can be expressed with the symbol '='. unequal share - to distribute fairly between a given number (a model for division) group – To make equal size groups. This is one model for division	unknown number sentence pair - A set of two things used together. bar model – a pictorial representation of a problem or a concept where bars are used to represent the quantities facts how much how many + total / in total sum – the total when numbers are added together plus add / addition / altogether combine - difference - The numerical difference between two numbers or sets of objects. It is found by comparing the quantity of one set of objects with another. distance between subtract/subtraction minus - A name for the symbol '-', which stands for the operation of subtraction. left / leftover take away / taken away - To remove a number of items from a set. x lots of	commutative - A property of addition and multiplication. It does not matter in which order the addends or factors are added or multiplied; the result will be the same. Inverse - Opposite operations that 'undo' each other calculate x multiplication division times/ multiplication table repeated addition- a structure of multiplication where equal parts are added to make a whole reordering reduce – make smaller increase – make bigger combination multiply / multiplied fact family - a group of maths facts or equations that use the same numbers. product - The result you get when you multiply two numbers. divisible - number is said to be divisible by	inverse - Opposite operations that 'undo' each other associative law - No matter how the parts in an addition or multiplication equation are grouped, the answer will be the same. E.g. (6+3) + 2 = 11 and 6 + (3+2) = 11 decomposition – breaking down a complicated problem into smaller tasks multiple(s) - the result of multiplying a number by an integer e.g. 12 is a multiple because 3x4=12 base fact – a fact that can be used to derive others e.g. 3x2=6 so 30x2 = 60 derived facts – facts made using a base fact correspondence – relationship between 2 sets of numbers scaling – increasing or decreasing a value using multiplication or division dividend - the amount that you want to divide divisor – the amount you want to divide by quotient- the result when the dividend is divided by the divisor.	operation/operations - a mathematical process. The four mathematical operations are addition, subtraction, multiplication and division factor - a number, that when multiplied with one or more other factors, makes a given number. The number six has four factors: 1, 2, 3 and 6. factor pairs – 2 numbers which multiply together to make a multiple distributive law - the process whereby adding some numbers and then multiplying the sum gives the same answer as 3 × (2 + 4) = (3 × 2) + (3 × 4) 3 × 12 = (3 × 10) + (3 × 2)	prime factor - A factor that is a prime number. 3 and 2 are prime factors of 6. common factor - A factor of two (or more) given numbers. A common factor of 12 and 9 is 3 because 3 × 4 = 12 and 3 × 3 = 12 dividend - the amount that you want to divide divisor – the amount you want to divide by	common multiples - A multiple of two (or more) given numbers. A common multiple of 3 and 6 is 12 because 3 × 4 = 12 and 6 × 2 = 12. order of operations - the internationally agreed order to complete operations in a multi-step equation with multiple operations. BIDMAS –used to remember the order of operations (Bracket, Indices, Division, Multiplication, Addition, Subtraction)

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	groups of - To make equal size groups. This is one model for division times array- the arrangement of counters or numbers in columns and rows, used to represent multiplication and division regroup / regrouping- rearranging numbers to form groups of 10 e.g. 10 ones into 1 ten addend – the numbers we add together to create the sum subtrahend – the number to be subtracted from another (the second number in a subtraction) minuend – the number from which we subtract another (the first number in a subtraction) remainder – the amount left after a division when a whole number is needed multiple / multiples - the result of multiplying a number by an integer e.g. 12 is a multiple because 3x4=12 twice as each half / halving / halves - One of two equal parts of a shape, quantity or object. double / doubling / doubles - To multiply by two or add a value to itself.	another if it can be divided by that number without a remainder	product - The result you get when you multiply two numbers.			

Progression in maths vocabulary

The document below shows vocabulary used for each area of maths for each year group. The vocabulary is cumulative so the children will need to know the words from the previous year groups as well as their own.

