

Ysgol Eirias



Numeracy Booklet LLyfryn Rhifedd

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Calculating methods Dulliau Cyfrifo

Addition Adio

Example 534 + 2678

Place the digits in the correct "place value" columns with the numbers under each other. Begin adding in the units column.

Show any carrying in the next column. +

Th	H	T	U
	5	3	4
¹ 2	¹ 6	¹ 7	8
3	2	1	2

Subtraction Tynnu

Example: 7689 - 749

Place the digits in the correct "place value" columns with the numbers under each other. Begin subtracting in the units column.

You can't subtract 9 from 6 so move 1 ten from the 8 tens to the 6 units to make 16 units.

Th	H	T	U
6	¹ 6	7 8	¹ 6
	7	4	9
6	9	3	7

Note that the same has happened with the hundreds.

Division Rhannu

Example: 432 ÷ 15

Concise method

$$15 \overline{) 432} \begin{array}{l} \color{red}{2} \color{green}{8} \\ \color{red}{30} \\ \color{green}{132} \\ \color{red}{120} \\ \color{green}{12} \end{array} \text{ r}12$$

4 is not divisible by 15, so you divide 43 by 15.

3 × 15 = 45 which is more than 43 so choose

2 × 15 = **30**.

Subtract 30 from 43 to give a remainder of 13.

Write 13 in front of the 2 to give 132.

8 × 15 = 120.

Subtract 120 from 132 to give a remainder of 12.

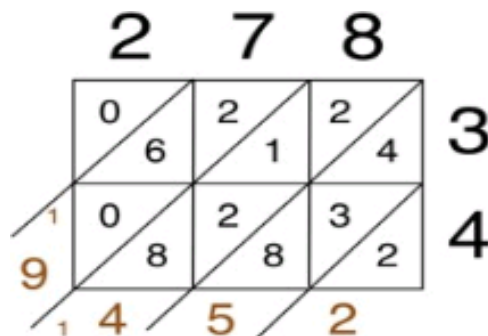
Therefore, the answer is: **28 r 12**

Simple Multiplication Luosi Syml

X	0	1	2	3	4	5	6	7	8	9	10	11	12
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	1	2	3	4	5	6	7	8	9	10	11	12
2	0	2	4	6	8	10	12	14	16	18	20	22	24
3	0	3	6	9	12	15	18	21	24	27	30	33	36
4	0	4	8	12	16	20	24	28	32	36	40	44	48
5	0	5	10	15	20	25	30	35	40	45	50	55	60
6	0	6	12	18	24	30	36	42	48	54	60	66	72
7	0	7	14	21	28	35	42	49	56	63	70	77	84
8	0	8	16	24	32	40	48	56	64	72	80	88	96
9	0	9	18	27	36	45	54	63	72	81	90	99	108
10	0	10	20	30	40	50	60	70	80	90	100	110	120
11	0	11	22	33	44	55	66	77	88	99	110	121	132
12	0	12	24	36	48	60	72	84	96	108	120	132	144

Harder Multiplication Luosi Hir

Example 278×34



$$278 \times 34 = 9,452$$

Step 1: On a multiplication problem like 278 times 34 make a three by two grid.

Step 2: Draw a line in every box from the top right to the bottom left corner.

Step 3: On the top and side write down the multiplication problem.

Step 4: In each box, multiply the number that is above it and to the side of it.

Step 5: Now you will need to draw lines diagonally from the grid.

Step 6: Add up the line that is diagonally, and then you will get the answer.

Numbers

Even numbers Eilrifau

2, 4, 6, 8, 10, 12,

2 divides exactly into every even number.

Odd numbers Odrif

1, 3, 5, 7, 11,

2 doesn't divide exactly into odd numbers.

Square numbers Rhifau Sgwâr

The first 7 square numbers are: **1, 4, 9, 16, 25, 36, 49**

$$1^2 = 1 \times 1 = 1$$

$$2^2 = 2 \times 2 = 4$$

$$3^2 = 3 \times 3 = 9$$

$$4^2 = 4 \times 4 = 16$$

$$5^2 = 5 \times 5 = 25$$

$$6^2 = 6 \times 6 = 36$$

$$7^2 = 7 \times 7 = 49$$

Factors Ffactorau

A factor is a number that divides exactly into another number.

The factors of 12 are: 1, 2, 3, 4, 6, 12

The factors of 13 are: 1 and 13

Multiples Lluosrifau

A multiple is a number that divides exactly into another number.

The multiples of 6 are: 16, 12, 18, 24, 30 etc.

Prime numbers Rhifau Cysefin

A prime number has exactly **two** factors, namely 1 and itself.



The factors of 17 are 1 and 17, therefore 17 is a prime number.

The prime numbers between 1 and 100 are:

2, 3, 5, 7, 11, 13, 17, 19, 23,
29, 31, 37, 41, 43, 47, 53, 59, 61,
67, 71, 73, 79, 83, 89, 97

Note: 1 is not a prime number!

Place value Gwerth Lle

Thousands (1000)	Hundreds (100)	Tens (10)	Units (1)	.	Tenths $\frac{1}{10}$	Hundredths $\frac{1}{100}$	Thousandths $\frac{1}{1000}$
---------------------	-------------------	--------------	--------------	---	--------------------------	-------------------------------	---------------------------------

10 units = 1 ten
10 tens = 1 hundred
10 hundreds = 1 thousand

10 thousandths = 1 hundredth
10 hundredths = 1 tenth
10 tenths = 1 unit

The placement of the digits within the number gives us the value of that digit.

The digit 4 has the value of
4 thousand
(4000)

The digit 5 has the value
of 5 tenths ($\frac{5}{10}$)

4 2 8 4 . 5 6 7

The digit 8 has the value
8 tens (80)

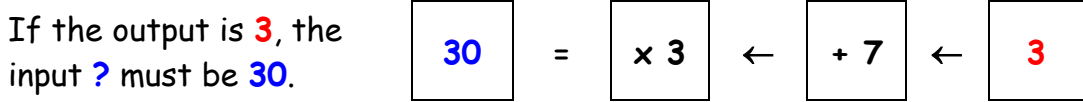
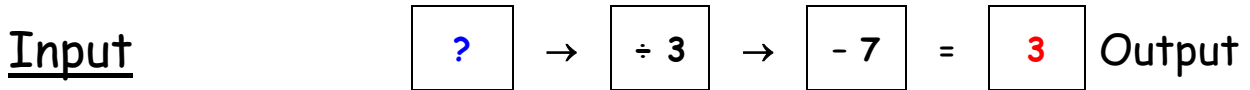
The digit 7 has the value
7 thousandths ($\frac{7}{1000}$)

Inverses Gweithdrefn gyferbyn

Inverses allow you to undo a sum.

