Math Vocabulary



Across

2. A parameter of an object or system calculated as an aid to its classification or solution.

3. A function that moves an object a certain distance.

6. Pair of adjacent, supplementary angles.

8. An algebraic equation, such as y = 4x + 3,

in which the variables are of the first degree. 12. the point at which the line crosses the x axis.

18. A value that, when multiplied by itself, gives the number.

19. The angles opposite each other when two lines cross.

20. Exactly equal in size and shape.

21. an element of some set called a space (a dot).

22. Starts at a given point and goes off in a certain direction forever.

23. Any 2-dimensional shape formed with straight lines.

24. Where the line crosses the y-axis.

27. four specific ways to manipulate the shape of a point, a line, or shape.

28. Any number that can be expressed as the quotient or fraction p/q of two integers.

29. A polygon that is both equillateral and eqilamgular

30. Set of equations without a common solution.

Down

1. Two angles that share a common side and a common vertex, but do not overlap.

4. A line through a shape so that each side is a mirror image.

 vertical lines (perpendicular to the x-axis) near which the function grows without bound.
part of a line that is bounded by two

distinct end points, and contains every point on the line between its endpoints. 9. Simply the opposite of a rational number.10. Transformation that produces an image that is the same shape as the original, but is a different size.

11. (of a triangle) Is the segment joining the midpoints of two sides of the triangle

13. an expression consisting of variables and coefficients which only employs the operations of addition, subtraction, multiplication, and non-negative integer exponents.

14. The flip of a shape over a line.

15. A special ratio in which the two terms are in different units.

16. The common endpoint of two or more rays or line segments.

17. A transformation in which a plane figure turns around a fixed center point.

25. Angles that add up to 90 degrees or less.

26. A three dimensional (3D) object.