

MATH Vocabulary

Scope and Sequence K-3

ARPD: [K-3 Definitions for Student action Verbs](#)

[Vocabulary cards](#) in various languages created by Granite School District (USA). Can be adapted to a student made dictionary.

Grades 4-6: Vocabulary Across the Grades

LEGEND FOR THE VOCABULARY WORDS INCLUDED BELOW

Student language - Important to know

NEW to Grade

Student language

NEW to Grade

Tier 2 words*

Hyperlinked with example or definition

(Professional Language - for the teacher)

Number

Quantity is measured with numbers that enable counting, labelling, comparing, and operating.

K	1	2	3
LO1: Children investigate quantity to 10.	LO1: Students interpret and explain quantity to 100.	LO1: Students analyze quantity to 1000.	LO1: Students interpret place value within 100 000.
Backward <u>Compare</u> Count (Counting Principle: Abstraction) (Counting Principle: Cardinality) (Counting Principle: One-to-one correspondence) (Counting Principle: Order Irrelevance) (Counting Principle: Stable order) Describe Determine Enough Forward Investigate Less Like More Need Not enough Number (Numeral) Objects Pictures Purpose <u>Quantity</u> Recognize Relate <u>Relative*</u> Represent Same <u>Sequence</u> <u>Set*</u> Solve (Subitize) Unlike Words	Absence of <u>Quantity</u> Backward <u>Balance*</u> <u>Compare</u> Composition Conservation of number Count (Counting Principle: Hierarchical Inclusion) Demonstrate <u>Equal</u> <u>Equality</u> Equal sign, = (Familiar arrangements) Groups Identify Investigate Less* Model* More Multiple* <u>Not equal</u> <u>Numeral</u> <u>Objects</u> One less One more Pattern <u>Partition</u> Previous <u>Quantity*</u> Represent Recognize <u>Set*</u> <u>Share</u> Size <u>Skip Count</u> <u>Subitize</u> <u>Symbol</u> Symbolically Two less Two more Unequal, ≠ Zero, 0	<u>Benchmark</u> Bills Coins Collection <u>Compare</u> <u>Composition of groups</u> (Denominations)* Decompose Describe Determine <u>Digit*</u> Equal <u>Estimate</u> <u>Even</u> Exact count Greater than, > <u>Groups</u> Hundreds Identify Infinite <u>Imbalance</u> <u>Inequality</u> (Known quantity) Less than, < Model Money <u>Natural Number</u> Not equal Number line <u>Odd</u> <u>Ones</u> <u>Order</u> <u>Partition</u> (Placeholder) Relate <u>Remainder</u> Represent Set* Skip count Tens Thousands <u>Value*</u>	(Adjacent) <u>Base-10</u> Bills <u>Cent sign, ¢</u> <u>Compare</u> Compose* Count Determine <u>Digit*</u> Dollar sign, \$ Equal sign, = Exact count Express Greater than sign, > Groups Identify Less than sign, < Loonies <u>Monetary Value*</u> <u>Natural Number</u> Number <u>Numeral</u> Order Place <u>Place value</u> <u>Product*</u> Recognize Relate <u>Relationship</u> Represent <u>Round*</u> (Symbolic representation) Toonies <u>Unequal</u> <u>Value*</u> Zero, 0