				Fractions, Decimals and Percentages			
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**

R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
	half / halve / halves One of two equal parts of a shape, quantity or object. quarter / quarters - One of four equal parts of a shape, quantity or object. sharing - To distribute fairly between a given number of recipients. This is one model for division group / groups grouping - To make equal size groups. This is one model for division. part – a section of a whole thing whole – the total/complete amount/shape equal parts same size bar equal / equally – the same numerator - The top number in a fraction. It indicates the specified number of parts out of the whole. In a division context, it is the dividend. Denominator – The bottom number in a fraction. In a measure context, it indicates the number of equal parts into which the whole is divided. In a division context, it is the divisor	equivalent / equivalence - having the same value. Equivalent fractions have the same value. half as much twice as much numerator - The top number in a fraction. It indicates the specified number of parts out of the whole. In a division context, it is the dividend. Denominator – The bottom number in a fraction. In a measure context, it indicates the number of equal parts into which the whole is divided. In a division context, it is the divisor	fifths – a whole split into 5 equal parts sixths - a whole split into 6 equal parts sevenths - a whole split into 7 equal parts eighths - a whole split into 8 equal parts ninths - a whole split into 9 equal parts tenths - a whole split into 10 equal parts order unit-fraction - A fraction with a numerator of one. non-unit fraction - A fraction with a numerator greater than one	hundredths - – a whole split into 100 equal parts decimal equivalents – fractions written in decimal form e.g. ½ = 0.5 decimal places – the digits to the right of the decimal point decimal point - a point or a dot which is used to separate a whole number from the fractional part of a number. proportion - A comparison between two or more parts of a whole or group. Proportion expresses a part-whole relationship. This may be represented as a fraction, a percentage or a decimal convert - To change from one thing to another e.g. fraction to decimal proper fractions - A fraction with a value less than one. improper fractions - A fraction where the numerator is bigger than the denominator. These fractions are therefore greater than one whole.	mixed numbers - Numbers consisting of an integer and fractional part. Thousandths - a whole split into 1000 equal parts per cent / % - out of 100 percentages - The number of parts per hundred which is written using the % symbol.	simplify - To write a number or equation in its simplest form. degrees of accuracy - a measurement of how close a given measurement is to the true value.

Progression in maths vocabulary

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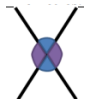| Measure						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
Time quicker slower earlier later before - In front of or prior to. after first next - Comes immediately after the present one in order. today yesterday tomorrow morning afternoon evening day week hour minutes **Length** A linear measurement. measure - To find the size of something in a given unit. wider/wider narrow/narrower compare - Look for similarities and/or differences between at least two objects or sets. short/shorter/shortest long/longer/longest tall/taller	**Time** year month week day weekday weekend chronological order – time order days of the week months of the year night hour minute second morning afternoon evening yesterday today tomorrow before after old / older new / newer clock / clock face o'clock half past birthday watch hour minute minutes past / to quarter past / to half past fast / faster /fastest quick / quicker / quickest slow / slower / slowest early/ earlier late /later time **Mass/Weight** mass - A measure relating to the amount of matter within a given object	**Time** Analogue -. A clock with a face and hands clockwise - Movement in the direction of the hands of a clock. anticlockwise - Movement in the opposite direction to the motion of the hands of a clock noon midday midnight intervals of time **Mass** gram / g kilogram / kg scale **Length - A linear measurement.** height width metre / m centimetre / cm millimetre / mm scale standard units **Capacity -** The amount of liquid a container can hold litre / l millilitre / ml scale **Money** price cost	**Time** Roman numerals to XII Am- ante meridiem – before 12pm Pm - post meridiem – after 12pm duration – the measure of how long something takes analogue clock - A clock with a face and hands digital digital clock 12-hour clock 24-hour clock event leap year **Length - A linear measurement.** perimeter millimetre / mm	convert - To change from one unit of measurement to another. conversion **Length - A linear measurement.** rectilinear figure - A rectilinear shape has straight line edges which are perpendicular (all meet at right angles) area dimensions kilometre / km	**Mass** pound / lb **Length - A linear measurement.** composite metric units - A standard unit of measure used in the UK and Europe. Includes centimetres, litres and kilograms imperial units - A unit of measure once officially used in the UK but is now used less often, except in the context of length. Includes miles, pounds and pints inch / inches / in foot / feet / ft yard mile centimetre squared (cm²) metre squared (m²) compound shape - made up of two or more basic shapes joined together Capacity - The amount of liquid a container can hold pint / pt centimetres cubed (cm³) metres cubed (m³)	**Mass** stones ounces **Length - A linear measurement.** millimetres cubed (mm³) kilometres cubed (km³) **Capacity-** The amount of liquid a container can hold millimetres cubed (mm³) centimetres cubed (cm³) metres cubed (m³) gallons Speed miles per hour (mph) metres per second (m/s) kilometres per hour (km/h)

