

Ecton Village Primary Academy Calculation Policy

A guide for teachers and parents/ carers

The national curriculum for mathematics aims to ensure that all pupils:

- become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
- Reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- Can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

Introduction

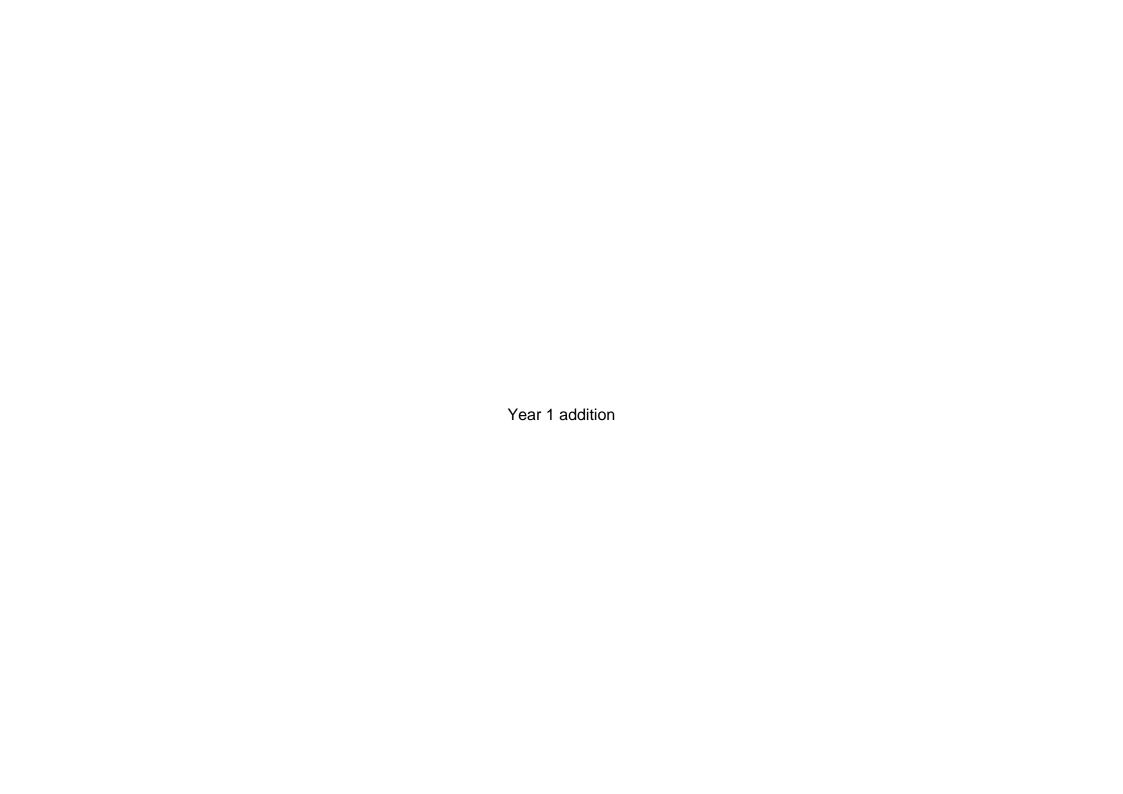
Our school follows the White Rose Hub's calculation policy. We use this policy to ensure that maths is taught thoroughly, ensuring that we provide our children with the mastery approach and understanding.

This policy is a statement of the aims, principles and strategies for teaching and learning of calculation strategies in Mathematics. It is designed to help teachers and staff at Ecton Village Primary Academy to ensure that calculation is taught consistently across the school and to aid them in helping children who may need extra support or challenges.

This policy is also designed to help parents, carers and other family members to support their children's learning by providing an explanation of the methods used in our school.

The policy is set out to show the progression of skills in each area for each year group. Within each area there is a progression of skills moving from concrete, pictorial, abstract, written methods and finally reasoning problems. Mental methods and strategies will work in partnership with these methods.

