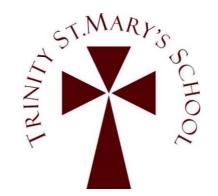
Trinity St. Mary's Church of England Voluntary Aided Primary School

### **Calculation Policy**



#### Summer 2022

This policy has been largely adapted from the White Rose Maths Hub Calculation Policy with further material added. It is a working document and will be revised and amended as necessary. Progression within each area of calculation is in line with the programme of study in the 2014 National Curriculum.

This calculation policy should be used to support children to develop a deep understanding of number and calculation. It has been designed to teach children through the use of concrete, pictorial and abstract representations.

#### Maths Mastery and our 'Dive Deeper' approach

At the centre of the mastery approach to the teaching of maths is the belief that all children have the potential to succeed and the aim is to develop children's learning at the same pace. As much as possible, children should be accessing the same curriculum content and, rather than being extended with new learning, they should deepen their conceptual understanding by tackling challenging and varied problems. Differentiation should primarily be through support, scaffolding and deepening, not through task. Similarly, with calculation strategies, children must not simply rote learn procedures but demonstrate their understanding of these procedures through the use of concrete materials, pictorial representations and varied approaches. Children of all ages and at all stages of learning apply Dive Deeper questions to their maths in order to broaden their thinking, deepen their understanding and increase their ability to make links between mathematical concepts. Initially with support and guidance, and then independently, children pick a question such as: represent it using manipulatives, solve it using a pictorial method, write the question as a word problem, explain it to an alien, prove your answer using a different method, what mistake could be made when answering this question, make up a similar question for a friend, what is the number sentence for this question or write a maths story for the problem, and apply it to one of the fluency questions they have been working on. This approach allows children to sit with their learning longer and devote more thinking time to understanding the structure of the concept, as well as unpicking any of their own misconceptions. Dedicated problem-solving lessons are also a central part of teaching. These allow students to wonder why things are, to inquire, to search for solutions, to resolve incongruities and develop resilience. This develops pupils' understanding of why something works so that they truly have an appreciation of what they are doing rather than just learning to repeat routines without grasping what is happening.

#### Mathematical Language

The 2014 National Curriculum is explicit in articulating the importance of children using the correct mathematical language as a central part of their learning (reasoning). In certain year groups, the non-statutory guidance highlights the requirement for children to extend their language around certain concepts. It is therefore essential that teaching using the strategies outlined in this policy is accompanied by the use of appropriate and precise mathematical vocabulary. New vocabulary should be introduced in a suitable context (for example, with relevant, real objects, apparatus, pictures of diagrams) and explained carefully. High and consistent expectations of the mathematical language used are essential, with teachers only accepting what is correct.

'The quality and variety of language that pupils hear and speak are key factors in developing their mathematical vocabulary and presenting a mathematical justification, argument or proof.' - 2014 Mathematics Programme of Study

This policy has been designed to teach children through the use of concrete, pictorial and abstract methods. This calculation policy should be used to support children to develop a deep understanding of number and calculation.

#### Using the Concrete-Pictorial-Abstract Approach:

Children develop an understanding of a mathematical concept through the three steps of: concrete, pictorial and abstract (CPA) approach. Reinforcement is achieved by going back and forth between these representations. The CPA should not be confused as differentiation for lower, middle, higher attaining children. CPA is an approach to be used with the whole class and teachers should promote each area as equally valid. Manipulatives in particular must not be presented as a resource to support the less confident or lower attaining pupils. New units should be introduced to the whole class using manipulatives wherever possible in every year group.

#### Concrete Representation:

This is the first step in a child's learning. The child is introduced to an idea or skill by acting it out with real objects. This is a 'hands on' component using real objects and it is the foundation for conceptual understanding.

#### **Pictorial Representation:**

Once the child has sufficiently understood the 'hands on' experience, they can be progressed onto relating them to pictorial representations, such as a diagram or a picture of the problem.

#### Abstract Representation:

This is the third step in a child's learning. The child should now be capable of representing problems by using mathematical notation, for example:  $12 \div 2 = 6$ 

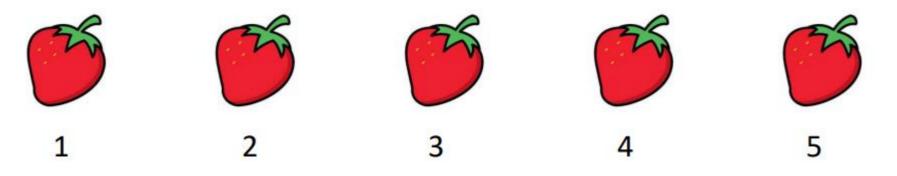
The abstract should run alongside the concrete and pictorial stage as this enables pupils to better understand mathematical statements and concepts.

### The Counting Principles (Gelman & Gallistel 1978)

#### The One-One Principle

This involves children assigning one number name to each object that is being counted. Children need to ensure that they count each object only once ensuring that they have cheated every object.

Children will sometimes count objects more than once or miss an object out that needs to be counted. Encourage children to line up objects and touch each one as they count saying one number name per object. This will also help to avoid children counting more quickly than they touch the objects which again shows they have not grasped one-one correspondence.



#### The Stable Order Principle

Children understand when counting, the numbers have to be said in a certain order.

Children need to know all the number names for the amount in the group they are counting. Teachers can therefore encourage children to count aloud to larger numbers without expecting them to count that number of objects immediately.

#### The Cardinal Principle

Children understand that the number name assigned to the final object in the group is the total number of objects in that group.

In order to grasp this principle, children need to understand the one-one and stable-order principle. From a larger group, children select a given number and count them out. When asked 'How many?', children should be able to recall the final number they said. Children who have not grasped this principle will recount the whole group again.

#### The Abstraction Principle

This involves children understanding that anything can be counted including things that can not be touched including sounds and movements e.g. jumps.

When starting to count, many children rely on touching objects in order to count accurately. Teachers can encourage abstraction on a daily basis by counting claps or clicks. They can also count imaginary objects in their heads to encourage counting on, this involves the children visualising objects.