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length - A linear measurement. height **Mass/Weight** Mass - A measure relating to the amount of matter within a given object Weight - The force exerted on an object by gravity. Weight therefore changes with a change in gravitational force. Used interchangeably with mass until KS2. Heavy/heavier Light/lighter Big/bigger **Capacity -** The amount of liquid a container can hold. Full - Contains/holds as much or as many as possible; has no empty space. empty half full	weigh weight - The force exerted on an object by gravity. Weight therefore changes with a change in gravitational force. Used interchangeably with mass until KS2. heavy /heavier / heavier than /heaviest light / lighter / lighter than/ lightest balance gram kilogram scales **Length** - A linear measurement. height long / longer / longest tall / taller / tallest short / shorter / shortest wide / wider / widest narrow/ narrower/ narrowest centimetre metre far distance - A measure between two points or things. Measure - To find the size of something in a given unit. ruler **Capacity** Volume - A quantity or amount of any substance and the 3-D space it fills. full / fuller / fullest empty- Containing nothing. / emptier / emptiest more than less than - A smaller amount or not as much. capacity - The amount of liquid a container can hold. **Money** coin / coins note / notes amount penny / p pound / £ combination money	amount change value **Temperature** temperature degrees Celsius / °C thermometer scale				

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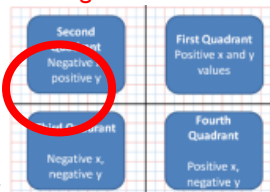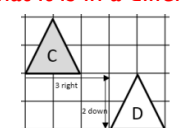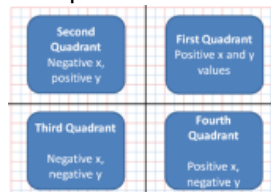| Geometry – shape properties						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
2D - abbreviation for two-dimensional. A shape is two-dimensional if it is flat.	pattern - A systematic arrangement of numbers, shapes or other elements according to a rule.	vertical –going from bottom to top and vice versa	degree / degrees - The unit of measure for angles	classify	Diagonal - A straight line segment that joins one vertex to another	net - A group of 2-D shapes which, when folded and connected, forms a 3-D shape
rectangle - a 4 sided shape with four right angles.	2-D - Abbreviation for two-dimensional. A shape is two-dimensional if it is flat.	Horizontal –going from left to right and vice versa	angle - The amount of turn, measured in degrees.	nonagon – a 9 sided shape		radius - A line from one point of the circumference of a circle to the centre of the circle.
Square – a quadrilateral with four equal length sides and four right angles.	rectangle - a 4 sided shape with four right angles.	vertex / vertices - The point at which two or more lines intersect	internal angle - the angles that lie on the inside of a polygon	decagon – a 10 sided shape	straight line - 180°	
circle - a 2-D shape with a curved side.	Square – a quadrilateral with four equal length sides and four right angles.	edge / edges - A line joining two vertices of a 2-D shape and the intersection of two faces in a 3-D shape	right angle - An angle of 90 degrees	isosceles - Having two sides of equal length. Isosceles triangles have two equal sides and 2 equal angles	whole turn - 360°	diameter - A line from one point of the circumference of a circle to another on the opposite side, which must pass through the centre of the circle
triangle - a polygon with three sides.	circle - a 2-D shape with a curved side.	face / faces - One of the 2D surfaces of a solid shape.	acute angle - An angle that is smaller than a right angle.	scalene - A scalene triangle has three unequal sides and three unequal angles	reflex angle - An angle that is greater than 180°.	
3D - abbreviation for three-dimensional. A solid is three-dimensional and occupies space	triangle - a polygon with three sides.	Quadrilateral – A 4 sided shape	obtuse angle - An angle that is greater than a right angle but less than 180 degrees.	equilateral - Having all sides the same length. An equilateral triangle and 3 equal sides and 3 equal angles.	regular polygon - Regular 2-D shapes have angles that are all equal and side lengths that are all equal	circumference - The perimeter/boundary of a circle.
faces - one of the flat surfaces of a solid shape.	kite - a 4 sided 2-D shape with two pairs of equal length adjacent sides	polygon - A 2-D shape with three or more straight sides	perpendicular – a pair of lines that intersect at (or form) a right angle.	parallelogram – A quadrilateral that has two pairs of parallel sides and equal opposite angles	irregular polygon - irregular is a term used to describe shapes that are not regular (see above).	vertically opposite angles - Angles which are positioned opposite to one another when two lines intersect.
cube - a 3-D shape with six identical square faces	pentagon – 5 sided shape	pentagon – 5 sided shape	parallel – 2 lines that are equal distance apart will never meet, regardless of how far either or both lines are extended.	trapezium - A quadrilateral with exactly one pair of parallel sides	angles around a point – 360°	dimensions - a measurable extent of something
cuboid – a 3-D shape with six rectangular	hexagon – 6 sided shape	hexagon – 6 sided shape	Horizontal - going from left to right and vice versa. Parallel to the horizon	rhombus - An equilateral parallelogram with four equal length sides.	net - A group of 2-D shapes which, when folded and connected, forms a 3-D shape	
cone – a 3-D shape with one circular flat face and one curved face	heptagon – 7 sided shape	heptagon – 7 sided shape	Vertical - going from bottom to top and vice versa. Perpendicular to the horizon.	protractor - A measuring device for measuring the size of an angle		
sphere - a 3-D shape with a continuous surface	octagon – 8 sided shape	octagon – 8 sided shape	quadrilateral - A 4 sided shape	adjacent – next to		
curved - a non-flat surface of a 3-D shape.	3-D - abbreviation for three-dimensional. A solid is three-dimensional and occupies space	prism - A 3-D solid with two identical, parallel bases and otherwise rectangular faces.				
		cone - a 3-D shape with one circular flat face and one curved face				
		symmetry - A shape is symmetrical when it fits				

