## MATH VOCABULARY MODULE 5

- 1. Plane figures like triangles, quadrilaterals, and polygons have two dimensions: length and width.
- 2. To calculate the perimeter of a plane figure we add the length of its sides.
- 3. The perimeter is calculated in linear units like centimeters or inches.
- 4. The area of squares and rectangles is calculated by multiplying length by width.
- 5. The area is calculated in square units like square meters or square feet.
- Solid figures like prisms, pyramids, and spheres, cones, and cylinders have three dimensions: length, width, and height.
- Square-based Pyramid)

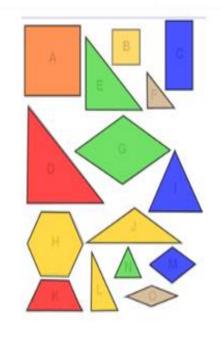
  Sphere Cylinder Cone

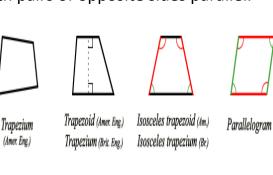
  Hexagonal Prism

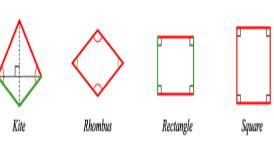
  Triangle-based Pyramid)

  Triangle-based Pyramid)
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- 7. To calculate the volume of prisms we multiply length, width, and height.
- 8. Volume is calculated in cubic units like cubic centimeters and cubic inches.
- 9. A litter has a volume equivalent to 1,000 cubic centimeters.
- 10. One square centimeter is equivalent to one milliliter.
- 11. Polygons are close plane figures are have two dimensions: length and width.
- 12. Some families of polygons are triangles, quadrilaterals, pentagons, hexagons, and octagons.
- 13. Triangles have three sides and three angles. If the triangle has a right angle, it is called a right triangle.
- 14. Triangles can be of three kinds, equilateral, isosceles, and scalene.
- 15. The three angles inside a triangle add up to 180 degrees.

- 16. Quadrilaterals have four sides, four angles, and two diagonal lines.
- 17. Regular quadrilaterals are: squares, rectangles, rhombuses, parallelograms, trapezoids, and kites.
- 18. To classify quadrilaterals mathematicians describe the sides, the kind of angles, and their diagonal sides
- 19. The sides of a quadrilateral can be: equal, parallel, perpendicular, consecutive or adjacent, or opposite.
- 20. Two sides are perpendicular only if they form a 90 degree angle.
- 21. The angles of the quadrilaterals can be: right, acute, or obtuse.
- 22. The four angles of a quadrilateral add up to 360 degrees.
- 23. Trapezoids are quadrilaterals that have at least one set of opposite sides parallel.
- 24. Parallelograms are quadrilaterals with both pairs of opposite sides parallel.
- 25. Rectangles are quadrilaterals with four right angles.
- 26. Rhombuses are quadrilaterals with four sides equal in length.
- 27. The diagonals of a parallelogram bisect, or cut one another in two equal parts.
- 28. Squares are quadrilaterals with four sides equal in length and four right angles.
- 29. Kites are quadrilaterals with two consecutive sides equal in length, and two remaining sides also equal in length.







- 30. A coordinate plane is a grid with two perpendicular lines called x-axis and y-axis.
- 31. A coordinate is a specific point on a number line.
- 32. A set of coordinates on a coordinate plane has two numbers written inside parenthesis.
- 33. The coordinate on the x-axis is first, and the coordinate on the y-axis is second.
- 34. The x-axis is the horizontal axis, and the y-axis is the vertical axis.
- 35. The point at which the x-axis and the y-axis intersect is called the point of origin.
- 36. Parallel lines to the x-axis have the same y-coordinate in common
- 37. Parallel lines to the y-axis have the same x-coordinate in common
- 38. Perpendicular lines to the x-axis have the same x-coordinate.
- 39. Perpendicular lines to the y-axis have the same y-coordinate.