Number Quantity is measured with numbers that enable counting, labelling, comparing, and operating.			
K	1	2	3
LO2: Children interpret compositions of quantities within 10.	LO2: Students examine addition and subtraction within 20.	LO2: Students investigate addition and subtraction within 100.	LO2: Students apply strategies for addition and subtraction within 1000.
Arrange/Arrangement <u>Compose*</u> (Counting Principle: Conservation) Group Identify <u>Objects</u> <u>Quantity</u> Recognize Remains the same (Various)	<u>Addends</u> <u>Addition</u> <u>Addition facts</u> <u>Addition sign, +</u> <u>Addition table</u> <u>Balance*</u> Change* <u>Check*</u> <u>Compensate</u> <u>Compose*</u> <u>Count on / count back</u> (Commutative property) <u>Decompose</u> Determine <u>Difference*</u> Equal sign, = <u>Express*</u> Fact families Identify Investigate Make ten Mathematical operations Missing quantity <u>Model*</u> <u>Opposite (inverse) mathematical operations</u> <u>Order*</u> Part-whole relationship Processes Quantity <u>Patterns</u> Recall Recognize Relate* <u>Result*</u> Solve <u>Steps*</u> Strategies <u>Subtraction</u> <u>Subtraction facts</u> <u>Subtraction sign, -</u> <u>Sum</u> Symbolically <u>Quantity</u> Visualize <u>(Zero property)</u>	<u>Addends</u> <u>Addition facts</u> <u>Addition strategies</u> Apply (Associative property) <u>Compose*</u> (Countable quantities) Determine <u>Difference*</u> <u>Digit</u> <u>Doubles</u> Facilitate (Inverse operations) Investigate (Measurable lengths) (Missing quantity) <u>Multiples*</u> Order* Recall Solve <u>Subtraction facts</u> <u>Subtraction strategies</u> <u>Sum</u> Verify Visualize	<u>Addends</u> <u>Addition</u> (Conventional procedures) <u>Difference*</u> <u>Digit</u> <u>Estimate / Estimation</u> Exact Explain Minuend <u>Model*</u> <u>Natural number</u> <u>Number facts</u> <u>Place value</u> <u>Reasonable</u> Recall Relate <u>Regrouping</u> Solve <u>Standard algorithms</u> Strategies Subtrahend <u>Subtraction</u> <u>Sum</u>

Number Quantity is measured with numbers that enable counting, labelling, comparing, and operating.			
K	1	2	3
			LO3: Students analyze and apply strategies for multiplication and division within 100.
			Area Array (Commutative property) Compensation Compose Decompose (Distributive property) Dividend Division Division sign, ÷ Divisor Equal groups Equal sharing Fact families Factors* Grouping Inverse Investigate Model Multiplication Multiplication sign, x Multiplication table Multiplication in parts Operations* Order* Parts Partition Product* Recall Recognize Relate Quotient Recall Repeated addition Repeated subtraction Remainder Sharing Skip counting Verify Visualize

Number Quantity is measured with numbers that enable counting, labelling, comparing, and operating.			
K	1	2	3
	LO3: Students examine one-half as a part-whole relationship.	LO3: Students interpret part-whole relationships using unit fractions.	LO4: Students interpret fractions in relation to one whole.
	Describe <u>Equal groups</u> <u>Equal pieces</u> Identical Identify <u>One-half</u> <u>Partition</u> <u>Set</u> <u>Verify</u> <u>Whole quantity</u>	<u>Compare</u> Compose <u>Denominator</u> Model <u>Part-to-whole relationships</u> <u>Partition</u> <u>Parts</u> <u>Unit fraction</u> <u>Whole</u>	<u>Benchmark</u> <u>Compare</u> Composition <u>Denominator</u> Equal groups <u>Equal parts</u> <u>Express</u> <u>Fraction</u> Fraction notation (a/b) Identify Inversely related Length Model Name <u>Natural numbers</u> <u>Number line</u> Numerator One whole length One whole quantity <u>Part-to-whole relationships</u> Relate <u>Unit fraction</u> Visualize <u>Whole quantity</u>

Algebra Equations express relationships between quantities.			
K	1	2	3
			LO1: Students illustrate equality with equations.
			Balance Determine Equal sign, = <u>Equality*</u> <u>Equation</u> <u>Expression</u> (Interchangeable) Model Solve <u>Symbol</u> Unknown value Write