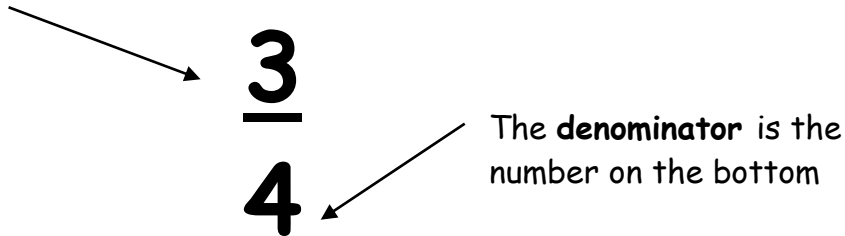
Sign	Inverse
+	-
-	+
÷	×
×	÷

We use inverses when we work with function machines.



Fractions Ffracsiynau

The **numerator** is the number on the top of the fraction



If we have a number and a fraction mixed we call it a **mixed fraction**.

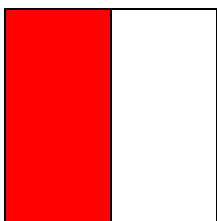
$$3 \frac{7}{8}$$

When the numerator is larger than the denominator we call this an **improper** fraction.

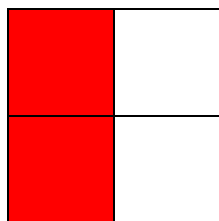
$$\frac{9}{7}$$

Equivalent fractions Ffracsiynau Hafal

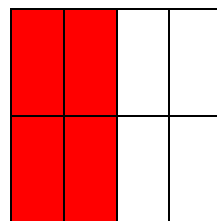
All the fractions below represent the same proportion. Therefore they are called equivalent fractions.



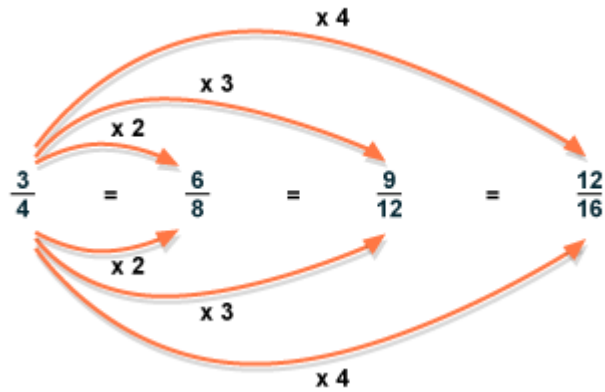
$$\frac{1}{2}$$



$$\frac{2}{4}$$



$$\frac{4}{8}$$



If we multiply or divide the top and bottom numbers in a fraction by the same value, we will get an equivalent fraction.

Decimals Degolion

A decimal is any number that contains a decimal point.
The following are examples of decimals.

0.549

1.25

256.4

3.406

Percentages Canrannau



The symbol % means out of 100

- 7% means 7 out of 100
- 63% means 63 out of 100
- 120% means 120 out of 100

Changing decimals and fractions into percentages

Newid degolion a fracsiynau i ganrannau

To change a decimal or fraction to a percentage you have to multiply by 100%.

$$0.75 \times 100\% = 75\%$$

$$\frac{13}{20} \times 100\% = 65\%$$

To change a fraction into a decimal you have to divide the numerator by the denominator.

$$\frac{3}{8} = 3 \div 8 = 0.375$$

It is also possible to change a fraction into a percentage like this:

$$\frac{4}{5} = 4 \div 5 = 0.8$$

$$\text{then } 0.8 \times 100\% = 80\%$$

Useful fractions, decimals and percentages

Ffracsiynau. Degolion a chanrannau defnyddiol

Fraction	Decimal	Percentage
1	1.0	100%
$\frac{1}{2}$	0.5	50%
$\frac{1}{3}$	0.33.....	33.3r%
$\frac{1}{4}$	0.25	25%
$\frac{3}{4}$	0.75	75%
$\frac{1}{10}$	0.1	10%
$\frac{2}{10}$ (= $\frac{1}{5}$)	0.2	20%
$\frac{3}{10}$	0.3	30%

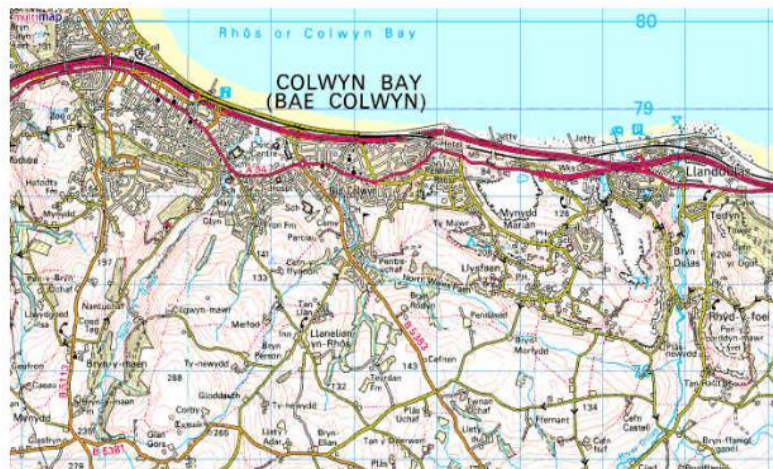
Ratio Cymhareb

A ratio is used to describe how two quantities are related.

For example, we might say that orange squash is to be mixed with water in a ratio of 1:6. This means that for every 1 part squash, there will need to be 6 parts of water. If there was 100ml of squash, there would be 600ml of water.

Another common example of a ratio is a map scale. A particular map scale might be 1:50,000. In this case it means that 1cm on the map represents 50,000cm in "real-life". 50,000cm = 500m = 0.5km, so 1cm on the map represents half a kilometre. 2cm would therefore represent 1km.

OS MAP OF COLWYN BAY AT 1 : 50 000

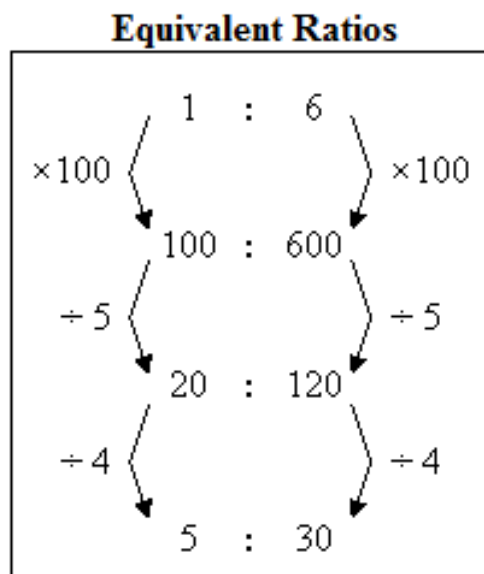


Finding equivalent ratios

The ratio of squash to water in the example above was 1:6, but this could be written as 100:600, or 20:120, or 5:30.