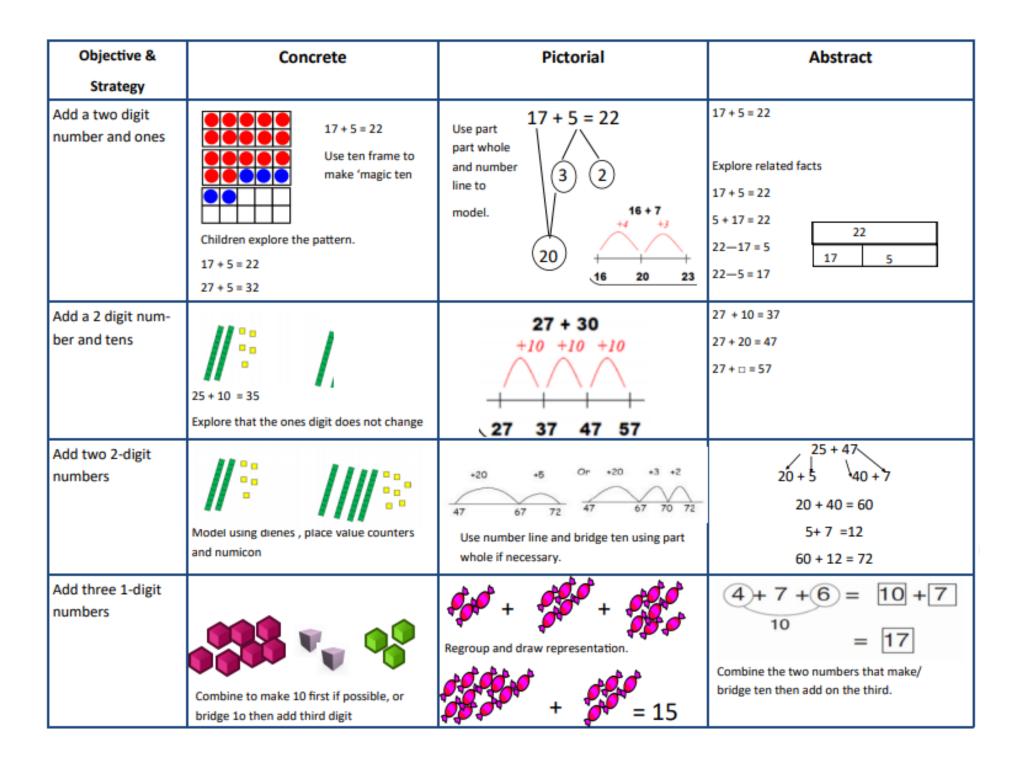
At Ecton Village it is important that staff always use the correct mathematical language and encourage this from every pupil. *Teachers will model correct mathematical language when speaking and in all forms of feedback. When children answer questions or give peer feedback they will be expected to use correct mathematical language.* This will take place in class discussions, through feedback and purple pen next steps.



Objective & Strategy	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.	Use pictures to add two numbers together as a group or in a bar.	4 + 3 = 7 Use the part-part whole diagram as shown above to move into the abstract.
Starting at the big- ger 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.	12 + 5 = 17 10 11 12 13 14 15 16 17 18 19 20 Start at the larger number on the number line and count on in ones or in one jump to find the answer.	5 + 12 = 17 Place the larger number in your head and count on the smaller number to find your answer.
Regrouping to make 10. This is an essential skill for column addition later.	Start with the bigger number and use the smaller number to make 10. Use ten frames.	Use pictures or a number line. Regroup or partition the smaller number using the part part whole model to make 10. 9 + 5 = 14	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.	Corrections 5 + 2 =	Emphasis should be on the language '1 more than 5 is equal to 6.' '2 more than 5 is 7.' '8 is 3 more than 5.'

Year 2 addition

Objective &	Concrete	Pictorial	Abstract
Strategy			
Adding multiples of	50= 30 = 20		20 + 30 = 50
ten			70 = 50 + 20
		3 tons + 5 tons = tens 30 + 50 =	40 + □ = 60
	Model using dienes and bead strings	Use representations for base ten.	
Use known number facts	Children explore ways of		+ 1 = 16 16 - 1 =
Part part whole	making num-	20	1 + = 16 16 - = 1
rart part whole	bers within 20	+ = 20 20 - =	
	300	+ = 20 20 - =	
Using known facts	+ =	∵ + ÷ = ∴	3 + 4 = 7
	որը Որը ՈրըՈր	+ =	leads to
			30 + 40 = 70
		• '•• ::•	leads to
		Children draw representations of H,T and O	300 + 400 = 700
Bar model		<u> </u>	23 25
		3333333333	23 25
	3+4=7		
	3.4-7	7 + 3 = 10	23 + 25 = 48