Geometry Shapes are defined and related by geometric attributes.			
K	1	2	3
LO1: Children investigate shape.	LO1: Students interpret shape in two and three dimensions.	LO1: Students analyze and explain geometric attributes of shape.	LO1: Students relate geometric properties to shape.
2-dimensional shapes 3-dimensional (shapes) objects Circle Cube Curved Cylinder Describe Flat Identify Investigate Nature Object Picture Relate Roll Round Shape Slide Space Stack Straight (Structure) Triangle Words	2-dimensional shapes 3-dimensional (shapes) objects <u>Attribute</u> <u>Circle</u> Compose* <u>Composite object/shape</u> <u>Cone</u> <u>Cube</u> Cylinder Decompose Division Fold <u>Halves</u> Identify Investigate <u>Line of symmetry</u> Match* Model* <u>Orientation</u> <u>Prism</u> <u>Pyramid</u> <u>Rectangle</u> Size Sort Sorting rule <u>Sphere</u> <u>Square</u> <u>Symmetrical</u> <u>Triangle</u>	2-dimensional shapes 3-dimensional (shapes) objects* Common Composition Create Describe <u>Faces</u> <u>Flips (Reflections)</u> <u>Geometric attributes</u> Investigate <u>Line segments</u> <u>Orientation</u> Position Recognize Relate <u>Sides (Translations)</u> <u>Slides</u> Sort Sorting rule <u>Surfaces</u> <u>Turns (Rotations)</u> <u>Vertices</u>	90° angle Analog clock Angle Classify Class of polygon Describe Distance <u>Equal</u> Equal measure Examine <u>Geometric attributes</u> Geometric properties <u>Hexagon</u> <u>Image</u> <u>Interior angle</u> <u>Intersect</u> Investigate Irregular polygon Length Maintain Octagon <u>Parallel</u> <u>Parallel lines</u> <u>Pentagon</u> <u>Perpendicular</u> <u>Perpendicular lines</u> <u>Planes*</u> Polygon <u>Quadrilaterals</u> <u>Referent</u> <u>Reflection</u> Regular polygon Relationship Right angle Rotation Sides Sort Transformation <u>Translation</u> <u>Triangle</u> <u>Vertices</u>

Measurement Attributes such as length, area, volume, and angle are quantified by measurement.			
K	1	2	3
LO1: Children explore size through direct comparison.	LO1: Students relate length to the understanding of size.	LO1: Students communicate length using units.	LO1: Students determine length using standard units.
Amount (Area) (Attributes) (Capacity) <u>Compare directly</u> Container Covers Describe Flat space Heavier Holds Identify Length Lighter Longer (Measurable attribute) Need Object Purpose Shorter Size Too big Too small (Weight)	Area Capacity Compare Deeper Depth Describe Distance Endpoints Fixed space Higher Height Indirect comparison Length Measurable attribute Object Order Orientation Points* Recognize Reposition Size Straight line Weight Wider Width	Centimetres Compare Copy Equal-sized unit Estimate Explain Gap Identify Investigate (Iterate / Iteration) (Inversely related) Length Measure Measurement Measuring tool Non-standard units Order Overlap Process* (Quantified) Referent Repeat Size Standard units Tiling Unit	Abbreviate Accuracy Approximate Approximately Basic unit Benchmark Centi Centimetres Conversion Curve Deci Decimetres Decompose Determine Estimate Foot/Feet Identify Imperial system Inch Iteration Justify Length Measure Metre Metric system Metric unit Milli Millimetres Origin Perimeter Polygon Precision Prefix Rearrange Recognize Relate Referent Sides Standard measuring tools Straight line Standard unit Sum unit Unknown

Measurement Attributes such as length, area, volume, and angle are quantified by measurement.			
K	1	2	3
			LO2: Students interpret angles.
			Angle <u>Arms of an angle</u> Bend <u>Compare</u> Corner Direct <u>End point</u> Estimate Identify Indirect <u>Intersection</u> Length <u>Line segment</u> Motion Ray Referent Rotation (Slope) Space Superimpose Turn Union <u>Vertex</u>