These ratios are equivalent because they have the same meaning - the amount of water is six times the amount of squash.

You can find equivalent ratios by multiplying or dividing both sides by the same number. This is similar to finding equivalent fractions. Some examples of finding equivalent ratios are shown below. All the ratios in the diagram are equivalent.



Directed numbers Rhifau Cyfeiriol

The negative sign (-) tells us the number is below zero e.g. **-4**. The number line is useful when working with negative numbers. Below is a part of the number line.



The numbers on the right are greater than the numbers on the left e.g. 5 is greater than 2 and 2 is greater than -3. **Note** that -3 is greater than -8.

Adding and subtracting directed numbers

Adio a thynnu rhifau cyfeiriol

To add and subtract negative numbers:

When adding and subtracting directed numbers there are a couple of rules you can use to help you work out the answer:

- **Two 'pluses' make a plus** - so if two '+' signs are written next to each other you can replace them with a single '+' sign.

$$\text{Thus } -3 + (+2) = -3 + 2 = -1$$

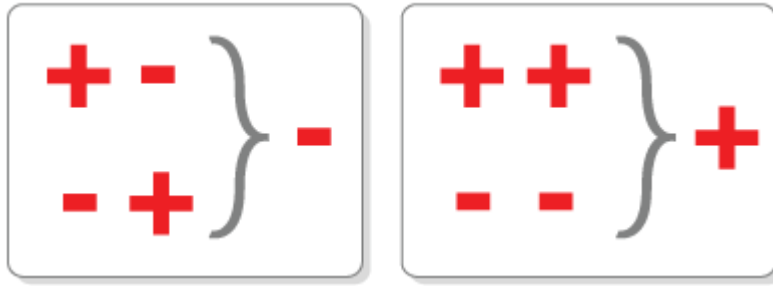
- **Two 'minuses' make a plus** - so if two '-' signs are written next to each other, you can replace them with a single '+' sign.

$$\text{Thus } 6 - (-2) = 6 + 2 = 8$$

- **A plus and a minus make a minus** - so if one of each sign sit next to each other, then you can replace them with just a '-' sign.

$$\text{Thus } -4 - (+3) = -4 - 3 = -7 \text{ and } 3 + (-7) = 3 - 7 = -4$$

Basically when adding and subtracting directed numbers **different signs next to each other mean subtract, the same signs next to each other means add.**



Multiplying and dividing directed numbers

Lluosi a rhannu rhifau cyfeiriol

We multiply and divide directed numbers in the usual way whilst remembering these very important rules:

Two signs the same, a positive answer.

Two different signs, a negative answer.

×	+	-
+	+	-
-	-	+

÷	+	-
+	+	-
-	-	+

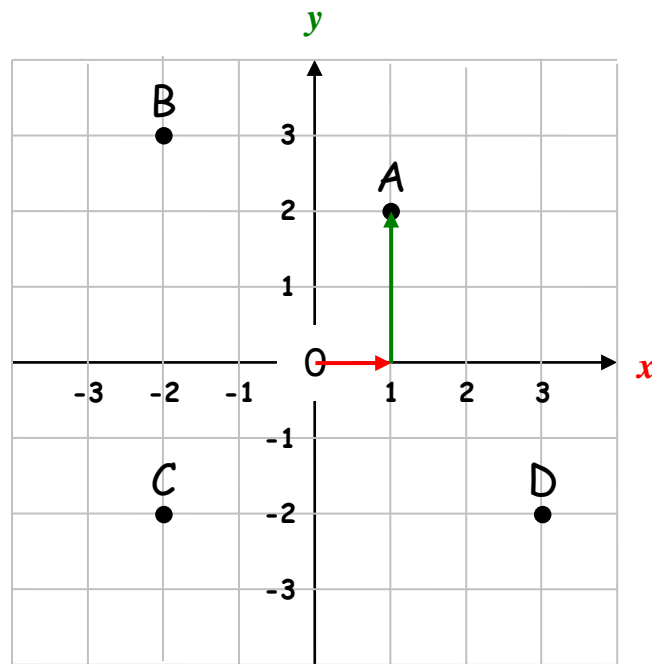
Remember, if there is no sign before the number, it is positive.

Examples:

$$\begin{array}{l}
 5 \times -7 = -35 \quad (\text{different signs give a negative answer}) \\
 -4 \times -8 = 32 \quad (\text{two signs the same give a positive answer}) \\
 48 \div -6 = -8 \quad (\text{different signs give a negative answer}) \\
 -120 \div -10 = 12 \quad (\text{two signs the same give a positive answer})
 \end{array}$$

Coordinates Cyfesurynnau

We use coordinates to describe location.



The coordinates of the points are:

A(1,2)

B(-2,3)

C(-2,-2)

D(3,-2)

There is a special name for the point **(0,0)** which is **the origin**.

The first number (**x-coordinate**) represents the distance across from the origin.

The second number (**y-coordinate**) represents the distance going up or down.

Example : The point **(1,2)** is **one across** and **two up** from the origin.

Inequalities Amhafaiddau

We use the = sign to show that two sums are **equal**. If one sum is greater than or less than the other we use inequalities:

< less than

> more than

≤ less than or equal to

≥ more than or equal to

Examples :