Year 3 addition

Objective &	Concrete	Pictorial	Abstract
Strategy			
Column Addition—no regrouping (friendly numbers)			2 2 3
Add two or three 2 or 3-digit numbers.	tens. Tens 45 34 7 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Units tens ones calculations 1+42= 21 42	+ 1 1 4 3 3 7 Add the ones first, then the tens, then the hundreds.
Column Addition with regrouping.	15	5 1	$\begin{array}{cccccccccccccccccccccccccccccccccccc$

Year 4-6 addition

Objective & Strategy		Concrete			Pict	orial			Abstr	act	
Y4—add numbers with up to 4 digits	counters to a ten and te	add, exchanging add, exchanging on tens for a hund or a thousand.	ten ones for	• •	**	**	**		3 5	1	7
	Hundreds	Tens	Ones	• •	•	•		+	3	9	6
		018881	8 00	7	1	5	1	3	3 9	1	3
	•	11111	*****	Draw represe	ntations u	sing pv g	rid.	Continue from hundreds as w Relate to mon	ell as ten	ns.	(50,00),55
Y5—add numbers with more than 4 digits. Add decimals with 2 dec- imal places, including money.	\$100 P. (100 P	es tenths	e counters	2.37 + +ens	onas O go	+ents	hundred \$5	72.8 +54.6 127.4 1 1	£2: +£3	3 . 7 . 1	59 55 14
'6—add several num- ners of increasing com- plexity	As Y5			As Y5				8 1,05 3,66 15,30 + 20,55 1 2 0,57	8		
Including adding money, measure and decimals with different numbers of decimal points.								Insert zeros for place holders.		9 5 9	361 080 770 300

Year 1 subtraction

Objective & Strategy	Concrete	Pictorial	Abstract
Taking away ones.	Use physical objects, counters, cubes etc to show how objects can be taken away. 6-4 = 2		7—4 = 3
	4-2=2	$15 - 3 = \boxed{12}$ Cross out drawn objects to show what has been taken away.	16—9 = 7
Counting back	Move objects away from the group, counting backwards. Move the beads along the bead string as you count backwards.	5 - 3 = 2 Count back in ones using a number line.	Put 13 in your head, count back 4. What number are you at?
Find the Difference	Compare objects and amounts 7 'Seven is 3 more than four' 4 'I am 2 years older than my sister' > renos Lay objects to represent bar model.	Count on using a number line to find the difference. +6 0 1 2 3 4 5 6 7 8 9 10 11 12	Hannah has12 sweets and her sister has 5. How many more does Hannah have than her sister.?

Objective & Strategy	Concrete	Pictorial	Abstract
Represent and use number bonds and related subtraction facts within 20 Part Part Whole model	Link to addition. Use PPW model to model the inverse. If 10 is the whole and 6 is one of the arts, what s the other part? 10—6 = 4	Use pictorial representations to show the part.	Move to using numbers within the part whole model. 5 7
Make 10	Make 14 on the ten frame. Take 4 away to make ten, then take one more away so that you have taken 5.	Jump back 3 first, then another 4. Use ten as the stopping point.	16—8 How many do we take off first to get to 10? How many left to take off?
Bar model	5-2 = 3	***************************************	8 2 10 = 8 + 2 10 = 2 + 8 10-2 = 8 10-8 = 2

Year 2 subtraction

Objective & Strategy	Concrete	Pictorial	Abstract
Regroup a ten into ten ones	Use a PV chart to show how to change a ten into ten ones, use the term 'take and make'	20 – 4 =	20—4 = 16
Partitioning to sub- tract without re- grouping. 'Friendly numbers'	Use Dienes to show how to partition the number when subtracting without regrouping.	Children draw representations of Dienes and cross off. 43—21 = 22	43—21 = 22
Make ten strategy Progression should be crossing one ten, crossing more than one ten, cross- ing the hundreds.	34—28 Use a bead bar or bead strings to model counting to next ten and the rest.	76 80 90 93 'counting on' to find 'difference' Use a number line to count on to next ten and then the rest.	93—76 = 17