#### The Order-Irrelevance Principle

This involves children understanding that the order we count a group of objects in is irrelevant. There will still be the same number.

Encourage children to count objects, left to right, right to left, top to bottom and bottom to top. Once children have counted a group, move the objects and ask children how many there are, if they count them all again they have not fully grasped this principle.

### **Progression in Calculations - Addition**

#### Nursery / Pre-School

Before addition can be introduced, children need to have a secure knowledge of number. In Nursery, children are introduced to the concept of counting, number order and number recognition through practical activities and games. This is taught through child-initiated games such as hide and seek and I spy. Children also learn how to count 1-1 (pointing to each object as they count) and that anything can be counted, for example, claps, steps and jumps. This is reinforced by opportunities provided in the outdoor area for the children to count e.g. counting building blocks, twigs etc.

#### **Reception / EYFS**

Before addition can be introduced, children in Reception build on concepts taught in Nursery by working through the number objectives in the 40 – 60 month band of Development Matters. Children need to have a secure knowledge of number in order to begin addition. Children are then introduced to the concept of addition through practical games and activities. Children act out addition sums to physically add two groups of objects together and use arm gestures to represent the signs + and =. This is reinforced by opportunities provided in the outdoor area for the children to use addition e.g. adding together groups of building blocks, twigs etc. Children build on their previous knowledge of 'more' by learning that adding two groups of objects together gives them a larger number (more objects). Adults model addition vocabulary supported by age appropriate definition. An example of this is "addition means we add two groups together / we put 2 lots of objects together. Equals means we find out how many we have got altogether. 3 add 2 equals 5! We have got 5 altogether". Adults support children in recording their addition sums in the written form on whiteboards and in their maths books.











### EYFS - Year 1 - Addition

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part- whole model.	Use part- part whole model. Use cubes to add two numbers together as a group or in a bar.	Jalis 2 Balis	4 + 3 = 7 10 = 6 + 4 5 3 Use the part-part whole diagram as shown above to move into the abstract.
Starting at the bigger number and counting on.	Start with the larger number on the bead string and then count on to the smaller number 1 by 1 to find the answer.	8 12 + 5 = 17 12 + 5 = 17 10 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 +	12 + 5 = 17 Place the larger number in your head and count on the smaller number to find your answer.

Regrouping to make 10.	6 + 5 = 11 Start with the bigger number and use the smaller number to make 10.	Use pictures or a number line. Regroup or partition the smaller number to make 10. 9 + 5 = 14 1 4 1 1 4 1 1 4 1 1 4 1 1 1 2 13 14 1 5 16 17 18 19 20	7 + 4 = 11 "If I am at seven, how many more do I need to make 10? How many more do I add on now?"
Represent & use number bonds and related subtraction facts within 20.	2 more than 5.		Emphasis should be on the language: <i>"1 more than 5 is equal to 6"</i> <i>"2 more than 5 is 7"</i> <i>"8 is 3 more than 5"</i>



Objective & Strategy	Concrete	Pictorial	Abstract
Adding multiples of ten.	50 = 30 + 20	3 tens + 5 tens = tens 30 + 50 =	20 + 30 = 50 70 = 50 + 20
	Model using dienes and bead strings.	Use representations for base ten.	40 += 60
Use known number facts including different combinations of tens & ones of any 2 digit number.	Children explore ways of making numbers.	20 + = 20 20 - = = = = = = = = = = = = = = = = = =	Include teaching of the inverse of addition and subtraction: $\begin{array}{c} \hline \\ +1 = 16 \\ 1 + \hline \\ = 16 \\ 16 - \hline \\ = 1 \end{array}$
(Part part whole)			
Use known facts.		$(1 + \frac{1}{2}) = \frac{1}{2}$	3 + 4 = 7
		+      =	Leads to
			30 + 40 = 70
		Children draw representations of H, T	Leads to
		& O.	300 + 400 = 700

Jse bar models.		***	23 25
	3 + 4 = 7		?
		7 + 3 = 10	23 + 25 = 48
Add a two digit number and ones.	17 + 5 = 22 Use ten frame to make 'magic ten'. Children explore the patterns:	17 + 5 = 22 Use part part whole and number line to model. $16 + 7$ $16 + 7$ $16 + 20$ $20$	17 + 5 = 22 Explore related facts: $17 + 5 = 22$ $5 + 17 = 22$ $22 - 17 = 5$ $22 - 5 = 17$ $17 - 5$
Add 2 digit numbers and tens.	17 + 5 = 22 $27 + 5 = 32$	27 + 30 +10 +10 +10	27 + 10 = 37 27 + 20 = 47 $27 + \_ = 57$
	Explore that the ones digit does not change.	27 37 47 57	
Add two 2-digit numbers.	//* ////*	+20 +5 Or +20 +3 +2 47 67 72 47 67 70 72	25 + 47 $20 + 5$ $40 + 7$ $20 + 40 = 60$
	Model using dienes, place value counters and numicon.	Use number line and bridge ten using part whole if necessary.	5+ 7 =12 60 + 12 = 72

Add three 1-digit numbers.	4 + 7 + 6 = 17 Put 4 and 6 together to make 10. Add on 7.		(4+7+6) = 10+7
	Following on from making 10, make 10 with 2 of the digits (if possible) then add on the third digit.	Regroup and draw representation. + $= 15$	$= \boxed{17}$ Combine the two numbers that make/bridge ten, then add on the third.
Rapid Recall (addition and subtraction)	<ul> <li>Bonds within 10</li> <li>Bonds within 20</li> <li>Bonds to 100 (multiples of 10)</li> <li>Add single-digit to make a multiple</li> </ul>	e of 10 Partitio • Add ne • Reorde	ear doubles