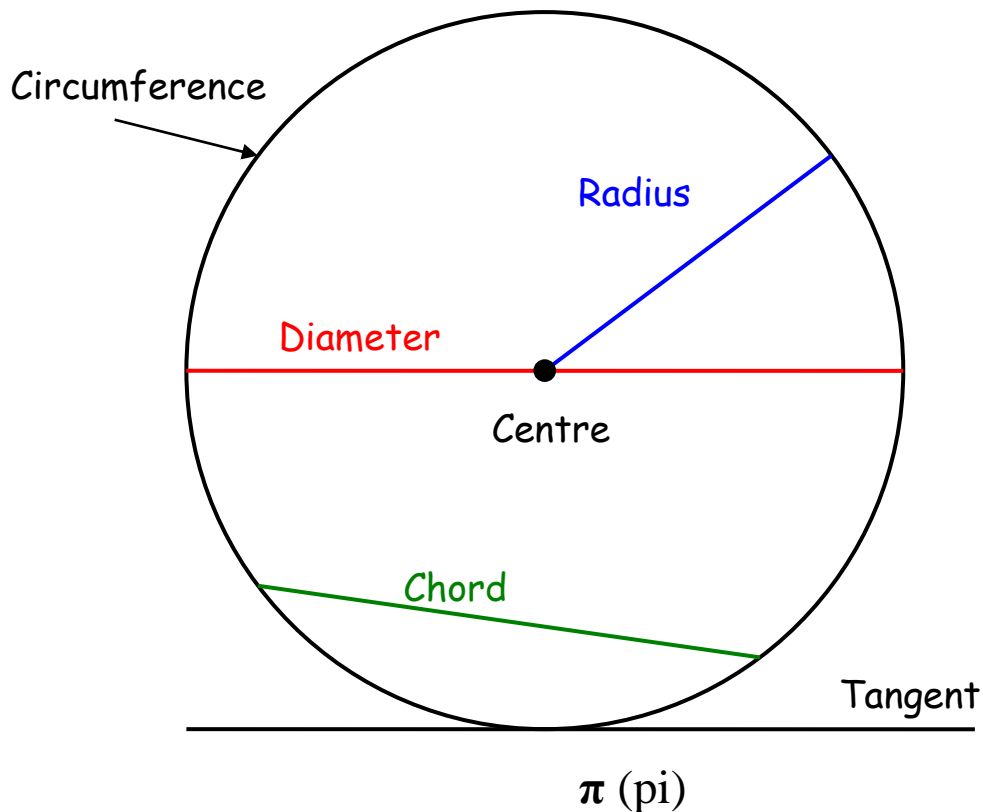
$$5 < 8$$

$$43 > 6$$

$$x \leq 8$$

$$y \geq 17$$

The circle Y cylch



π is a Greek letter which represents 3.1415926535897932384 (a decimal that carries on for ever without repetition).

We round π to 3.14 in order to make calculations or we use the π button on the calculator

Circumference of a circle Cylchedd cylch

The circumference of a circle is the distance around the circle.

$$\text{Circumference} = \pi \times \text{diameter}$$

$$\text{Circumference} = \pi d$$

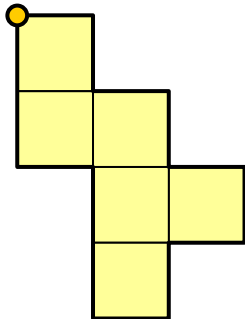
Since the **diameter** is **twice** the length of the **radius**, we can also write

$$\text{Circumference} = \pi \times 2 \times \text{radius}$$

$$\text{Circumference} = 2 \pi r$$

Perimeter Perimeddr

Perimeter is the distance around the outside of a shape. We measure the perimeter in millimetres (mm), centimetres (cm), metres (m), etc.



This shape has been drawn on a 1cm grid. Starting on the orange circle and moving in a clockwise direction, the distance travelled is . . .

$$1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 2 + 1 + 2 = 14\text{cm}$$

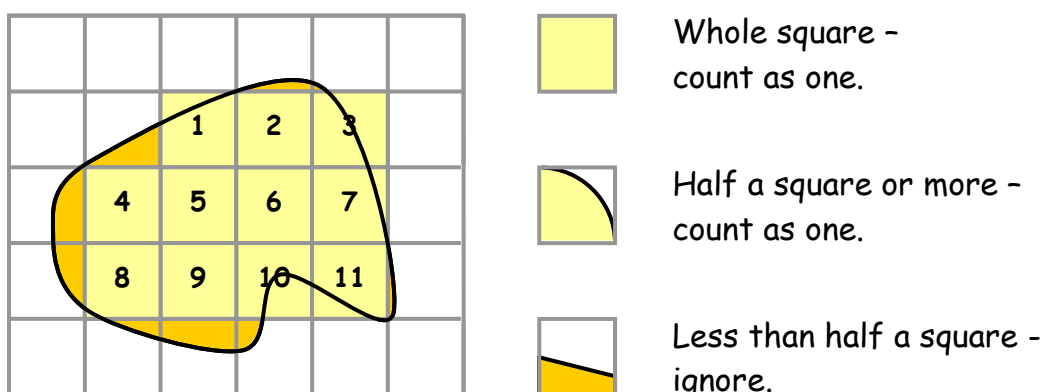
$$\text{Perimeter} = 14\text{cm}$$

Area of 2D Shapes Arwynebedd siapiau 2D

The area of a shape is how much surface it covers. We measure area in square units e.g. centimetres squared (cm^2) or metres squared (m^2).

Areas of irregular shapes Arwynebedd siapiau afreolaidd

Given an irregular shape, we estimate its area through drawing a grid and counting the squares that cover the shape.

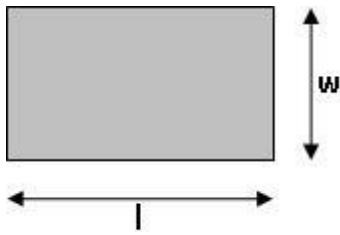


Area = 11cm^2 .

Remember that this is an estimate and not the exact area.

Area formulae Fformiwlâ Arwynebedd

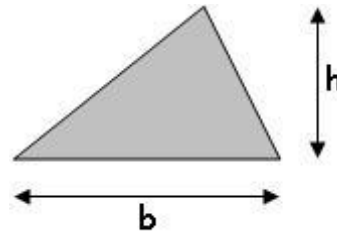
Rectangle Petryal



Multiply the length with the width.

$$\text{Area} = l \times w$$

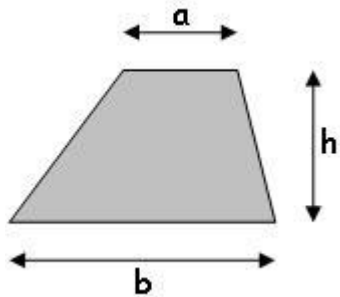
Triangle Triangl



Multiply the base with the height and divide by two.

$$\text{Area} = \frac{b \times h}{2}$$

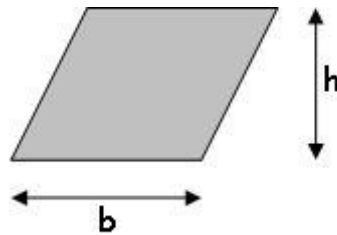
Trapezium Trapesiwm



Add the parallel sides, multiply with the height and divide by two.

$$\text{Area} = \frac{(a + b) h}{2}$$

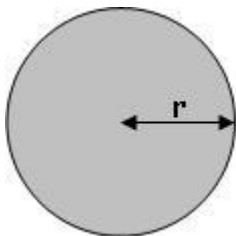
Parallelogram Paralelogram



Multiply the base with the height.

