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| **Topic/Skill** | **Definition/Tips** | **Example**  **Year 9 Higher Knowledge Organisers**  **N4 Decimals Higher only content in blue** |
| 1. Integer | A **whole number** that can be positive, negative or zero. |  |
| 2. Decimal | A number with a **decimal point** in it. Can be positive or negative. |  |
| 3. Negative Number | A number that is **less than zero**. Can be decimals. |  |
| 4. Addition | To find the **total**, or **sum**, of two or more numbers.  ‘add’, ‘plus’, ‘sum’ |  |
| 5. Subtraction | To find the **difference** between two numbers.  To find out how many are left when some are taken away.  ‘minus’, ‘take away’, ‘subtract’ |  |
| 6. Multiplication | Can be thought of as **repeated addition**.  ‘multiply’, ‘times’, ‘product’ |  |
| 7. Division | Splitting into equal parts or groups.  The process of calculating the **number of times one number is contained within another one**.  ‘divide’, ‘share’ |  |
| 8. Remainder | The amount ‘**left over**’ after dividing one integer by another. | The remainder of is , because 6 divides into 20 exactly 3 times, with 2 left over. |
| 9. BIDMAS | An acronym for the **order** you should do calculations in.  BIDMAS stands for **‘Brackets, Indices, Division, Multiplication, Addition and Subtraction’**.  Indices are also known as ‘powers’ or ‘orders’.  With strings of division and multiplication, or strings of addition and subtraction, and no brackets, work from left to right. | , where the 2 is the index/power. |
| 10. Recurring Decimal | A decimal number that has **digits that repeat forever**.  The part that repeats is usually shown by placing a dot above the digit that repeats, or dots over the first and last digit of the repeating pattern. |  |

**Knowledge Organiser**