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Both cones and cylinders have curved surfaces. straight - a line or movement in one direction, without bends or curves. Flat - a level surface.	cube - a 3-D shape with six identical square faces cuboid – a 3-D shape with six rectangular sphere - a 3-D shape with a continuous surface pyramid – a 3-D shape with one polygonal base and other triangular faces, which meet at a point cylinder - A 3-D shape with two circular faces joined by a curved surface. side / sides - A straight line that forms part of the boundary of a shape. line - A set of adjacent points that has length but no width. straight - A line or movement uniform in direction, without bends or curves curved flat - A level surface. open / closed shape corner - A point where two or more lines meet. base point diagonal - A straight line segment that joins one vertex to another opposite	exactly onto itself when folded in half line of symmetry - the line that divides a shape or an object into two equal and symmetrical parts surface - An outer boundary of a 3-D object mirror line - a line which can be drawn onto a shape to show that both sides have exact reflective symmetry properties – a characteristic common to a given thing/set classify opposite regular - Regular 2-D shapes have angles that are all equal and side lengths that are all equal. Regular 3-D shapes are those that have congruent (exactly the same) faces of a single regular polygon irregular - irregular is a term used to describe shapes that are not regular (see above).	right-angle triangle - a triangle, that has one of its interior angles equal to 90 degree three-dimensions – an objective with height, length and width and takes up space. polyhedron/polyhedral - A 3-D shape with flat surfaces that are polygons reflection - A mirror image that is equidistant from a mirror line. Congruent - two shapes or figures which are exactly the same size	regular - Regular 2-D shapes have angles that are all equal and side lengths that are all equal. Regular 3-D shapes are those that have congruent (exactly the same) faces of a single regular polygon irregular - irregular is a term used to describe shapes that are not regular (see above). internal angle – the angles that lie on the inside of a polygon congruent - two shapes or figures which are exactly the same size		composite shape - a shape created with two or more basic shapes exterior angle - the angle between a side of a polygon and an extended adjacent side intersect - The point at which two (or more) lines meet is where they intersect.