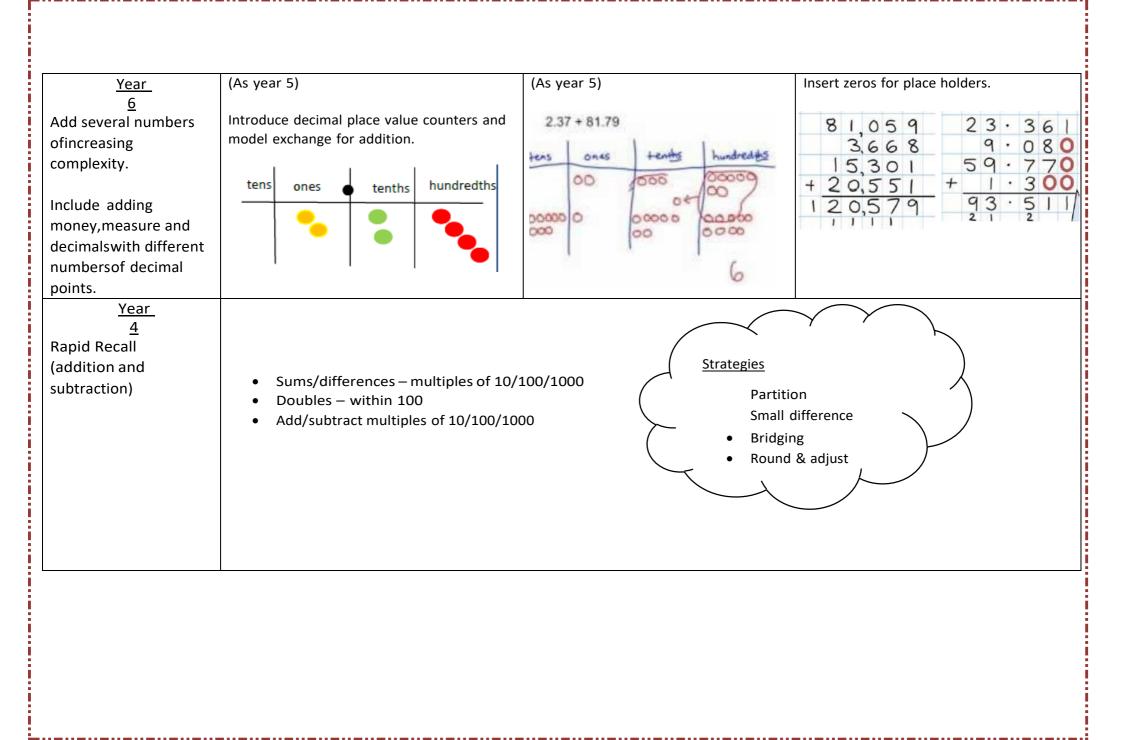
## <u>Year 3 – Addition</u>

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Column Addition – no regrouping (friendly numbers)	T     O     Image: Constraint of the second	After practically using the base 10 blocks and place value counters, children can draw the counters to help them to solve additions.	Add the ones first, then the tens, then the hundreds: 2 2 3
Add 2 or 3 digit numbers.	Add together the ones first then add the tens. Use the Base 10 blocks first before moving onto place value counters.		+ 1 1 4 3 3 7 Children use the 'steps to success' to format their calculation: *Steps for Success* 1. Write your calculation, label your digits and circle the operation. 2. Check your operation, choose your nethod and set it us below, Renamber to leave planty of room for working stat. 3. Use the method to calculate the answer. 4. Write the answer at the end of the calculation.
Column Addition – with regrouping.	Make both numbers on a place value grid.	Children can draw a pictorial representation of the columns and place value counters to further support their learning and understanding.	Children follow the 'Steps to Success' to regroup and form the calculation correctly: + Addition + + Addition + + T O T O H T O $1 3 7 \div 2 5 = 1 6 2$ + T O Always start in the ones 1 3 7 column and work to the left. $2 51 6 2Don't forget, if you pass ten, save itbelow the line and add it on later!$

Image: Second	As the children move on, introduce decimals with the same number of decimal places and different. Money is used for context.
Add up the rest of the columns, exchanging the 10 counters from one column for the next place value column until every column has been added.	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
This can also be done with Base 10 to help children clearly see that 10 ones equal 1 ten and 10 tens equal 100. As children move on to decimals, money and decimal place value counters can be used to support learning.	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

### Years 4-6 - Addition

Objective & Strategy	Concrete	Pictorial	Abstract
Year 4 Add numbers with up	Children continue to use dienes or place value counters to add, exchanging ten ones for a ten, ten tens for a hundred and	Draw representations using place value grid.	g place value Continue from previous work to carry hundreds as well as tens.
to4 digits	ten hundreds for a thousand.	•• 👯 😯 🍀	Relate to money and measures.
	Hundreds Tens Ones	•• ••	3517
		7 1 5 1	+ 396 3913
Year 5 Add numbers with morethan 4 digits. Add decimals with 2 decimal places, including money.	(As year 4) Introduce decimal place value counters and model exchange for addition.	(As year 4) 2.37 + 81.79 tens 004 000 0 00000 0 00000 00000 0 0000 0 00000 0000 0 0000 0 0000 0000 0 0000 0 0000 0000 0 0 0000 0 0000 0000 0 0 0000 0 0000 0000 0 0 000 0 0000 0000 0 0 000 0 0000 0000 0 0 000 0 0 0000 0000 0 0 000 0 0 0000 0000 0 0 0	(As year 4) 72.8 $\pm 54.6$ $\pm 23 \cdot 59$ $\pm 454.6$ $\pm 7 \cdot 55$ $\pm 3 \cdot 14$ 1 1



### **Progression in Calculations – Subtraction**

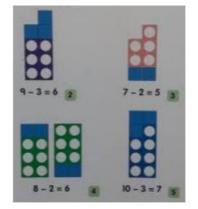
#### Nursery / Pre-School

Before subtraction can be introduced, children need to have a secure knowledge of number. In Nursery, children are introduced to the concept of counting backwards. This is taught through child-initiated games indoors and outdoors such as acting out counting songs and running races (children shouting "5,4,3,2,1,0 - GO!").