Year 3 subtraction

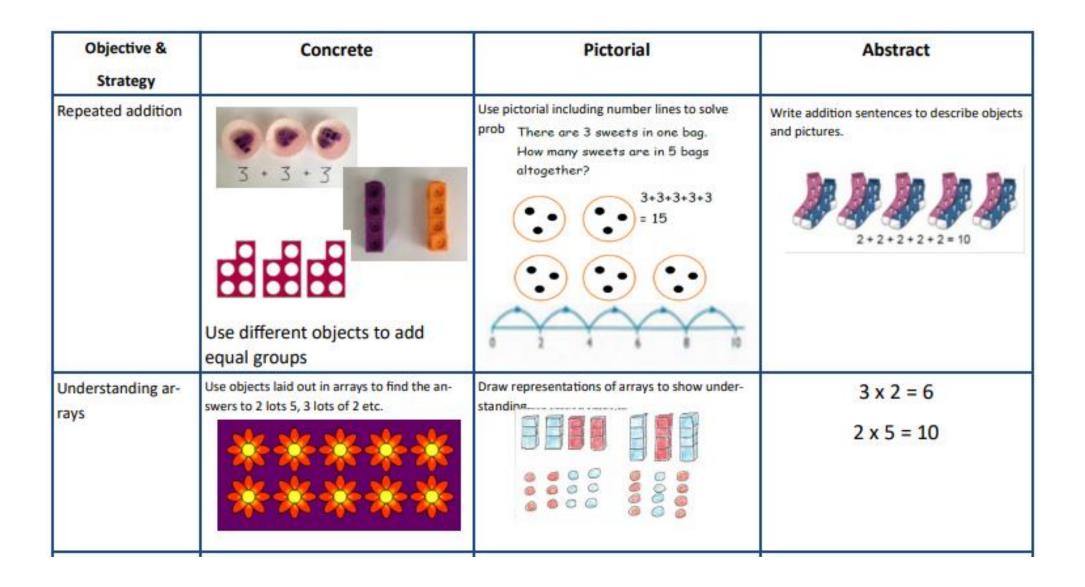
Objective &	Concrete	Pictorial	Abstract
Strategy			
Column subtraction without regrouping (friendly numbers)	47—32 Use base 10 or Numicon to model	Darw representations to support understanding	$47 - 24 = 23$ $-\frac{40 + 7}{20 + 3}$ Intermediate step may be needed to lead to clear subtraction understanding.
Column subtraction with regrouping	Tens Units	45 -29 Tens 10nes -16	836-254-582 886-254-582 Begin by partitioning into pv columns
	Begin with base 10 or Numicon. Move to pv counters, modelling the exchange of a ten into tten ones. Use the phrase 'take and make' for exchange.	Children may draw base ten or PV counters and cross off.	7 28 - 582 = 146 Then move to formal method. 5 8 2 1 4 6

Year 4-6 subtraction

Objective &	Concrete	Pictorial	Abstract
Strategy			
Subtracting tens and ones Year 4 subtract with up to 4 digits. Introduce decimal subtraction through context of money	234 - 179 O O O O O O O O O O O O O O O O O O O	Children to draw pv counters and show their exchange—see Y3	2 x 5 4 - 1 5 6 2 1 1 9 2 Use the phrase 'take and make' for exchange
Year 5- Subtract with at least 4 digits, including money and measures. Subtract with decimal values, including mixtures of integers and decimals and aligning the decimal	As Year 4	Children to draw pv counters and show their exchange—see Y3	"8" X '0 '8 '6 - 2 1 2 8 2 8,9 2 8 Use zeros for place- holders 3 7 2 · 5 6 7 9 6 · 5
Year 6—Subtract with increasingly large and more complex numbers and decimal values.			*/***/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/*/

Year 1 multiplication

Objective & Strategy	Concrete	Pictorial	Abstract		
Doubling	Use practical activities using manipultives including cubes and Numicon to demonstrate doubling + = = = = = = = = = = = = = = = = = =	Double 4 is 8	Partition a number and then double each part before recombining it back together. 16 10 6 1x2 1 x2 20 + 12 = 32		
Counting in multi- ples	Count the groups as children are skip counting, children may use their fingers as they are skip counting.	Children make representations to show counting in multiples.	Count in multiples of a number aloud. Write sequences with multiples of numbers. 2, 4, 6, 8, 10 5, 10, 15, 20, 25, 30		
Making equal groups and counting the total	x = 8 Use manipulatives to create equal groups.	Draw of to show 2 x 3 = 6 Draw and make representations	2 x 4 = 8		