$$\text{Area} = b \times h$$

Circle Cylch



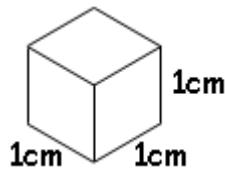
Multiply π by the radius then the radius again..

$$\begin{aligned}\text{Area} &= \pi \times \text{radius} \times \text{radius} \\ &= \pi \times r \times r \\ &= \pi r^2\end{aligned}$$

Volume **Cyfaint**

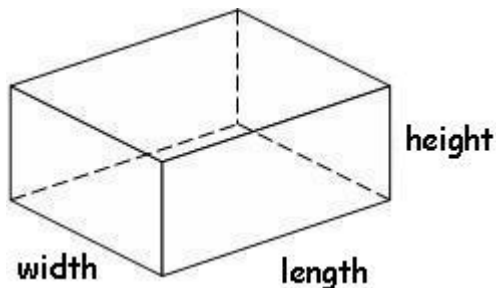
Volume is the amount of space that an object contains or takes up. The object can be a solid, liquid or gas.

Volume is measured in cubic units e.g. cubic centimetres (cm^3) and cubic metres (m^3).



Cuboid **Ciwboid**

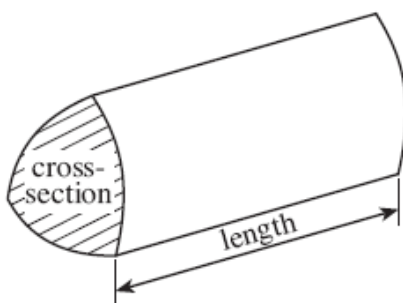
Note that a cuboid has six rectangular faces.



Volume of a cuboid = length \times width \times height

Prism **Prism**

A prism is a 3-dimensional object that has the same shape throughout its length i.e. it has a uniform cross-section.



Volume of a prism = area of cross-section \times length

Metric units of length Unedau metrig hyd

Millimetre	mm	10 mm = 1 cm	1 000 mm = 1 m
Centimetre	cm	100 cm = 1 m	100 000 cm = 1 km
Metre	m	1 000 m = 1 km	
Kilometre	km		

Metric units of mass Unedau metri más

Milligram	mg	1 000 mg = 1 g	1 000 000 mg = 1 kg
Gram	g	1 000 g = 1 kg	
Kilogram	kg	1 000 kg = 1 t	
Metric tonne	t		

Metric units of volume Unedau metrig cyfaint

Millilitre	ml	1 000 ml = 1 l
Litre	L	

Time Amser

1000	Years o flynyddoedd	=	1 millennium Mileniwm
100	Years o flynyddoedd	=	1 century Canrif
10	Years o flynyddoedd	=	1 decade Degawd
60	Seconds Eiliad	=	1 minute Munud
60	Minutes Munud	=	1 hour Awr
24	Hours Awr	=	1 day Diwrnod
7	Days Diwrnod	=	1 week Wythnos
12	Months Mis	=	1 year Blwyddyn
52	Weeks Wythnos	≈	1 year Blwyddyn
365	Days Diwrnod	≈	1 year Blwyddyn
366	Days Diwrnod	≈	1 leap year Blwyddyn Naid

The Yearly Cycle Cylch Blwyddyn

Season	Month	Days
Tymor	Mis	Diwrnod
●	January Ionawr	31
●	February Chwefror	28
●	March Mawrth	31
●	April Ebrill	30
●	May Mai	31
●	June Mehefin	30
●	July Gorffennaf	31
●	August Awst	31
●	September Medi	30
●	October Hydref	31
●	November Tachwedd	30
●	December Rhagfyr	31



Spring



Summer



Autumn



Winter

Y Gwanwyn



Yr Haf

Yr Hydref

Y Gaeaf

The 24 hour and 12 hour clock - Y cloc 24

awr a 12 awr

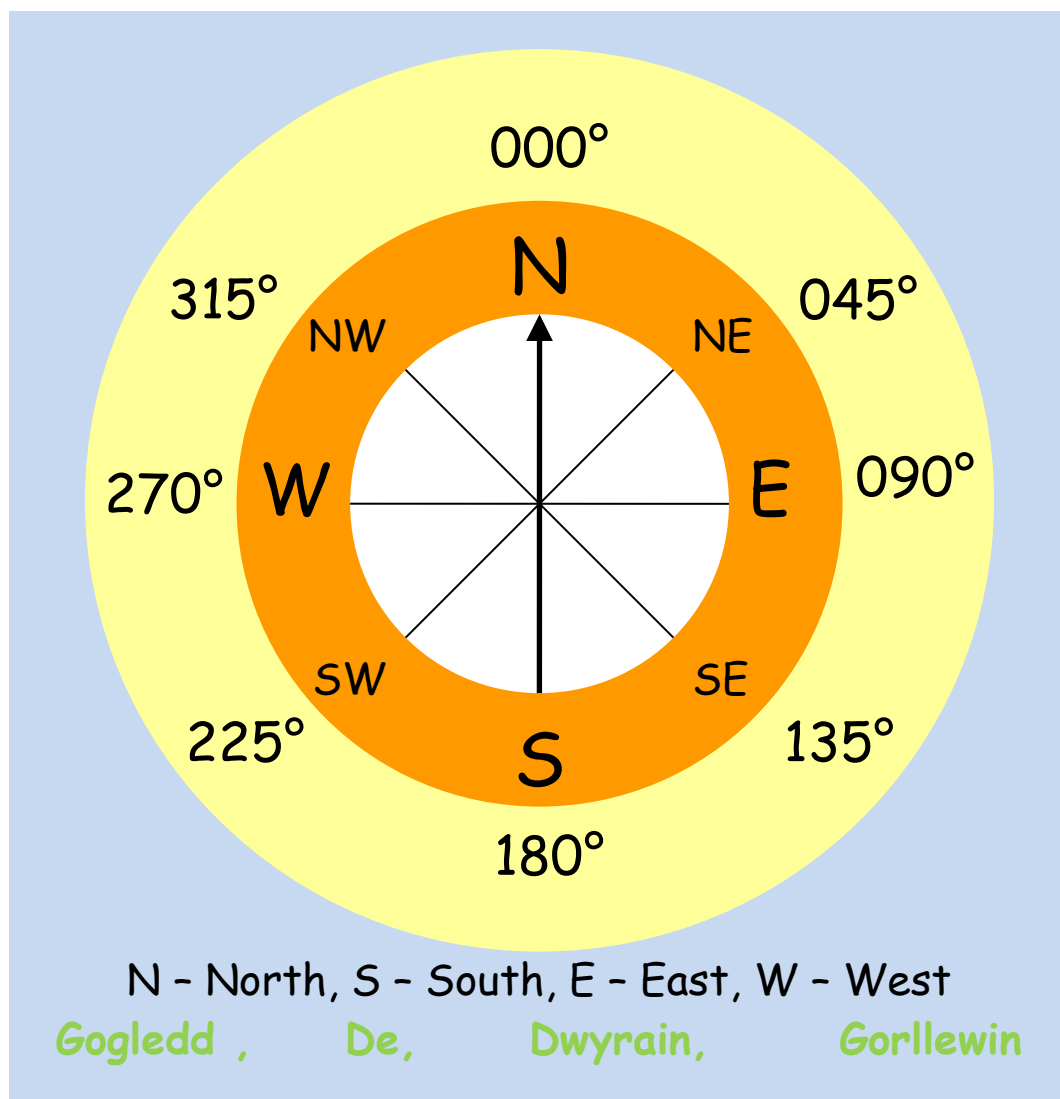
	24 hour 24 awr	12 hour 12 awr	
Midnight Hanner Nos	00:00	12.00 a.m.	Midnight Hanner Nos
<p>The 24 hour clock always uses 4 digits to show the time.</p> <p>The 24 hour system does not use a.m. nor p.m.</p>	01:00	1:00 a.m.	<p>The 12 hour clock shows the time with a.m. before mid-day and p.m. after mid-day.</p>
	02:00	2:00 a.m.	
	03:00	3:00 a.m.	
	04:00	4.00 a.m.	
	05:00	5:00 a.m.	
	06:00	6:00 a.m.	
	07:00	7:00 a.m.	
	08:00	8:00 a.m.	
	09:00	9:00 a.m.	
	10:00	10:00 a.m.	
11:00	11:00 a.m.		
Mid-day Hanner Dydd	12:00	12:00 p.m.	Mid-day Hanner Dydd
	13:00	1:00 p.m.	
	14:00	2:00 p.m.	
	15:00	3:00 p.m.	
	16:00	4:00 p.m.	
	17:00	5:00 p.m.	
	18:00	6:00 p.m.	
	19:00	7:00 p.m.	
	20:00	8:00 p.m.	
	21:00	9:00 p.m.	
	22:00	10:00 p.m.	
	23:00	11:00 p.m.	