#### **Reception / EYFS**

Before subtraction can be introduced, children in Reception build on concepts taught in Nursery by working through the number objectives in the 40 – 60 month band of Development Matters. Children need to have a secure knowledge of number in order to begin subtraction. Children are then introduced to the concept of subtraction through practical games and activities. Children act out subtractions to physically subtract a number of objects from a group. Children use arm gestures to represent the signs - and =. This is reinforced by opportunities provided in the outdoor area for the children to count e.g. counting building blocks, twigs etc. Children build on their previous knowledge of 'less' by learning that subtracting means taking away a certain number of objects from a group (leaving them with less objects). Adults model subtraction vocabulary supported by age appropriate definition. An example of this is "subtraction means we take away objects from a group / we have 11 got less objects now. Equals means we find out how many we have got left. Wow! We have only got 3 left!" Adults support children in recording their subtractions in the written form on whiteboards and in their maths books.







### EYFS - Year 1 - Subtraction

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Taking away ones from a whole.	Use physical objects, counters, cubes etc. to show how objects can be taken away. 4 - 3 = 1	Cross out drawn objects to show how many has been taken away. The bar model can also be used.	4-3=
		X XX	4 3 ? 4 ? 3
Counting back.	Counting back (using number lines or number tracks) children start with 6 and count back 2. 6 - 2 = 4	Children to represent what they see pictorially e.g.	Children to represent the calculation on a number line or number track and show their jumps. Encourage children to use an empty number line.
	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	1234301011	46

Finding the difference.	Finding the difference (using cubes, Numicon or Cuisenaire rods, other objects can also be used).	Children to draw the cubes/other concrete objects which they have used or use the bar model to illustrate what they need to calculate.	Find the difference between 8 and 5. 8 – 5, the differences is
	Calculate the difference between 8 and 5:	$ \begin{array}{c} 000000000\\ 000000 \hline 7 \hline 5 \hline 7 \hline 7 \hline } $	Children to explore why 9 - 6 = 8 - 5 = 7 - 4 have the same difference.
Represent and use	Link to addition – use the PPW model to	Use pictorial representations to show	Move to using numbers within the part
number bonds and	model the inverse.	the parts.	whole model.
related subtraction factswithin 20. (Part part whole model)	If 10 is the whole and 6 is one of the		5 12 7
	parts, what is the other part?		
	10 - 6 = 4		

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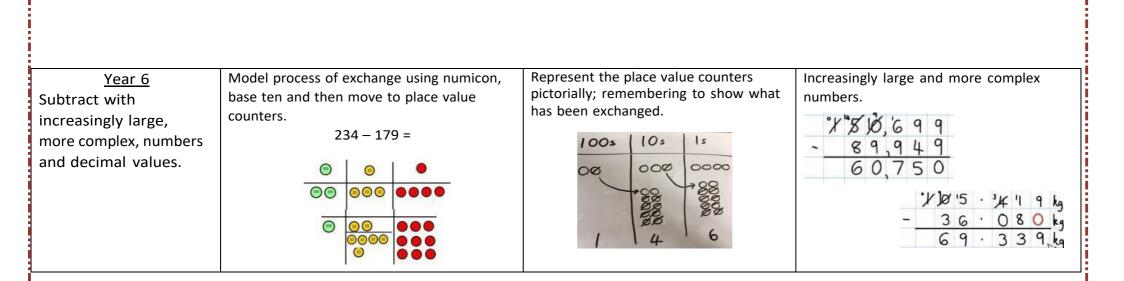
Objective & Strategy	Concrete	Pictorial	Abstract
Partitioning to subtract	Use dienes to show how to partition the	Children draw representations of dienes	
<ul> <li>without regrouping.</li> </ul>	number when subtracting without	and cross off.	
	regrouping.		42 24 22
(friendly numbers)	34 - 13 = 21	43 – 21 = 22	43 – 21 = 22
Making ten.	Use a bead string to model counting to the next ten and the rest. 34 - 28 =	Use a number line to count on to the next ten and then the rest.	93 – 76 = 17
(crossing one ten, crossing more than oneten, crossing the hundreds)	34 - 28 =	76 80 90 93 'counting on' to find 'difference'	

### Year 3 - Subtraction

Objective & Strategy	Concrete	Pictorial	Abstract
Column subtraction without regrouping. (friendly numbers)	Column method using base ten.	Children to represent the base 10 pictorially. $ \begin{array}{c c}  & 1 \\ \hline  & 1 \\ \hline  & 1 \\ \hline  & 1 \\ \hline  & 4 \\ \hline  & 1 \\ \hline \end{array} $	Column method or children could count back 7. 4 8 - 7 4 1 Children use their 'Steps to Success' to format the question correctly: *Steps for Success' 1. Write your calculation, label your digits and circle the operation. 2. Check your operation, label your digits and circle the operation. 3. Use the method to calculate the answer. 4. Write the answer at the end of the calculation.
Column subtraction withregrouping.	Column method using base 10 and having to exchange. 41 - 26 =	Represent the place value counters pictorially; remembering to show what has been exchanged. 100s $10s$ $1s000$ $000$ $000$ $000000$ $000$ $000000$ $000$ $000000$ $0$	Formal column method using 'Steps to Success'. Children must understand what has happened when they have crossed out H T O T O H T O digits. 1 6 2 $\bigcirc$ 2 7 = 1 3 5 H T O Start in your ones. If you can't do it, exchange 10 or 100 across. $\bigcirc$ 2 7 1 3 5 Remember to keep your exchanges small and tidy so you don't get confused!

