

+
add
altogether
total
plus
increase
more than
sum

-
take away
subtract
minus
difference between
decrease
reduce
fewer

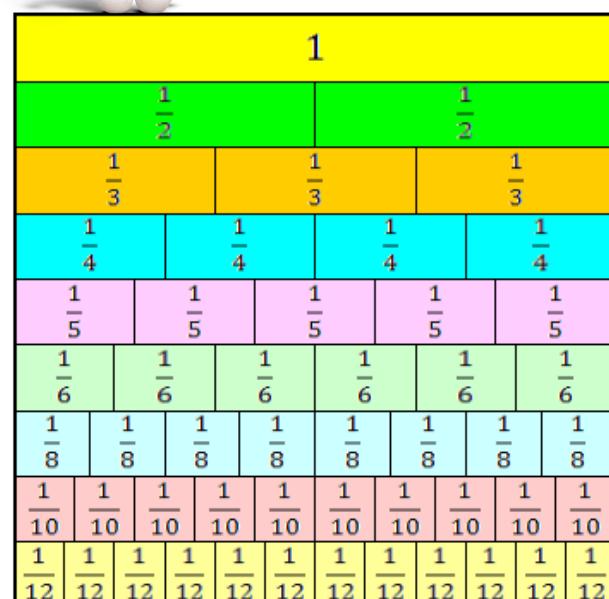
×
times by
multiply by
lots of
groups of
product of

÷
divided by
shared between
divided into
divisible by
shared equally

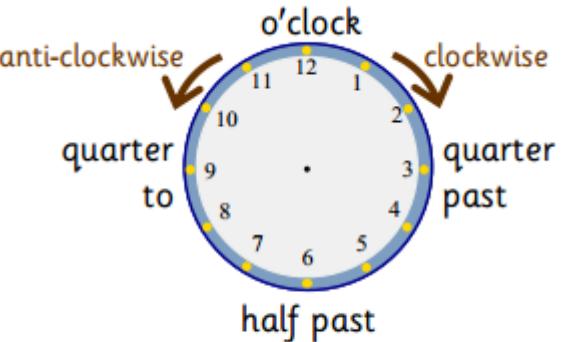


My 100 Square

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Disney
BIG HERO 6
© 2014 Disney



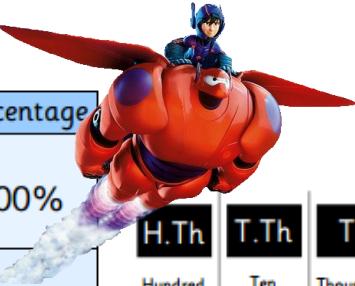
My Multiplication Square

1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100



Disney BIG HERO 6

Fractions	Decimal	Percentage
1	1	100%
$\frac{1}{2}$	0.5	50%
$\frac{1}{4}$	0.25	25%
$\frac{3}{4}$	0.75	75%
$\frac{1}{10}$	0.1	10%
$\frac{1}{5}$	0.2	20%
$\frac{1}{3}$	0. <u>3</u>	33%
$\frac{1}{6}$	0.16	16%



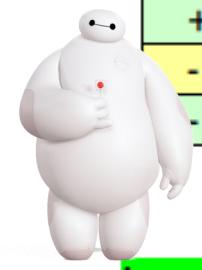
H.Th T.Th Th H T U
 Hundred Thousands Ten Thousands Thousands Hundreds Tens Units
 . $\frac{1}{10}$ $\frac{1}{100}$
 Tenths Hundredths

length

$$\text{area} = \text{width} \times \text{height}$$

$$\text{perimeter} = \text{width} + \text{width} + \text{length} + \text{length}$$

$$\text{area} = \frac{\text{height} \times \text{width}}{2}$$



+ × + = +	$5 \times 6 = 30$
+ × - = -	$5 \times -6 = -30$
- × + = -	$-5 \times 6 = -30$
- × - = +	$-5 \times -6 = 30$

length

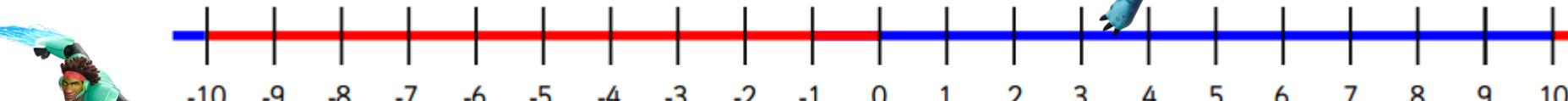
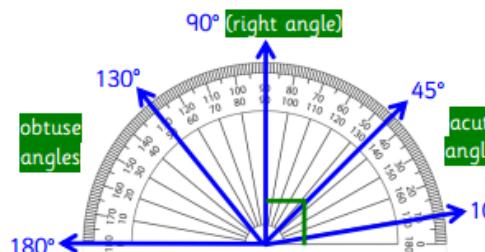
1 centimetre (cm) = 10 millimetres (mm)
 1 metre (m) = 100 centimetres
 1 kilometre (km) = 1,000 metres

weight

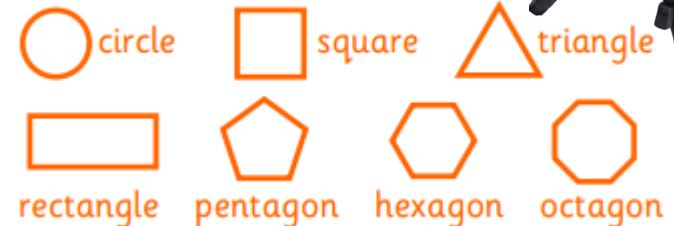
1 kilogram (kg) = 1,000 grams (g)
 1 tonne = 1,000 kilograms

capacity

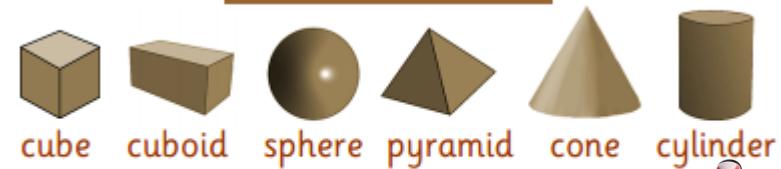
1 litre (l) = 1,000 millilitres (ml)
 1 litre = 1,000 cm³
 1 cm³ = 1 ml



2D Shapes (Polygons)



3D Shapes



faces = flat sides

edges = where two faces meet

vertices = where three or more sides meet (corners)