Time vocabulary Geiriau Amser

02:10	Ten past two in the morning - Deg munud wedi dau yn y bore	2:10 a.m.
07:15	Quarter past seven in the morning - Chwarter wedi saith yn y bore	7:15 a.m.
15:20	Twenty past three in the afternoon - Ugain munud wedi tri yn y pñawn	3:20 p.m.
21:30	Half past nine in the evening - Hanner awr wedi naw yn y nos	9:30 p.m.
14:40	Twenty to three in the afternoon - Ugain munud i dri yn y pñawn	2:40 p.m.
21:45	Quarter to ten at night - Chwarter i ddeg yn y nos	9:45 p.m.

Bearings Cyfeiriant

A bearing describes direction. A compass is used to find and follow a bearing. The diagram below shows the main compass points and their bearings.



The bearing is an angle measured clockwise from North.

Bearings are always written using three figures e.g. if the angle from the North is 5°, we write 005°.

Data Data

We collect data in order to highlight information to be interpreted.

There are two types of data:

<u>Discrete data</u>	<u>Continuous data</u>
Data Arwahanol Things that are not measured:	Data Di-dor Things that are measured:
<ul style="list-style-type: none">• Colours• Days of the week• Favourite drink• Number of boys in a family• Shoe size	<ul style="list-style-type: none">• Pupil height• Volume of a bottle• Mass of a chocolate bar• Time to complete a test• Area of a television screen

Discrete data Data arwahanol

Collecting and recording Casglu a chofnodi

We can record data in a list

e.g. here are the numbers of pets owned by pupils in form 9C:

1 , 2 , 1 , 1 , 2 , 3 , 2 , 1 , 2 , 1 , 1 , 2 , 4 , 2 , 1 , 5 , 2 , 3 , 1 , 1 , 4 , 10 , 3 , 2 , 5 , 1

A frequency table is more structured and helps with processing the information.

Number of pets	Tally	Frequency
1		10
2		8
3		3
4		2
5		2
6		0
7		0
8		0
9		0
10		1

Displaying Arddangos












In order to communicate information, we use statistical diagrams. Here are some examples:

Pictogram Pictogram

A pictogram uses symbols to represent frequency. We include a key to show the value of each symbol.

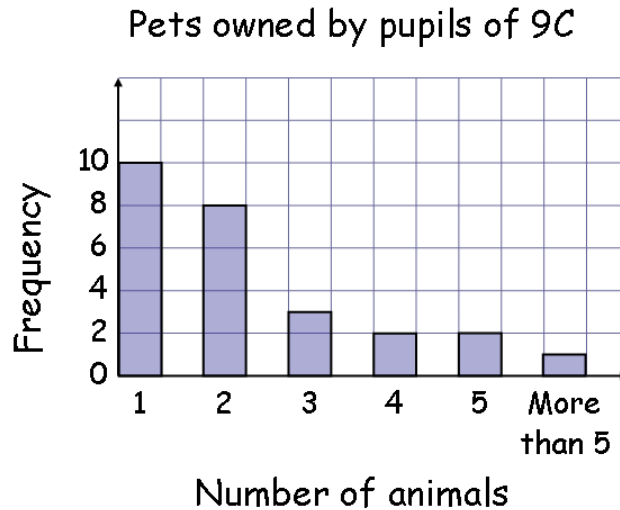
The diagram below shows the number of pets owned by pupils in 9C.

 Represents two pupils.

1	    
2	   
3	 
4	
5	
More than 5	

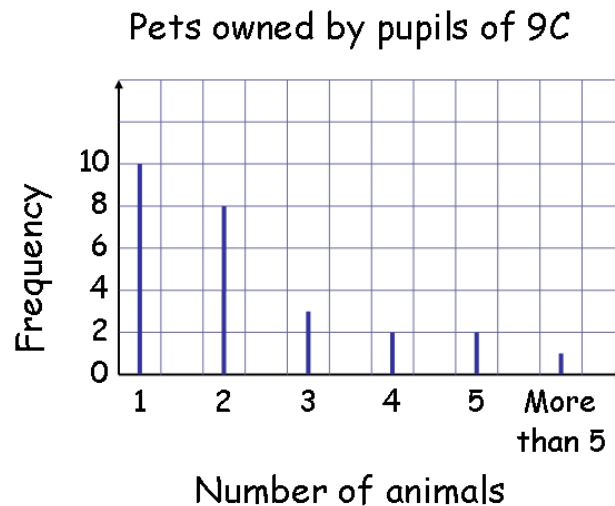
Bar chart (or Frequency Diagram) Siart bar (neu Diagram Amllder)

The height of each bar represents the frequency. All bars must be the same width and have a constant space between them. Notice that the scale of the frequency is constant and starts from 0 every time. Remember to label the axes and give the chart a sensible title.



