

Number

...or **NUMB**, for the correct order of operations, take care when using a calculator.

- Brackets
- Orders (or powers)
- Division and Multiplication
- Addition and Subtraction

Types of number

Integer: a 'whole' number
Factors: the divisors of an integer
• Factors of 12 are 1, 2, 3, 4, 6, 12
Multiples: a 'times table' for an integer (with infinite multiples)
• Multiples of 12 are 12, 24, 36, ...
Prime number: an integer which has exactly two factors (1 and the number itself). Note it is not a prime number.

Units

Highest Common Factor (HCF)
• Factors of 6 are 1, 2, 3, 6
Factors of 9 are 1, 3, 9
HCF of 6 and 9 is 3

Lowest Common Multiple (LCM)

• Multiples of 6 are 6, 12, 18, 24, ...
Multiples of 9 are 9, 18, 27, 36, ...
LCM of 6 and 9 is 18

Power notation

Write a number as a product of its prime factors, and follow for repeated factors.
• $120 = 2 \times 2 \times 2 \times 3 \times 5$

Indices and roots

Special indices for any value a
 $a^0 = 1$
 $a^{-1} = \frac{1}{a}$
 $a^{\frac{1}{2}} = \sqrt{a}$

Ordering with fractions

Adding or subtracting fractions, use a common denominator.
• $\frac{1}{2} + \frac{1}{3} = \frac{3}{6} + \frac{2}{6} = \frac{5}{6}$

Multiplying fractions

Multiplying fractions: multiply numerators and denominators.
• $\frac{1}{2} \times \frac{1}{3} = \frac{1 \times 1}{2 \times 3} = \frac{1}{6}$

Dividing fractions

Dividing fractions: 'flip' the second fraction, then multiply.
• $\frac{1}{2} \div \frac{1}{3} = \frac{1}{2} \times \frac{3}{1} = \frac{3}{2}$

Ordering with decimals

Ordering in ascending or descending order.
• $0.45 < 0.5 < 0.55$

Ordering with fractions

Ordering in ascending or descending order.
• $\frac{1}{2} < \frac{2}{3} < \frac{3}{4}$

Ordering with percentages

Ordering in ascending or descending order.
• $45\% < 50\% < 55\%$

Ordering with ratios

Ordering in ascending or descending order.
• $1:2 < 2:3 < 3:4$

Ordering with rates

Ordering in ascending or descending order.
• $1 \text{ km/h} < 2 \text{ km/h} < 3 \text{ km/h}$

Algebra

Look for the biggest square number factor of the coefficient.
• $100 = 10 \times 10$

Standard form

Standard form numbers are of the form: $a \times 10^n$ where $1 \leq a < 10$ and n is an integer.

Scientific notation

1 metre = 1000 millimetres
1 kilometre = 1000 metres
1 million = 1000 thousands
1 billion = 1000 millions
1 quadrillion = 1000 billions

Units

1 day = 24 hours
1 hour = 60 minutes = 3600 seconds
1 minute = 60 seconds

Ordering

Order the numbers, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with fractions

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Ordering with ratios

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Ordering with rates

Order the rates, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with areas

Order the areas, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with volumes

Order the volumes, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with masses

Order the masses, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with lengths

Order the lengths, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with temperatures

Order the temperatures, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with angles

Order the angles, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Ordering with time

Order the times, then use a 'number line' to read off the results. (Number lines are the best way to find the decimal point.)

Geometry & measures



Area and volume

Equation of straight line $y = mx + c$ or $y = ax + b$ as in the graphics, x is the x -coordinate.
• Find the equation of the line that joins (0, 2) to (2, 1).
Find the gradient.
 $m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{1 - 2}{2 - 0} = -\frac{1}{2}$
...and the y -intercept.
From the line $y = mx + c$, $2 = -\frac{1}{2} \times 0 + c$
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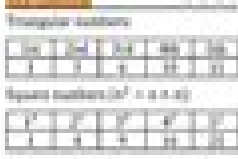
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Jessica J Manson



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