### Years 4-6 - Subtraction

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Year <u>4</u> Subtracting tens and ones – up to 4 digits. (introduce decimal subtraction through context of money)	Model process of exchange using numicon, base ten and then move to place value counters. 234 - 179 =	Represent the place value counters pictorially; remembering to show what has been exchanged. 1003 103 13	Formal column method. Children must understand what has happened when they have crossed out digits. $\begin{array}{r} 2 & 5 & 4 \\ \hline 1 & 5 & 6 & 2 \\ \hline 1 & 1 & 9 & 2 \end{array}$
Year <u>5</u> Subtract with at least 4 digits, including money and measures. (subtract with decimal values, including mixtures of integers and decimals and aligning the decimal)		Represent the place value counters pictorially; remembering to show what has been exchanged. 1003 103 13	Formal column method. Children must understand what has happened when they have crossed out digits. Use zeros for place holders. $\begin{array}{r} & & & & \\ \hline & & & & \\ \hline & & & & \\ \hline & & & &$



### Progression in Calculations – Multiplication

#### Nursery / Pre-School and Reception

By the end of Reception, children are expected to understand the concept of doubling and to be able to double a number up to 10. Before doubling can be introduced, children need to have a secure knowledge of counting, number facts and addition in order to double. Children are then introduced to the concept of doubling through practical games and activities, including the use of the outdoor areas. Children act out 'doubling' by physically add two equal groups together to find out the 'doubles' answer.









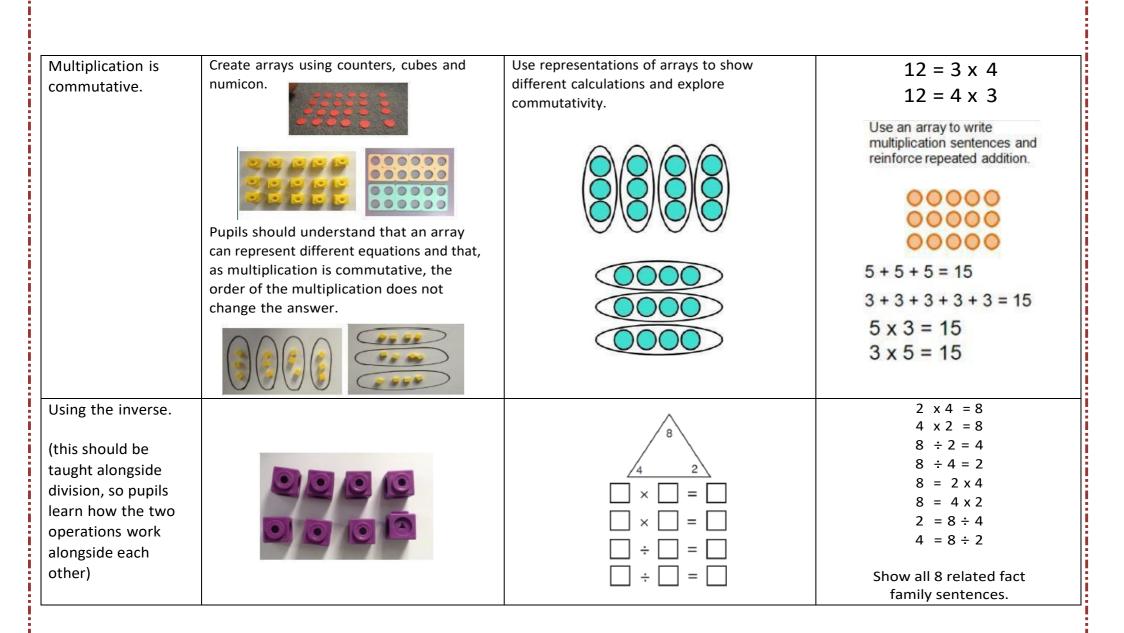
### EYFS - Year 1 - Multiplication

Objective & Strategy	Concrete	Pictorial	Abstract
Doubling numbers.	Use practical activities using manipulatives including cubes and Numicon to demonstrate doubling.	Draw pictures to show how to double numbers.	Partition a number and then double each part before recombining it back together.
	double 4 is 8 $4 \times 2 = 8$	Double 4 is 8	$ \begin{array}{c} 16 \\ 10 \\ 1 \\ x^2 \\ 20 \\ + 12 \\ = 32 \end{array} $
Counting in		Children make representations to show	Count in multiples of a number aloud.
multiples.	counting, children may use their fingers to help.	$\frac{2}{10} \frac{2}{10} \frac$	Write sequences with multiples of numbers. 2, 4, 6, 8, 10 5, 10, 15, 20, 25, 30
	Counting in	Doubling numbers.       Use practical activities using manipulatives including cubes and Numicon to demonstrate doubling.         Image: Counting in multiples.       Use practical activities using manipulatives including cubes and Numicon to demonstrate doubling.         Image: Counting in multiples.       Counting, children may use their fingers to	Doubling numbers.       Use practical activities using manipulatives including cubes and Numicon to demonstrate doubling.       Draw pictures to show how to double numbers.         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Double 4 is 8       Image: Double 4 is 8       Image: Double 4 is 8         Image: Doubl