Vertical line graph **Graff llinell fertigol**

A vertical line graph is very similar to a bar chart except that each category has a line instead of a bar. Notice that the category labels are directly below each line.



Pie chart Siart Cylch

The complete circle represents the total frequency. The angles for each sector are calculated as follows:

Here is the data for the types of pets owned by 9C

Type of pet	Frequency	Angle of the sector
Cats	13	$13 \times 10^\circ = 130^\circ$
Dogs	11	$11 \times 10^\circ = 110^\circ$
Birds	5	$5 \times 10^\circ = 50^\circ$
Fish	7	$7 \times 10^\circ = 70^\circ$
Total	36	360°

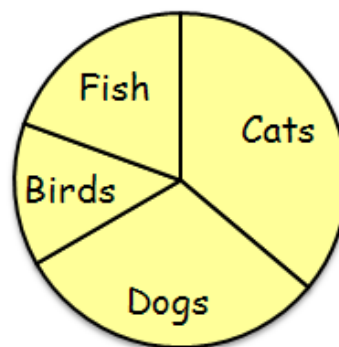
Divide 360° by the total of the frequency:

$$360^\circ \div 36 = 10^\circ$$

Therefore 10° represents one animal

Remember to check that the angles of the sectors add up to 360°.

Types of pet owned by 9C



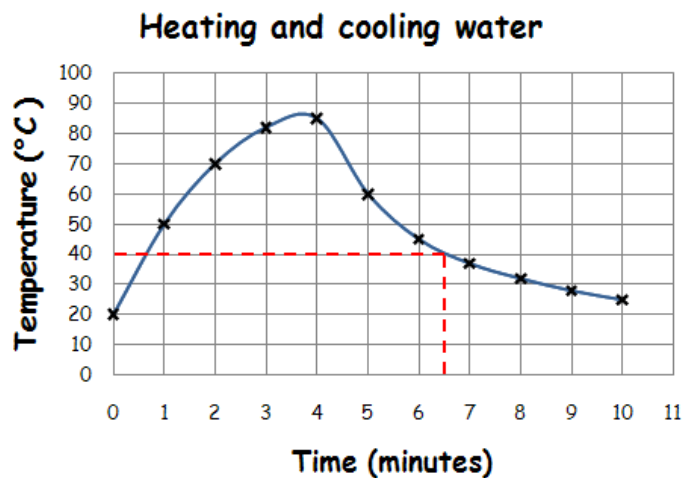
Continuous data Data di-dor

Displaying Arddangos

With graphs representing continuous data, we can draw lines to show the relationship between two variables. Here are some examples:

Line graph Graff llinell

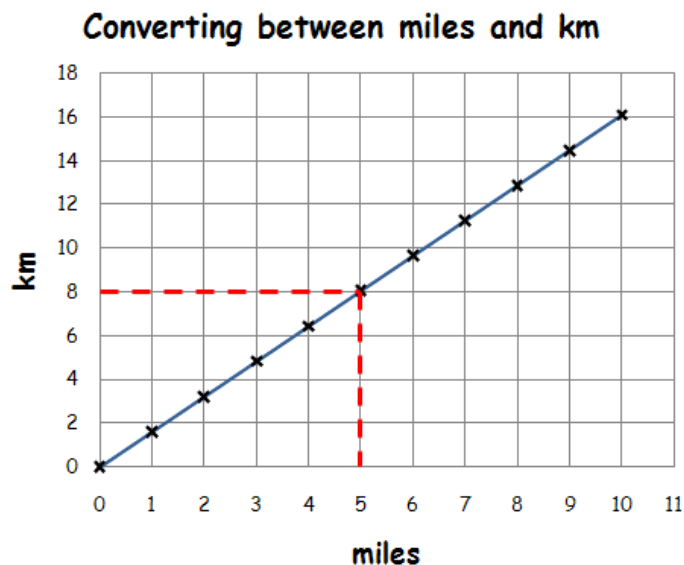
The temperature of water was measured every minute as it was heated and left to cool. A cross shows the temperature of the water at a specific time. Through connecting the crosses with a curve we see the relationship between temperature and time.



The line enables us to estimate the temperature of the water at times other than those plotted e.g. at $6\frac{1}{2}$ minutes the temperature was approximately 40°C .

Conversion graph Graff trawsnewid

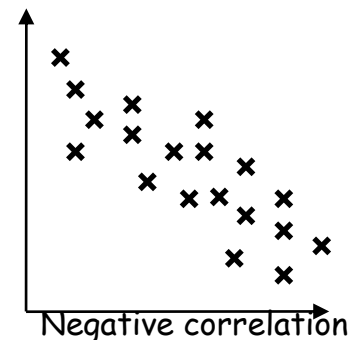
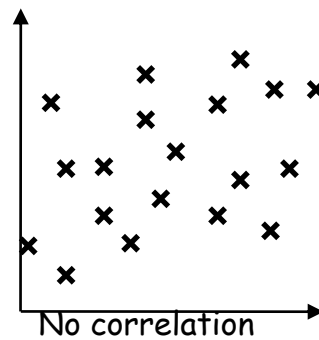
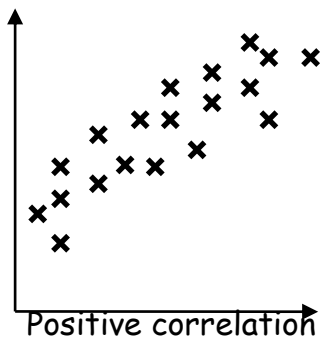
We use a conversion graph for two variables which have a linear relationship. We draw it in the same way as the above graph but the points are connected with a straight line.



From the graph, we see that 8 km is approximately 5 miles.