Patterns Awareness of patterns supports problem solving in various situations.			
K	1	2	3
LO1: Children identify and create repeating patterns.	LO1: Students examine patterns in cycles.	LO1: Students explain and analyze patterns in a variety of contexts.	LO1: Students analyze patterns in numerical sequences.
Actions Change (Constant / <u>Constancy</u>) Create <u>Elements*</u> Objects <u>Pattern</u> Pictures Predict Recognize Repeat <u>Repeating pattern</u> Sounds (Symbols)	Calendar Change Constancy Create Cycle* Day/Night Describe <u>Elements*</u> Extend Identify Investigate Life cycles Pattern core Recognize <u>Repeating pattern</u> Repetition Seasons Sequence Unit	Align Arrangement <u>Attributes</u> Change (Complexity) Create Decrease Describe <u>Elements*</u> Express Growing patterns Hundreds chart Increase Investigate <u>Natural numbers</u> Non-repeating patterns Organize Orient <u>Pattern core</u> <u>Repeating pattern</u> Represent	Columns Definite Describe Determine (Differentiate) Even Finite sequence Infinite sequence Multiplication table <u>Natural numbers</u> <u>Numerical</u> sequence Odd Order <u>Ordinal</u> numbers <u>Pattern</u> Position (Progress) Recognize Rows Sequence <u>Skip-count</u> Terms*

Time Duration is described and quantified by time.			
K	1	2	3
LO1: Children interpret time as a sequence of events.	LO1: Students explain time in relation to cycles.	LO1: Students relate duration to time.	LO1: Students tell time using clocks.
Describe <u>(Duration)</u> (Events) First Next (Occur) <u>(Ordinal numbers)</u> Order <u>Sequence</u> <u>Time</u> Today Tomorrow Yesterday	Calendar <u>Cycle*</u> Days Describe Identify Observable change Perceive Relate Seasons <u>Sequence</u> <u>Time</u> Week Year	Beginning Calendar dates Communicate Days Describe Duration End Event Express Longer Measure Minutes Months (Natural cycles) <u>Non-standard units</u> Personal referents Relate Shorter Significant events <u>Standard units</u> Symbolic Traditions Weeks Years <u>Winter count</u>	12 hour cycle 24 hour cycle a.m. Analog clock Base-60 system Describe Digital clock Duration Express Hour Investigate Minute p.m. Relate Second <u>Standard measuring tool</u> Tell* (time) Unit of time

Statistics

The science of collecting, analyzing, visualizing, and interpreting data can inform understanding and decision making.

K	1	2	3
	LO1: Students investigate and represent data.	LO1: Students relate data to a variety of representations.	LO1: Students interpret and explain representations of data.
	Answers* Collaborate <u>Concrete graph</u> Create Data Gather <u>Graph</u> Information <u>Pictograph</u> Questions Represent Share Visual representation	Axes Axis labels Bar graph Collect <u>Compare</u> Construct Data <u>Dot plots</u> Features <u>First-hand data</u> Generate Interpret Investigation Legend Pictograph Questions Record <u>Table</u> <u>Tally marks</u> Title	<u>Bar graph</u> <u>Collect</u> Consider Data Describe <u>Dot plot</u> Examine <u>First-hand data</u> Formulate (One-to-one correspondence) Predict Represent Representation <u>Second-hand data</u> Source (Statistical question) Unique

Financial Literacy: Physical Education & Wellness

Informed financial decision making contributes to the well-being of individuals, groups, and communities.

K	1	2	3
LO1: Children explore money.	LO1: Students explore money and how it is used for everyday living.	LO1: Students relate money and decision making.	LO1: Students describe strategies that support responsible money management.
\$5 \$10 Bills Canadian money Coins Colour (Denominations)* Explore Identify Images Loonies Number Size Toonies (Unique features) Value*	\$5 \$10 \$20 \$50 \$100 Bills Boats Borrowed Canadian money Coins Credit cards Debit cards (Denominations)* Dimes Earned Emblems Entertainment Exchange Explore Forms* Goods Health services Historic figures Identify Images Loonies Nickels Personal services Produced Purpose Quarters Recreational activities Save Services Share Sort Spend Sports Toonies Unique features Value* Wildlife	Agencies Cause* Charities Decisions Describe Distinguish Donate Exchange Goods Limited Managing money Needs Organizations* Paying job Practice Save Services Share Spend Volunteer work Wants	Affordable Discuss Donation Expenses Financial goals Future plans Goals Identify Long-term goals Manage Money habits Money management Purchases Responsible spending Saving Savings account Short-term goals Value*