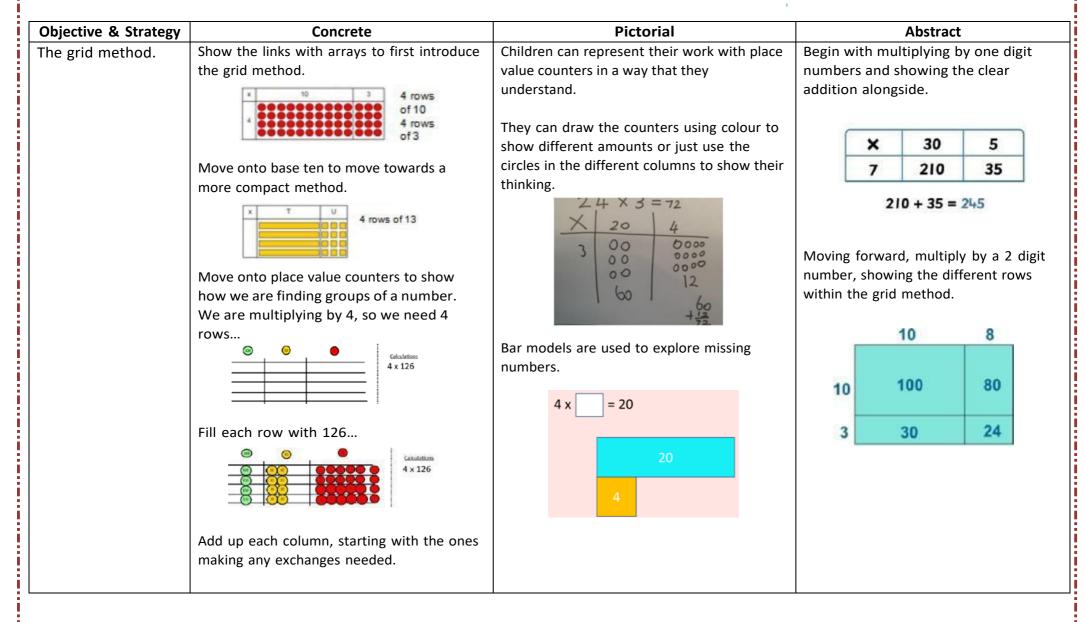
Repeated grouping/repeated	$3 \times 4 =$ 4 + 4 + 4 =	Children to represent the practical resources in a picture and use a bar model.	2
addition.	There are 3 equal groups, with 4 in each group.	00 00 00	3 × 4 = 12
		88 88 88	4 + 4 + 4 = 12
Understanding	Use objects laid out in arrays to find the	Draw representations of arrays to demonstrate understanding.	
arrays.	answers to 2 lots of 5, 3 lots of 2s.		3 x 2 = 6
	*****		2 x 5 = 10

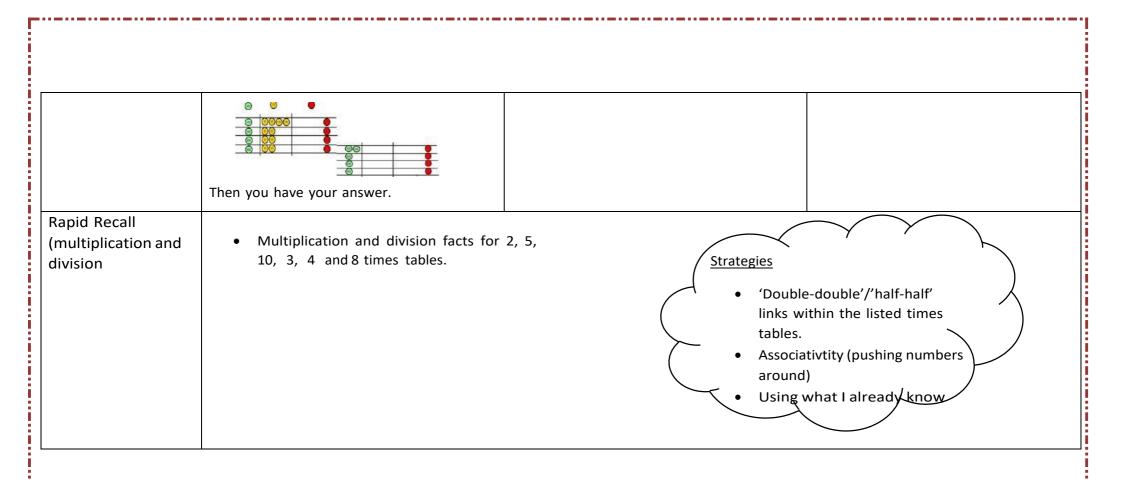
## Year 2 - Multiplication

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Doubling numbers.	Model doubling using dienes and place value counters. Doubling 26	Draw pictures and representations to demonstrate how to double numbers	Partition a number and then double each part before recombining it back together.
			$ \begin{array}{c} 16 \\ 10 \\ 10 \\ 10 \\ 10 \\ 10 \\ 10 \\ 10 \\ 10$
Counting in multiples of 2, 5 and 10 from 0.	Count the groups as children are skip counting, children may use their fingers to help. Progress onto bar models.	Number lines, counting sticks and bar models should be used to show representation of counting in multiples.	Count in multiples of a number aloud. Write sequences with multiples of numbers.
(repeated addition)	5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	411241124112	0, 2, 4, 6, 8, 10
			O, 3, 6, 9, 12, 15
	111         111         111           ?	3 3 3 3	0, 5, 10, 15, 20, 25, 30 4 x 3 =



#### <u>Year 3 – Multiplication</u>





# Year 4 - Multiplication

Objective & Strategy	Concrete	Pictorial	Abstract
The grid method (recap from Year 3 for	Use place value counters to show how we are finding groups of a number. We are multiplying by 4 so we need 4	Children can represent their work with place value counters in a way that they understand.	Multiply 3 digit by 1 digit numbers using the grid method.
2 digit x 1 digit). Children progress to multiplying 3 digit numbers by 1 digit (Year 4 expectation).	Add up each column, starting with the ones making any exchanges needed.	They can draw the counters using colour to show different amounts or just use the circles in the different columns to show their thinking. $\frac{24 \times 3}{100} = \frac{72}{12}$	×       300       20       7         4       1200       80       28         1200 + 80 + 28 = 1,308

#### Column Multiplication.

Children can continue to be supported by place value counters at this stage of multiplication. This is initially done where there is no Hundreds Tens Ones

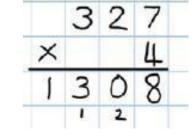
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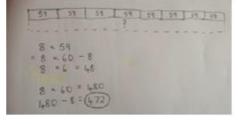
The grid method may be used to show how this relates to a formal written method (see abstract column).

×	300	20	7
4	1200	80	28

The grid method can then be progressed onto the compact method.



Bar modelling and number lines can support learners when solving problems with multiplication alongside the formal written methods.



Itiplication alongside the formal writte

#### lt is

regrouping.

321 x 2 = 642

important at this stage that they always multiply the ones column first.

The corresponding long multiplication is modelled alongside this method.

