# **Prefixes and Suffixes in Maths**

"cut in two equal parts"

## bisect Centi- centimetre Circ-"1 metre split into 100 equal parts"

circumference "the distance around a shape"

co-ordinate **Ceco** "distance of a point both horizontally and vertically from the x and y-axis"

"break into parts"

joint/jointly

decagon "A polygon (2d shape) with ten angles"

# two equal

"Separate into parts"

# dodeca-

dodecagon "A polygon (2d shape) with twelve sides" twelve

# about/around

equiequilateral "A triangle with equal sides and angles"

break

"A relation or expression *involving one or more* variables" work/operate

-gon Polygon "A shape with many angles"

A figure having (a specified number of) angles

# separate

gradient "The steepness of a line" step/steep

### -hedron

equal

decahedron "A 3d object with 10 faces"

hemi/semi-



hemi-sphere/ semi-circle "half of a sphere/circle"

Isosceles

fraction

hexahexagon "A polygon (2d shape) with 6 sides"

tace

### inter-*Inequality*

*Inter-quartile range* "The difference between the quartile values in the data set."

between

equal/identical

kilometre "One thousand metres"

hepta- Heptagon 'A polygon (2d shape) with 7 angles" seven

# 'Not eaual to"

### "A triangle with exactly two equal sides and angles"

### thousand

# Prefixes and Suffixes in Maths

lat Equilateral "The sides are equal" -metry

trigonometry: "The measuring of relationships of sides and angles in triangles"

millimetre "One thousandth of a metre"

"A polygon (2d shape) with 9 angles"

octagon "A polygon (2d shape) with 8 angles"

side

paraparallel "Lines/planes being an equal distance from each other to any given point" along side

**Drim**-primary data

"data that is collected by a

researcher from first-hand

sources"

process of measuring **Denta-**pentagon

"A polygon (2d shape) with 5 angles" **1000** 

perimeter

"The measure

around a shape"

nine

polv-"A 2d shape with many anales"

eight

"a particular way in which someone or something is placed or arranged" place/put

Derived from Latin: Quadruas quadrilateral "Any polygon (2d shape) with 4 sides"

around

per

divides the number of data points into four"

many

quintile "divides the number of

data points into five"

tangere tangent

"A straight line that touches a curve at a single

Latin:touch point"

first

-tion

fraction

process/result of across/beyond

square

transform the shape "The process/result of "Move a shape in some way breaking up into parts" | across the Cartesian plane"

triangle "A polygon (2d shape) with 3 sides and angles"

three

var-

3x + 4y"The value of:

variable the unknown: can change."

vertex "A point of turn (angle) on a 2d or 3d shape)"