Estimation/Rounding	Data:	Computation	Numerals
Ball Park Estimate: A rough estimate…"in the ball park."	**Certain:** A 100% occurrence, an event that will always occur.	**Column Addition Method:** An addition algorithm where the columns are first added separately and then 10 for 1 trades are made until each column has only one digit	**Algorithm:** A set of step-by-step instructions for doing something, such as carrying out a computation or solving a problem.
	Impossible: A 0% occurrence, and event that will never occur.		
Estimate: An answer close to the actual answer	**Maximum:** The largest amount in a set of data.	**Difference:** The answer of a subtraction problem.	**Counting Number:** The digits 1, 2, 3, 4…used to count. Counting numbers may include negative numbers.
Magnitude estimate: A rough estimate of whether a number is in the tens, hundreds, thousands, or other powers of 10. ie: the U.S. national debt per person is in the tens of thousands of dollars.	**Mean (average):** For a set of numbers, their sum divided by the number of numbers.	**Elapsed Time:** The difference between two times.	
	Median: The middle value in a set of data when arranged in numeric order. If there is an even number of data points, then the median is the mean of the two middle data points.	**False Number Sentence:** A number sentence that is not true. I e: 5 + 6 = 21 is a false number sentence.	**Digit:** The symbols of 0, 1, 2, 3, 4, 5, 6, 7, 8, 9 used to form numerals
	Minimum: The smallest amount in a set of data.	**Lattice Method:** A very old algorithm for multiplying multi-digit numbers that requires only basic multiplication facts and addition of 1 digit numbers.	**Expanded Notation:** A way of writing a number as the sum of the values of each digit: 356 = 300 + 50 + 6
	Mode: The set of values that occur the most often in a set of data.		
	Probability Meter: A tool used to show probabilities as fractions, decimals, and percents.	**Number Sentence:** Two expressions with a relation symbol. ie: 5 + 5 = 10	**Minuend:** In subtraction, the number from which another number is subtracted. In the problem 13 – 6 = 7, 13 is the minuend.
	Range: The difference between the maximum and the minimum in a set of data.	**Open Number Sentence:** A number sentence with one or more variables. An open sentence is neither true or false. Ie: 9 + _____ = 15	**Place:** The location of a digit in a numeral.
Relation Symbol: A symbol used to express a relationship between two quantities. Symbols may include: <, =, >, among other symbols.	**Sample:** A part of a population intended to represent the whole population.	**Operation Symbol:** A symbol used in expressions and number sentences to stand for a particular mathematical operation. Symbols include +, -, x, ÷.	**Place Value:** A system that gives a digit a value according to its position, or place in a number. A place-value chart
Trade First Method: A subtraction algorithm in which all necessary trades between places in the numbers are done before any subtractions are carried out.	**Partial-Product Method:** A multiplication algorithm in which partial products are computed by multiplying the value of each digit in one factor by the value of each digit in the other factor. The final produce is the sum of the partial products.	**Partial-Differences Method:** A subtraction algorithm in which separate differences are computed for each place value of numbers and then added to get the final difference.	**Solution:** Answer or the process to reach a mathematical conclusion.
			Subtrahend: The number being taken away in a subtraction problem. *ie*; in 15 – 5 = 10, 5 is the subtrahend.
True Number Sentence: A number sentence stating a correct fact. Ie; 75 = 25 + 50 is a true number sentence.	**Partial Sums Method:** An addition algorithm in which separate sums are computed for each place value of the numbers and then added to get a final sum.	**Variable:** A specific number or quantity represented by a variable. Ie: in y = 4x + 3, if the value of x is 7, then the value of y that makes the equation true is 31.	**Value:** The worth of a digit which depends upon the place of the digit. In 130, the 3s value is 30.