

## Word List – With Definitions

<b>Word</b>	<b>Definition</b>
<b>algebra</b>	a generalization of arithmetic in which letters representing numbers are combined according to the rules of arithmetic
<b>estimation</b>	the act of estimating something, or the value, amount, or size arrived at in an estimate
<b>exponents</b>	the number in a power that tells how many times a factor is repeated
<b>expressions</b>	A number, variable, or any combination of number, variables, and operation signs. For example, $2x$ , $4$ , and $3x+4$ are expressions.
<b>inequality</b>	a number sentence that uses the greater than sign ( $>$ ) or the less than sign ( $<$ ) to show that two expressions do not have the same value
<b>integers</b>	the whole numbers and their opposites; 0 is its own opposite
<b>operations</b>	any of various mathematical or logical processes (as addition) of deriving one entity from others according to a rule
<b>parentheses</b>	grouping symbols that indicate what operations in an expression should be performed first (example: $(3+6) \times 8$ , the $3+6$ should be done first)
<b>rounding</b>	replacing a number with the nearest multiple of 10, 100, 1000, and so on
<b>simplest</b>	describing a fraction whose numerator and denominator have the number 1 as the only common factor
<b>solve</b>	to find the value of the variable that makes an equation true
<b>strategy</b>	a careful plan or method for achieving a particular goal usually over a long period of time
<b>symbols</b>	an object, action, event, etc., that expresses or represents a particular idea or quality
<b>values</b>	a numerical quantity that is assigned or is determined by calculation or measurement
<b>equation</b>	an expression involving chemical symbols for a chemical reaction
<b>functions</b>	purposes or uses of something
<b>order</b>	a smaller group within a class of similar organisms
<b>rules</b>	guides or principles for conduct or action

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<b>Word</b>	<b>Definition</b>
<b>solutions</b>	<b>mixtures that are blended so completely that they look the same everywhere</b>
<b>variables</b>	<b>things you can change in an experiment that might affect the outcome</b>