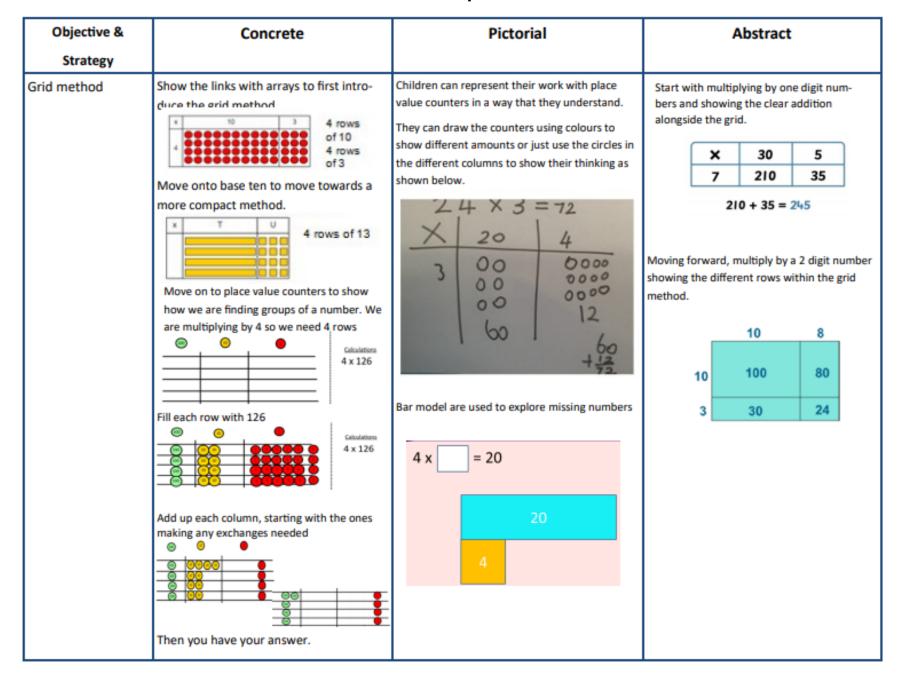


Year 2 multiplication

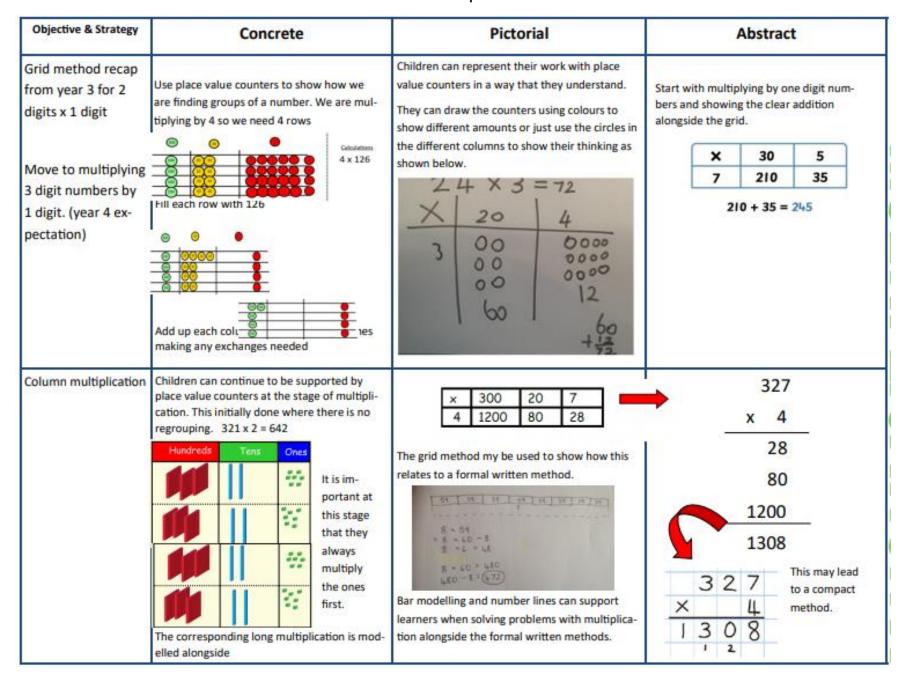
Objective & Strategy	Concrete	Pictorial	Abstract
Doubling	Model doubling using dienes and PV counters. 40 + 12 = 52	Draw pictures and representations to show how to double numbers	Partition a number and then double each part before recombining it back together. 16 10 6 1 ×2 1 ×2 20 + 12 = 32
Counting in multi- ples of 2, 3, 4, 5, 10 from 0 (repeated addition)	Count the groups as children are skip counting, children may use their fingers as they are skip counting. Use bar models. 5+5+5+5+5+5+5+5=40	Number lines, counting sticks and bar models should be used to show representation of counting in multiples. 3 3 3 3 3	Count in multiples of a number aloud. Write sequences with multiples of numbers. 0, 2, 4, 6, 8, 10 0, 3, 6, 9, 12, 15 0, 5, 10, 15, 20, 25, 30