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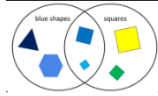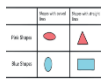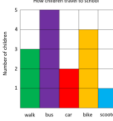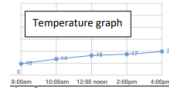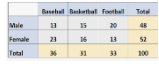
Geometry – position and direction						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
over under between - a position in relation to two other places or objects on either side. around through on into next to behind beneath on top of order repeat pattern - A systematic arrangement of numbers, shapes or other elements according to a rule.	left right top middle bottom on top of in front of behind between - a position in relation to two other places or objects on either side. above - Used to describe a higher position than another object. below - Used to describe a lower position than another object. beneath around	sequence - A series of numbers or other elements which follow a rule. rotate/ rotation- The act of moving about an axis/centre angle - The amount of turn, measured in degrees. right angle - An angle of 90 degrees straight line -180° arrange anti-clockwise - Movement in the opposite direction to the motion of the hands of a clock. row column north south east west compass	north south east west compass	pairs of coordinates/coordinate - The position of a point, usually described using pairs of numbers. quadrant - One of four regions into which a coordinates grid is divided first quadrant plot - To mark out a point on a graph or grid. grid - A series of evenly divided and equally spaced shapes, usually squares. translate/ translation - When a shape moves so that it is in a different position but retains the same size, area, angles and side length and so is congruent axis / axes - A real or imaginary reference line. on charts and graphs which are used to show the measuring scale or labels for the variables. x-axis- horizontal line on a chart. Used for variables. y-axis – vertical line on a chart. Used for measuring scale. scale - Equally spaced markings on a measuring device which can be read to quantify a measurement. label	x-axis- horizontal line on a chart. Used for variables. y-axis – vertical line on a chart. Used for measuring scale.	coordinates/coordinate - The position of a point, usually described using pairs of numbers. four quadrants

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Statistics						
R	Y1	Y2	Y3	Y4	Y5	Y6
		pictogram - A representation of data using pictures or symbols. tally - A form of counting. Each tally is a vertical mark. After the fourth vertical mark, a horizontal/diagonal mark is drawn to create a group of five chart - A table or graph block diagram - The pre-cursor to the bar graph, this representation of data has an x- and y-axis and one block represents one item. Each block is joined to the adjacent block. data - information which has been counted or measured category / categories key sorting totalling comparing Venn diagram - Two or more circles which represent given sets Carroll diagram – a way of sorting objects/numbers based on properties scale - Equally spaced markings on a measuring device which can be read to quantify a measurement title frequency - The number of times something occurs within a data set. survey axis / axes - A real or imaginary reference line. on charts and graphs which are used to show the measuring scale or labels for the variables.	Block graph - The pre-cursor to the bar graph, this representation of data has an x- and y-axis and one block represents one item. Each block is joined to the adjacent block. bar chart - A representation of data in which the frequencies are represented by the height or length of the bars. scale - Equally spaced markings on a measuring device which can be read to quantify a measurement title interpret frequency - The number of times something occurs within a data set. survey discrete data - data that can be counted, but not measured continuous data - data which can be measured and take any values label	label time x-axis- horizontal line on a chart. Used for variables. y-axis – vertical line on a chart. Used for measuring scale. line graph - A graph that uses lines to connect the points on a data chart. Used to present continuous data, such as change over time. variable	Timetables two-way tables - a way of sorting data so that the frequency of each category can be seen quickly and easily axis / axes - A real or imaginary reference line. on charts and graphs which are used to show the measuring scale or labels for the variables pie chart - A representation of a set of data where each segment represents one group in proportion to the whole.	pie chart - - A representation of a set of data where each segment represents one group in proportion to the whole. mean average - The mean average of a set of data is the sum of the quantities divided by the number of quantities. data set variable conversion graph – a graph used to change from unit to another convert - To change from one unit of measurement to another.

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Ratio and Proportion						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
		times as many for every			per	times as many per for every relative size -expressing the overall size of an item where the absolute value is not considered, but the relative size of an item compared to other items is considered. scale factor - when you enlarge a shape and each side is multiplied by the same number proportion - compares a part to the whole ratio (a:b) - compares part to part comparison scaling - that we are either enlarging or shrinking figures so that they retain their basic shape.

Algebra						
R	**Y1**	**Y2**	**Y3**	**Y4**	**Y5**	**Y6**
				variable - a symbol for a value we don't know yet. It is usually a letter rule - A consistent pattern which allows generalisation.	Equation - a mathematical statement that shows that two mathematical expressions are equal	symbol letter unknown sequence - A series of numbers or other elements which follow a rule. formula - An algebraic expression of a rule. algebraic / algebraically equation - a mathematical statement that shows that two mathematical expressions are equal variable - - a symbol for a value we don't know yet. It is usually a letter constant - A _Coefficient_ _Variable_ number on its own is called a Constant $4x - 7 = 5$ _Operator_ _Constants_ generalise expression - One or a group of numbers, symbols or operators. An expression does not use equality or inequality signs rule - A consistent pattern which allows generalisation. Combinations - a way of selecting items from a collection where the order of selection does not matter