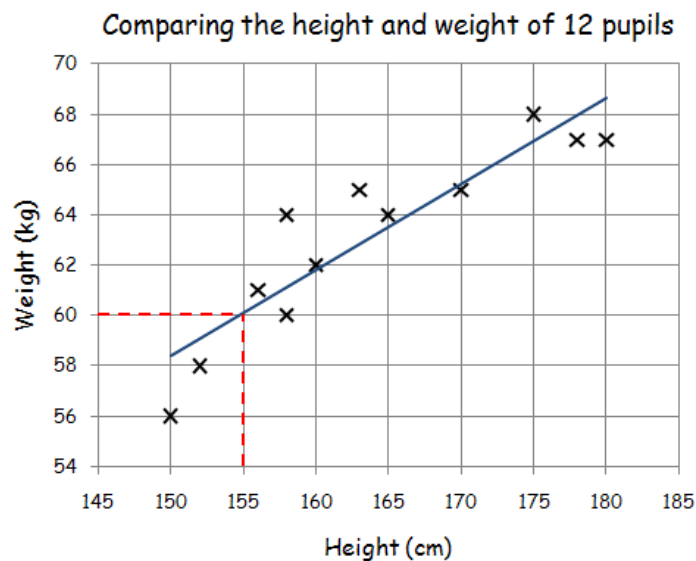
Scatter diagram Diagram gwasgariad

We plot points on the scatter diagram in the same way as for the line graph. We do not join the points but look for a correlation between the two sets of data.



If there is a correlation, we can draw a line of best fit on the diagram and use it to estimate the value of one variable given the other.

The following scatter graph shows a positive correlation between the weights and heights of 12 pupils.



The **line of best fit** estimates the relationship between the two variables. Notice that the line follows the trend of the points. In this case, drawing the line of best fit by eye, there are approximately the same number of points above and below the line.

We estimate that a pupil 155 cm tall has a weight of 60 kg.

Important things to remember when drawing graphs

- Title and label axes
- Sensible scales
- Careful and neat drawing with a pencil

Averages Cyfartaledd

The average is a measure of the middle of a set of data. We use the following types of average:

Mean

- We add all the numbers, and then divide by how many numbers you have.

Median

- Place the numbers in order starting with the smallest then find the number in the **middle**. This is the median. If you have two middle numbers then find the number that's halfway between the two.

Mode

- This is the value that appears **most** often.

Spread

- The spread is a measure of how close together are the items of data. We use the following to measure spread:

Range

- The range of a set of data is the difference between the **highest** and the **lowest** value.

Examples

Find the mean, median, mode, and range of the following numbers:

4 , 3 , 2 , 0 , 1 , 3 , 1 , 1 , 4 , 5

Mean

$$\frac{4 + 3 + 2 + 0 + 1 + 3 + 1 + 1 + 4 + 5}{10} = 2.4$$

Median

$$0, 1, 1, 1, \mathbf{2}, \mathbf{3}, 3, 4, 4, 5 \quad \frac{\mathbf{2+3}}{2} = 2.5$$

Mode

$$0, \mathbf{1}, \mathbf{1}, \mathbf{1}, 2, 3, 3, 4, 4, 5 \quad = 1$$

Range

$$\mathbf{0}, 1, 1, 1, 2, 3, 3, 4, 4, \mathbf{5} \quad \mathbf{5 - 0} = 5$$

Vocabulary **Geirfa**

Acceleration	Cyflymiad
Acute angle	Ongl lem
Add	Adio
Angle	Ongl
Anti-clockwise	Gwrthglogwedd
Approximation	Brasamcan
Area	Arwynebedd
Average	Cyfartaledd
Axis	Echelin
Balance	Cydbwysedd
Bearing	Cyfeiriant
Bills	Biliau
Bisect/Halve	Haneru
Boundary	Ffin
Calculator	Cyfrifiannell
Capacity	Cynhwysedd
Cash	Arian Parod
Circle	Cylch
Circumference	Cylchyn
Clockwise	Clocwedd
Column	Colofn
Compass (drawing circles)	Cwmpas (llunio cylchoedd)
Compass (points North)	Cwmpawd (pwyntio i'r Gogledd)
Cone	Côn
Co-ordinates	Cyfesurynnau
Corresponding	Cyfatebol
Cross-section	Trawstoriad
Cube	Ciwb
Curve	Cromlin
Cylinder	Silindr
Cheapest	Rhataf
Decimal	Degolyn
Density	Dwysedd
Deposit	Blaendal

Depth	Dyfnder
Diagonal	Croeslin
Diameter	Diamedr
Dice	Dis
Digit	Digid
Dimension	Dimensiwn
Discount	Disgownt
Drawn to scale	Lluniadu wrth raddfa
East	Dwyrain
Edge	Ymyl
Enlarge	Helaethu
Equal/Unequal	Hafal/Anhafal
Equivalent	Cywerth
Estimate	Amcangyfrif
Even number	Eilrif
Extend	Ymestyn
Factor	Ffactor
Fraction	Ffracsiwn
Frequency	Amllder
Gradient (slope)	Graddiant
Height	Uchder
Horizontal	Llorweddol
Index	Indecs
Interest (rate)	Llog (cyfradd llog)
Intersection	Croestoriad
Interval	Cyfwng
Invest	Buddsoddi
Irregular	Afreolaidd
Layer/Tier	Haen
Length	Hyd
Loan	Benthyciad
Loss	Colled
Lower/Reduce	Gostwng
Mass	Màs
Maximum	Uchafswm
Mean	Cymedr

Measure	Mesur
Median	Canolrif
Minimum	Lleiafswm
Mode	Modd
Multiple	Lluosrif
Net	Rhwyd
North	Gogledd
Obtuse angle	Ongl aflem
Octagon	Octogon
Odd number	Odrif
Parallel	Paralel
Percent	Canran
Perimeter	Perimedr
Perpendicular	Perpendicwlar
Power	Pwer
Pressure	Gwasgedd
Prime number	Rhif cysefin
Probability	Tebygolrwydd
Profit	Elw
Quadrilateral	Pedrochr
Radius	Radiws
Range	Amrediad
Rate of exchange	Cyfradd cyfnewid
Ratio	Cymhareb
Rectangle	Petryal
Reduce/Decrease	Lleihau
Reflection	Adlewyrchiad
Reflex angle	Ongl atblyg
Remainder	Gweddill
Right angle	Ongl sgwâr
Round off	Talgrynnu
Row	Rhes
Salary (income)	Cyflog(incwm)
Save	Cynilo
Scale	Graddfa
Solution	Datrysiad

South	De
Space	Gofod
Speed	Buanedd
Sphere	Sffêr
Square	Sgwâr
Square number	Rhif sgwâr
Square Root	Ail Isradd
Substitute	Amnewid
Symmetry	Cymesuredd
Total	Cyfanswm
Triangle	Triongl
Triangular number	Rhif triongl
Unknown	Anhysbysyn
Unlikely	Annhebygol
Value Added Tax (VAT)	Treth ar Werth (TAW)
Velocity	Cyflymder
Vertex	Fertig
Vertical	Fertigol
Volume	Cyfaint
Weight	Pwysau
West	Gorllewin
Width	Lled