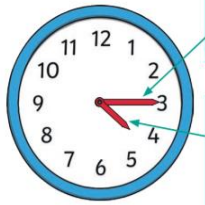
Maths 4

Analogue and Digital Clocks



Minute Hand
The long hand points to the minutes past the hour.

Hour Hand
The short hand points to the hour. If this hand is pointing between the hours, it is the earlier hour of the two.

12:00 — twelve o'clock

12:15 — quarter past twelve

12:30 — half past twelve

12:45 — quarter to one

There are 24 hours in a day.

1000 More or 1000 Less

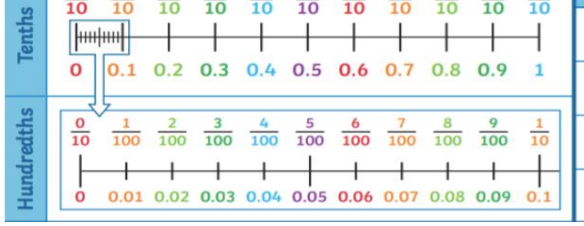
I	1	XXX	30
II	2	XL	40
III	3	L	50
IV	4	LX	60
V	5	LXX	70
VI	6	LXXX	80
VII	7	XC	90
VIII	8	C	100
IX	9	D	500
X	10	M	1,000
XX	20	MD	1,500

Position and Direction

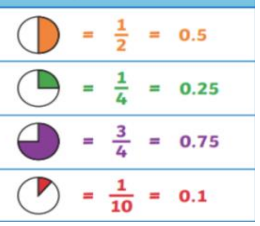
- coordinate
- quadrant
- x-axis
- y-axis
- translation
- vertex
- vertices

Counting in 1000s	Counting in 25s	Counting in 9s	Counting in 7s	Counting in 6s
0	0	0	0	0
1000	25	9	7	6
2000	50	18	14	12
3000	75	27	21	18
4000	100	36	28	24
5000	125	45	35	30
6000	150	54	42	36
7000	175	63	49	42
8000	200	72	56	48
9000	225	81	63	54
10 000	250	90	70	60

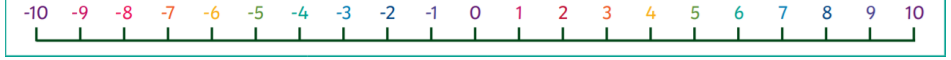
Tenths and Hundredths



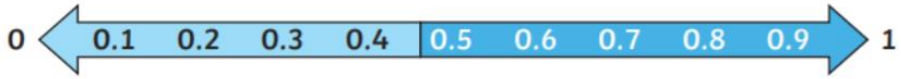
Fraction and Decimal Equivalents



Negative Numbers



Rounding Decimals



If the tenths digit is **1, 2, 3 or 4**, we round **down** to the nearest whole number.

If the tenths digit is **5, 6, 7, 8 or 9**, we round **up** to the nearest whole number.

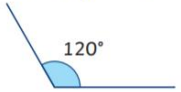
Angles

An angle is created when two straight lines meet at a point or intersect.

Right angle
The intersection of perpendicular lines creates a right angle.

Acute angle
Any angle measuring more than 0 degrees and less than 90 degrees is acute.

Obtuse angle
Any angle measuring more than 90 degrees but less than 180 degrees is obtuse.

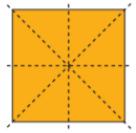


Make a Whole

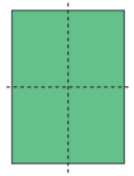
Lines of Symmetry

Lines of symmetry may be horizontal, vertical or diagonal. Some 2D shapes will have no lines of symmetry and some 2D shapes will have multiple lines of symmetry.

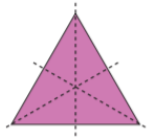
A square has four lines of symmetry.



A rectangle has two lines of symmetry.

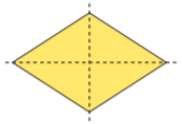


An equilateral triangle has three lines of symmetry.

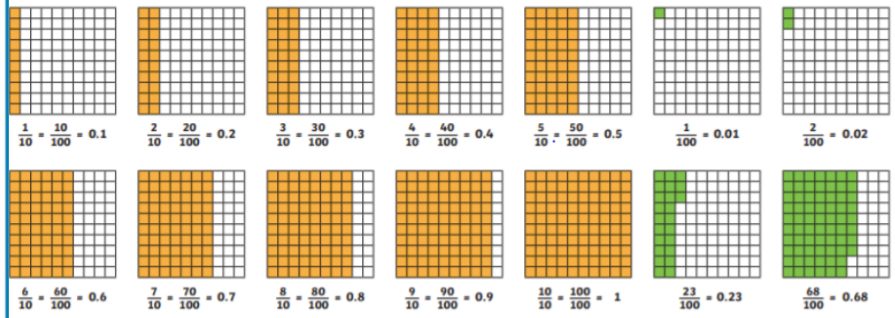


An isosceles triangle has one line of symmetry.

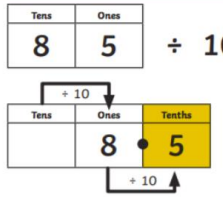
A rhombus has two lines of symmetry.



Tenth and Hundredth Decimal Equivalents



Dividing by 10



Dividing by 100