Go Math Chapter 5 Vocabulary

Chapter Essential Question: How can you use multiplication facts, place value, and properties to solve multiplication problems?

1. **Pattern**– An ordered set of numbers or objects; the order helps you predict what will come next.
2. **Equation**– A number sentence that uses the equal sign to show that two amounts are equal. *Examples:* $3 + 7 = 10$; $4 - 1 = 3$; $12 + n = 21$
3. **Commutative Property of Multiplication**–The property that states that you can multiply two factors in any order and get the same product.
4. **Factor**–A number that is multiplied by another number to find a product.
5. **Product**–The answer in a multiplication problem.
6. **Distributive Property**–The property that states that multiplying a sum by a number is the same as multiplying each addend by the number and then adding the products. *Example:* $5 \times (10 + 6) = (5 \times 10) + (5 \times 6)$
7. **Associative Property of Multiplication**–The property that states that when the grouping of factors is changed, the product remains the same. *Example:* $(3 \times 2) \times 4 = 24$ or $3 \times (2 \times 4) = 24$
8. **Multiple**– A number that is the product of a given number and a whole number.
9. **Place Value**– The value of each digit in a number, based on the location of the digit.

	PLACE VALUE									
	Millions	Hundred Thousands	Ten Thousands	Thousands	Hundreds	Tens	Ones	Tenths	Hundredths	Thousandths
1,623,051→	1	6	2	3	0	5	1			
0.053→							0	0	5	3
32.4→						3	2	4		

T	H	T	O
1,	2	3	4