### Year 5 - Multiplication

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Column Multiplication (3 and 4 digits x 1 digit).	Children can continue to be supported by place value counters at this stage of multiplication. This is initially done where there is no regrouping.	The grid method may be used to show how this relates to a formal written method (see abstract column).           ×         300         20         7           4         1200         80         28	The grid method can then be progressed onto the compact method. $\begin{array}{c c} 3 & 2 & 7 \\ \hline \times & 4 \\ \hline 1 & 3 & 0 & 8 \\ \hline 1 & 2 & \end{array}$
Column Multiplication – Long multiplication.	Manipulatives may still be used with the	10       8         10       100       80         3       30       24         Continue to use bar modelling to support problem solving.	Progress to using the column method for long multiplication. $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$

Rapid Recall (multiplication and division	<ul> <li>Square numbers to 144</li> <li>Establish whether a number is prime</li> <li>Recall all prime numbers up to 19</li> </ul>	Strategies • X by 9 • X/÷ by 10/100/1000 – including decimals • Use what you know to • x/÷ by 5/50/25 • x by ½ • Use factor pairs – 24 x 16

### Year 6 - Multiplication

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Column Multiplication – Long multiplication.	Manipulatives may still be used with the corresponding long multiplication modelled alongside.	10       8         10       100       30         3       30       24         Continue to use bar modelling to support problem solving.	Progress to using the column method for long multiplication. 1 8 1 2 3 4 1 6 $7 4 0 4 (1234 \times 6)$ 1 2 3 4 0 1 2 3 4 2 3 4 1 3 3 4 4 2 3 4 1 3 3 4 4 4 4 4 1 3 3 4 4 4 4 4 1 3 3 4 4 4 4 4 4 1 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4 4
Multiplying decimals up to 2 decimal places by a single digit.			Remind children that the single digit belongs in the ones column. Line up the decimal points in the question and answer. $3 \cdot 1 9$ $\times 8$ $2 5 \cdot 5 2$

	When appropriate, children can use their place value knowledge to make the number being multiplied 10, 100 or 1000 times bigger and then
	multiply and make the answer 10, 100 or 1000 times smaller. $\begin{array}{r} 319^{(x100)} \\ \underline{x 8} \\ \underline{2552}^{(+100)} = 25.52 \end{array}$

## **Progression in Calculations – Division**

#### Nursery / Pre-School and Reception

By the end of Reception, children are expected to understand the concept of halving and sharing. Before this can be introduced, children need to have a secure knowledge of counting backwards, number facts and subtraction in order to halve and share. Children are then introduced to the concept of halving and sharing through practical games and activities. They act out 'halving and sharing' through activities such as sharing food for their Teddy Bear's Picnic, sharing resources equally to play a game. This is reinforced by opportunities provided in the outdoor area for the children to halve and share out objects such as building blocks, twigs etc.







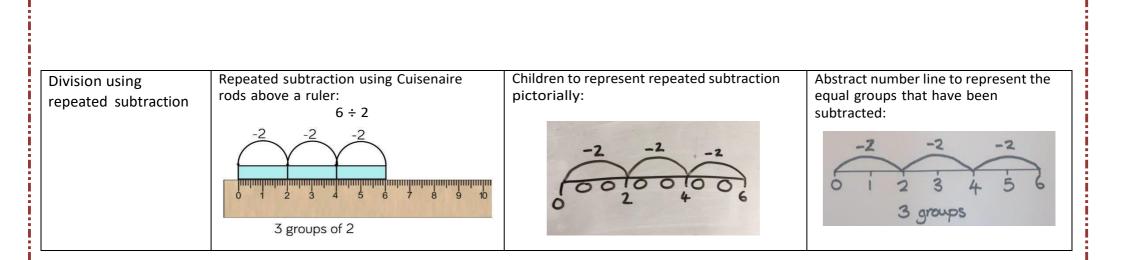


### <u>EYFS - Year 1 - Division</u>

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Division as sharing	Sharing using a range of objects: 6 ÷ 2 =	Use pictures or shapes to share quantities:	Children continue with pictorial method until fully secure. Children should also be encouraged to use their 2 times tables facts.
		?	
		Sharing:	? To progress further, children can then be moved onto: '6 shared between 2 is 3'

### <u>Year 2 – Division</u>

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Division as sharing	I have 10 cubes, can you share them into 2 equal groups?	Children use pictures or shapes to share quantities: 373 $373$ $373373$ $373$ $373373$ $373$ $373373$ $373$ $373373$ $373$ $373373$ $373$ $373373$ $373$ $373373$ $373$ $373$ $373373$ $373$ $373$ $373$ $373373$ $3$	12 ÷ 3 = 4
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding. 1000000000000000000000000000000000000	Use number lines for grouping: $ \begin{array}{r}                                     $	28 ÷ 7 = 4 Divide 28 into 7 groups. How many are in each group?



### <u>Year 3 – Division</u>

<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Division with arrays	Link division to multiplication by creating an array and thinking about the number sentences that can be created: $15 \div 3 = 5 5 \times 3 = 15$	Draw an array and use lines to split the array into groups to make multiplication and division sentences: 3 + 3 = 5 + 5 = 3 = 15	Find the inverse of multiplication and division sentences by creating eight linking number sentences: $7 \times 4 = 28 \ 4 \times 7 = 28$ $28 \ \div 7 = 4 \ 28 \ \div 4 = 7$ $28 = 7 \times 4 \ 28 = 4 \ \times 7$ $4 = 28 \ \div 7 \ 7 = 28 \ \div 4$
Division with remainders	15 ÷ 5 = 3 3 x 5 = 15 This can be done with lollipop sticks or Cuisenaire rods: 13 ÷ 4 Use of lollipop sticks to form wholes- squares are made because we are dividing by 4. There are 3 whole squares, with 1 left over.	15 ÷ 5 = 3 3 x 5 = 15         Children to represent the lollipop sticks pictorially:         Image: Comparison of the second structure         There are 3 whole squares, with 1 left over.	13 ÷ 4 = 3 remainder 1 Children should be encouraged to use their times table facts; they could also represent repeated addition on a number line: 4 = 3 remainder 1 4