Objective & Strategy	Concrete	Pictorial	Abstract
bes and Numicon. Pupils should underst represent different e multiplication is com		Use representations of arrays to show different calculations and explore commutativity.	12 = 3 × 4 12 = 4 × 3 Use an array to write multiplication sentences and reinforce repeated addition. 00000 5 + 5 + 5 = 15 3 + 3 + 3 + 3 + 3 = 15 5 × 3 = 15 3 × 5 = 15
Using the Inverse This should be taught alongside division, so pupils learn how they work alongside each other.		X =	2 x 4 = 8 4 x 2 = 8 8 + 2 = 4 8 + 4 = 2 8 = 2 x 4 8 = 4 x 2 2 = 8 + 4 4 = 8 ÷ 2 Show all 8 related fact family sentences.

Year 3 multiplication



Year 4 multiplication



Year 5-6 multiplication

Objective &	Concrete	Pictorial	Abstract
Strategy			
Column Multiplication for 3 and 4 digits x 1 digit.	Hundreds Tens Ones	× 300 20 7	327
	It is important at	4 1200 80 28	x _4
	this stage that they		28
	always		80
	the ones		1200
	first.		1308
	Children can continue to be supported by place value counters at the stage of multiplication. This initially done where there is no regrouping. 321 x 2 = 642		3 2 7 X 4 1 3 0 8 This will lead to a compact method.
Column multiplication	Manipulatives may still be used with the cor- responding long multiplication modelled alongside.	10 8 80 80 3 30 24	1 8 18 x 3 on the first row x 1 3 (8 x 3 = 24, carrying the 2 for 20, then 1 x 3) 2 3 4 18 x 10 on the 2nd row. Show
		Continue to use bar modelling to support prob- lem solving	multiplying by 10 by 10 by 10 by 10 by putting 2 2 3 4 putting 2 2 2 3 4 0 (1234 × 10) 1 9 7 4 4

Year 6 multiplication

Objective &	Concrete	Pictorial	Abstract
Strategy			
Multiplying decimals up to 2 decimal plac- es by a single digit.			Remind children that the single digit belongs in the units column. Line up the decimal points in the question and the answer. 3

Year 1 division

Objective & Strategy	Concrete	Pictorial	Abstract
Division as sharing Use Gordon ITPs for modelling		Children use pictures or shapes to share quantities. 8 Shareu perween z is 4 Sharing: 12 Shared between 3 is 4	12 shared between 3 is 4
	I have 10 cubes, can you share them equally in 2 groups?		

Year 2 division

Objective & Strategy	Concrete	Pictorial Pictorial	Abstract
Division as sharing	I have 10 cubes, can you share them equally in 2 groups?	Children use pictures or shapes to share quantities. 8 + 2 = 4 Children use bar modelling to show and support understanding.	12 ÷ 3 = 4
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.	Use number lines for grouping 12 ÷ 3 = 4 Think of the par as a whole. Split it into the number of groups you are dividing by and work out how many would be within each group. 20 ÷ 5 = ? 5 x ? = 20	28 ÷ 7 = 4 Divide 28 into 7 groups. How many are in each group?

Year 3 division

Objective & Strategy	Concrete	Pictorial	Abstract
Division as grouping	Use cubes, counters, objects or place value counters to aid understanding. 24 divided into groups of 6 = 4 96 ÷ 3 = 32	Continue to use bar modelling to aid solving division problems. 20 20 ÷ 5 = ? 5 x ? = 20	How many groups of 6 in 24? 24 ÷ 6 = 4
Division with arrays	Link division to multiplication by creating an array and thinking about the number sentences that can be created. Eg 15 ÷ 3 = 5 5 x 3 = 15 15 ÷ 5 = 3 3 x 5 = 15	Draw an array and use lines to split the array into groups to make multiplication and division sentences	Find the inverse of multiplication and division sentences by creating eight linking number sentences. 7 x 4 = 28 4 x 7 = 28 28 ÷ 7 = 4 28 ÷ 4 = 7 28 = 7 x 4 28 = 4 x 7 4 = 28 ÷ 7 7 = 28 ÷ 4

