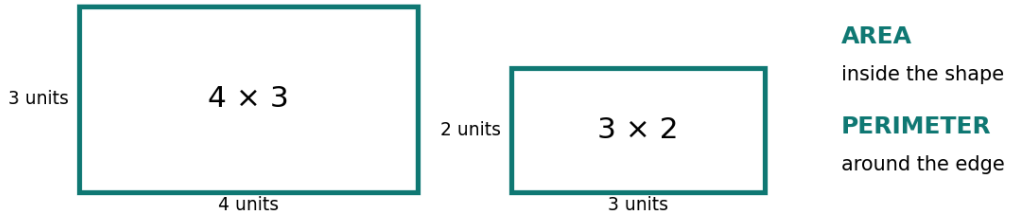
Year 6 Mathematics | Parent-friendly glossary

Term 4 · Weeks 3 & 4 homework • A simple guide for families

You do not need to teach a new lesson. Ask your child to explain their method, check using the examples below and invite them to correct any errors they spot.

1 Rectangles: area and perimeter

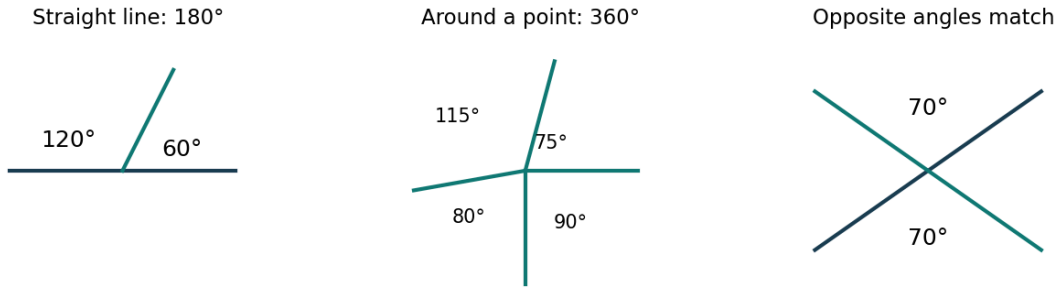
Rectangle	A four-sided shape with four right angles. Opposite sides are equal in length.
Length / width	The measurements of two neighbouring sides of a rectangle.
Area	How much space is INSIDE a shape. For a rectangle: length × width. Written in square units (e.g. cm²).
Perimeter	The distance AROUND the outside edge. Add all four sides, or use 2 × (length + width). Written in units such as cm.
Square units	The area covered by little squares measuring 1 unit by 1 unit. 24 square units could be written 24 cm² if the lengths are in centimetres.



Homework check: rectangles 1 × 24, 2 × 12 and 3 × 8 all have area 24 square units. Their perimeters are 50, 28 and 22 units. Same area does not mean same perimeter.

2 Angles: three useful rules

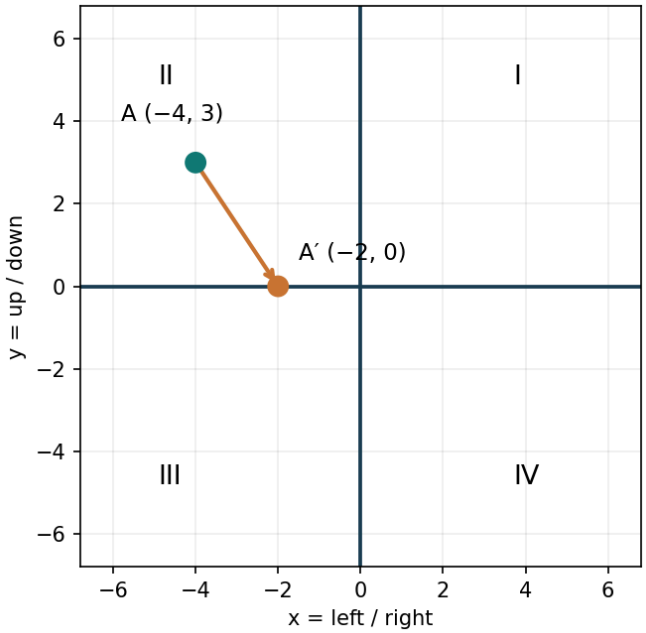
Angle	The amount of turn between two lines meeting at a point; measured in degrees (°).
Unknown angle	An angle not yet labelled: use what you know to calculate it.
Straight-line angles	Angles sitting next to one another on a straight line add to 180°.
Angles around a point	All the angles making a complete turn around a point add to 360°.
Vertically opposite angles	When two straight lines cross, the angles directly across from each other are equal.



Parent prompt: “Which rule did you use, and why?” For example, if one angle on a straight line is 120°, the other is 180° − 120° = 60°.

3 Cartesian planes: coordinates and movement

Cartesian plane	A grid with two number lines (axes) crossing at zero. It helps us show exactly where points are.
x-axis / y-axis	x runs across (left–right); y runs up and down.
Origin	The centre where the axes meet: (0, 0).
Coordinates (x, y)	A pair of numbers giving a point’s position. Always read x first, then y.
Quadrants	The four sections of the grid. I: top right; II: top left; III: bottom left; IV: bottom right.
Negative numbers	Numbers less than zero. Negative x is left of zero; negative y is below zero.
Plot / label	Mark a point on the grid, then write its name or coordinates beside it.
Translate	Slide a point without turning it. Right 2 means add 2 to x; down 3 means subtract 3 from y.



Homework check: add 2 to x and subtract 3 from y. A(−4, 3) → (−2, 0); B(2, 5) → (4, 2); C(4, −2) → (6, −5); D(−3, −4) → (−1, −7). The final answer sits outside the −6 to 6 grid: students can still write their correct coordinates.

4 Market Day money maths

Selling price	What the customer pays for ONE item (e.g. $3.50).
Quantity sold	How many items were sold.
Sales income / revenue	All money taken from sales BEFORE expenses: selling price × quantity sold.
Costs / expenses	Money spent running a stall, such as buying materials or supplies.
Profit	Money left after costs: sales income − costs.
Decimal money	Dollars and cents written with a decimal point, e.g. $2.75 = 2 dollars and 75 cents.
Difference	How much greater one amount is than another. Subtract the smaller amount from the larger one.

Worked check · Stall 1: 18 × $3.50 = $63.00 income; $63.00 − $22.00 = $41.00 profit. Stall 2: 24 × $2.75 = $66.00 income; $66.00 − $31.00 = $35.00 profit. Stall 1 earns $6.00 more profit, even though Stall 2 takes more money in sales.

Five simple questions to ask your child

“What is the question asking you to find?” • “Can you draw or show it?” • “Which rule or operation did you choose?” • “Does your answer look sensible?” • “Can you check it another way?”

Remember: Point out a possible error and invite your child to find the correction. The goal is independent mathematical thinking, not parents doing the homework.