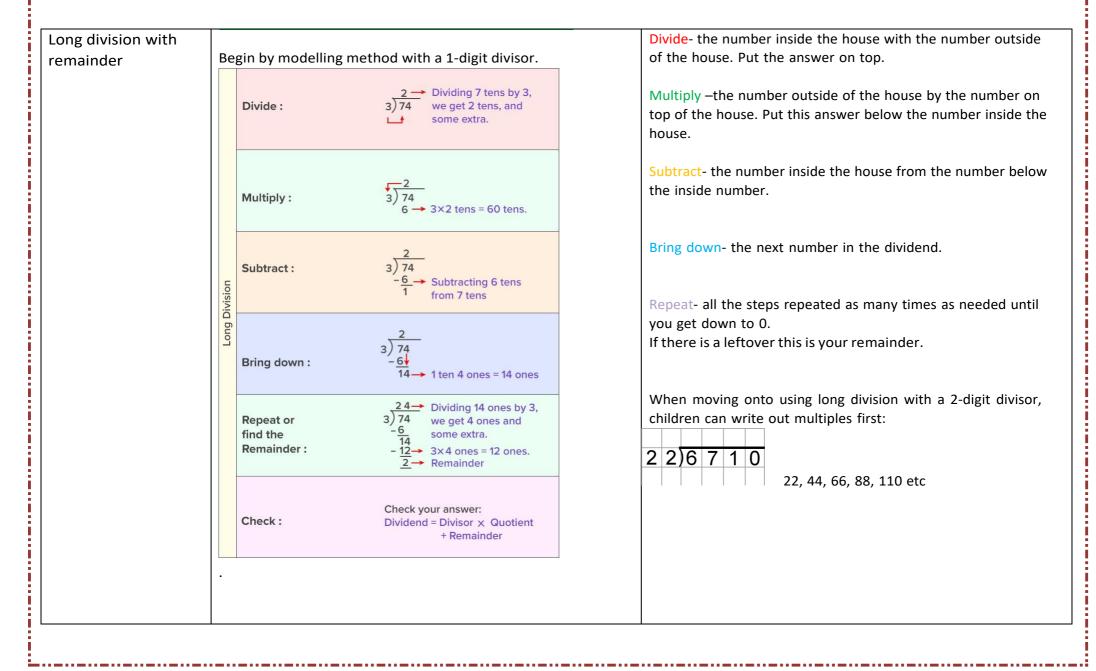
### <u>Year 4-6 – Division</u>

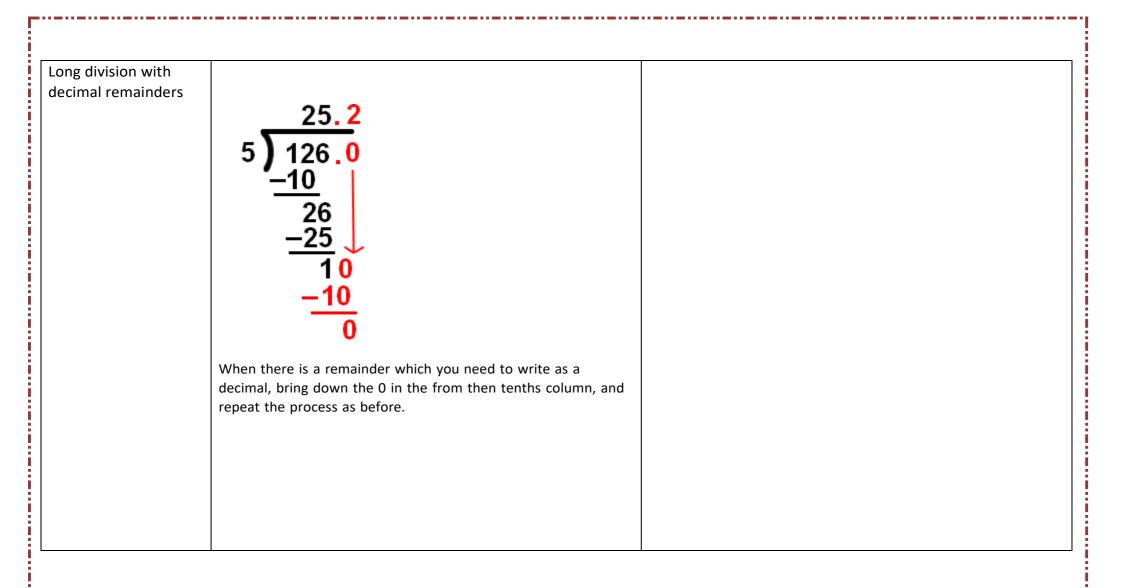
<b>Objective &amp; Strategy</b>	Concrete	Pictorial	Abstract
Short division with a	Short division using place value counters	Children can continue to use drawn	Begin with divisions that divide
remainder	to group:	diagrams with dots or circles to help them	equally with no remainders:
Year 4 Up to 3 digits by 1 digit Year 5 Up to 4 digits by a 1 digit with remainders Year 6 Up to 4 digits by a 1 digit and then progress to long division (next objective)	<ul> <li>615 ÷ 5</li> <li>1005 105 15 0000000 000000000000000000000000000</li></ul>	divide numbers into equal groups:	$\frac{2}{4} + \frac{8}{3}$ $\frac{2}{3} + \frac{8}{3}$ Move onto divisions with a remainder $\frac{8}{5} + \frac{6}{3} + \frac{2}{5}$ $\frac{3}{4} + \frac{3}{2}$ $\frac{3}{5} + \frac{3}{3} + \frac{2}{5}$ $\frac{3}{5} + \frac{3}{3} + \frac{3}{2} + \frac{3}{5} + \frac{3}{3} + \frac{3}{2} + \frac{3}{5} + \frac{3}{3} + \frac{3}{2} + \frac{3}{5} + \frac{3}{5}$

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#### Year 6 - Division





Signed on behalf of the governing body:

Date:

It will be reviewed in Summer Term 2025