Objective & Strategy	Concrete	Pictorial	Abstract
Division with remainders.	Divide objects between groups and see how much is left over Example without 40 + 5 Ask "How many Example with r 38 + 6 For larger numb jumps can be re	y 5s in 40?" 0 5 10 15 20 25 30 35 40 emainder.	n a remainder of 2

Year 4-6 division

Objective &	Concrete	Pictorial	Abstract
Strategy			
Divide at least 3 digit numbers by 1 digit. Short Division	3 2 Use place value counters to divide using the bus stop method alongside Use place value counters to divide using the bus stop method alongside 42 ÷ 3= Start with the biggest place value, we are sharing 40 into three groups. We can put 1 ten in each group and we have 1 ten left over.	Students can continue to use drawn diagrams with dots or circles to help them divide numbers into equal groups. Encourage them to move towards counting in multiples to divide more efficiently.	Begin with divisions that divide equally with no remainder. 2 1 8 3 4 8 7 2 Move onto divisions with a remainder. 8 6 r 2 5 4 3 2 Finally move into decimal places to divide the total accurately. 1 4 6 16 21 3 5 5 1 1 . 0

Step 1-a remainder in the ones

4 does not go into 1 (hundred). So combine the 1 hundred with the 6 tens (160).

4 goes into 16 four times.

4 goes into 5 once, leaving a remainder of 1.

8 does not go into 3 of the thousands. So combine the 3 thousands with the 2 hundreds (3,200).

8 goes into 32 four times $(3,200 \div 8 = 400)$

8 goes into 0 zero times (tens).

8 goes into 7 zero times, and leaves a remainder of 7.

Step 1 continued...

When dividing the ones, 4 goes into 7 one time. Multiply $1 \times 4 = 4$, write that four under the 7, and subract. This finds us the remainder of 3.

Check: $4 \times 61 + 3 = 247$

When dividing the ones, 4 goes into 9 two times. Multiply $2 \times 4 = 8$, write that eight under the 9, and subract. This finds us the remainder of 1.

Check: $4 \times 402 + 1 = 1,609$

Step 2—a remainder in the tens

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
2 2 2 5 8	2 2)58 -4 1	2 9 2) 5 8 -4 1
Two goes into 5 two times, or 5 tens + 2 = 2 whole tens but there is a remainder!	To find it, multiply 2 × 2 = 4, write that 4 under the five, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the leftover 1 ten. You combine the remainder ten with 8 ones, and get 18.

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
2 9 2) 5 8 -4 1 8	2 9 2) 5 8 - 4 1 8 - 1 8	2 9 2) 5 8 -4 1 8 -1 8
Divide 2 into 18. Place 9 into the quotient.	Multiply 9 × 2 = 18, write that 18 under the 18, and subtract.	The division is over since there are no more digits in the dividend. The quotient is 29.

Step 2—a remainder in any of the place values

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
h t o 1 2)278	2)278 -20	2 1 8 2) 2 7 8 -2 1 0 7
Two goes into 2 one time, or 2 hundreds ÷ 2 = 1 hundred.	Multiply 1 × 2 = 2, write that 2 under the two, and subtract to find the remainder of zero.	Next, drop down the 7 of the tens next to the zero.
Divide.	Multiply & subtract.	Drop down the next digit.
1 3 2)278 -2 07	13 2)278 -2 07 -6	13 2)278 -2 07 -6 18
Divide 2 into 7. Place 3 into the quotient.	Multiply 3 × 2 = 6, write that 6 under the 7, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the 1 leftover ten.
1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
13 <mark>9</mark> 2)278 -207 -6 18	139 2)278 -2 07 -6 18 -18	2)278 -207 -6 18 -18
Divide 2 into 18. Place 9 into the quotient.	Multiply 9 × 2 = 18, write that 18 under the 18, and subtract to find the remainder of zero.	There are no more digits to drop down. The quotient is 139.

Useful links:

https://www.ncetm.org.uk/resources/

https://whiterosemaths.com/

https://nrich.maths.org/primary

Online maths games:

https://mathsframe.co.uk/en/resources/category/585/HTML5

https://www.topmarks.co.uk/maths-games/5-7-years/counting

https://www.mathplayground.com/games.html

https://www.brain-games.co.uk/Math+Games