

Calculation Policy

Addition:

Models and Images

- Counting apparatus
- Place value apparatus
- Digi-flips
- Place value cards
- Number tracks
- Numbered number lines
- Marked but unnumbered number lines
- Empty number lines
- Hundred square
- Counting stick
- Bead string
- Models and Images charts







ITPs – Number Facts, Ordering Numbers, Number Grid, Counting on and back in ones and tens



Counting:

Year R (Early learning goal)

• Children count reliably with numbers from one to 20

<u>Year 1</u>

- count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number
- count, read and write numbers to 100 in numerals, count in different multiples including 1s, 2s, 5s and 10s

<u>Year 2</u>

• count in steps of 2s, 3s, and 5s from 0, and count in 1s and 10s from any number, forward or backward

<u>Year 3</u>

- count forward and backward in multiples of 1s, 2s, 3s, 4s, 5s, 8s, 10s, 50s, and 100s;
- count up and down in 10ths, 1/4s and 1/2s recognise that tenths arise from dividing an object into 10 equal parts and in dividing one-digit numbers or quantities by 10

<u>Year 4</u>

- count forward and backward in multiples of 1-10s, 25s, 50s, 100s and 1000s;
- count backwards through zero to include negative numbers;
- count up and down in 10ths, 100ths, 1/4s, and 1/2s recognise that hundredths arise when dividing an object by a hundred and dividing tenths by ten

<u>Year 5</u>

- count forward or backward in multiples of 1-10s, 25s, 50s, 100s, 250s, 1000s, 10 000s, 100 000s and into negative numbers;
- Count in 10ths, 100ths, 1/4s and 1/2s.

<u>Year 6</u>

- count forward or backward in multiples of 1-10s, 25s, 50s, 100s, 250s, 500s, 1000s, 10 000s, 100 000s and into negative numbers.
- Count in 10ths, 100ths, 1/4s, 1/2s and in decimals such as 0.1s, 0.01s, 0.2s, 0.25s, 0.5s.

Recall of times tables and its associated division facts:

Year 2:	2, 5 and 10
Year 3:	2, 3, 4, 5, <mark>6,</mark> 8, 10
Year 4:	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
Year 5:	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
Year 6:	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

Use the following 100 squares to provide visual aid as children get used to the position of numbers in relation to each other in our number system when counting.

1	2	3	4	5	6	7	8	9	10		0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
11	12	13	14	15	16	17	18	19	20		1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
21	22	23	24	25	26	27	28	29	30		2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0
31	32	33	34	35	36	37	38	39	40		3.1	3.2	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4.0
41	42	43	44	45	46	47	48	49	50		4.1	4.2	4.3	4.4	4.5	4.6	4.7	4.8	4.9	5.0
51	52	53	54	55	56	57	58	59	60		5.1	5.2	5.3	5.4	5.5	5.6	5.7	5.8	5.9	6.0
61	62	63	64	65	66	67	68	69	70		6.1	6.2	6.3	6.4	6.5	6.6	6.7	6.8	6.9	7.0
71	72	73	74	75	76	77	78	79	80		7.1	7.2	7.3	7.4	7.5	7.6	7.7	7.8	7.9	8.0
81	82	83	84	85	86	87	88	89	90		8.1	8.2	8.3	8.4	8.5	8.6	8.7	8.8	8.9	9.0
91	92	93	94	95	96	97	98	99	100		9.1	9.2	9.3	9.4	9.5	9.6	9.7	9.8	9.9	10
		•								-										
10	20	30	40	50	60	70	80	90	100		100	200	300	400	500	600	700	800	900	1000
110	120	130	140	150	160	170	180	190	200		1100	1200	1300	1400	1500	1600	1700	1800	1900	2000
210	220	230	240	250	260	270	280	290	300		2100	2200	2300	2400	2500	2600	2700	2800	2900	3000
310	320	330	340	350	360	370	380	390	400		3100	3200	3300	3400	3500	3600	3700	3800	3900	4000
410	420	430	440	450	460	470	480	490	500		4100	4200	4300	4400	4500	4600	4700	4800	4900	5000
510	520	530	540	550	560	570	580	590	600		5100	5200	5300	5400	5500	5600	5700	5800	5900	6000
610	620	630	640	650	660	670	680	690	700		6100	6200	6300	6400	6500	6600	6700	6800	6900	7000
710	720	730	740	750	760	770	780	790	800		7100	7200	7300	7400	7500	7600	7700	7800	7900	8000
810	820	830	840	850	860	870	880	890	900		8100	8200	8300	8400	8500	8600	8700	8800	8900	9000
910	920	930	940	950	960	970	980	990	1000		9100	9200	9300	9400	9500	9600	9700	9800	9900	10000

Provide children with opportunities to investigate and discover the patterns on a multiplication square. Allow them to realise the commutative nature of multiplication and how division facts can be derived from known multiplication facts.

X	0	1	2	3	4	5	6	7	8	٩	10	Ш	12
0	0	0	0	0	0	0	0	0	0	0	0	0	0
1	0	Т	2	3	4	5	6	7	8	9	10	П	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
٩	0	٩	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	П	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

Reception

Early learning goal:

Children count reliably with numbers from 1 to 20, place them in order and say which number is one more than a given number.

Using quantities and objects, they add two single-digit numbers and count on to find the answer.

Recognise numerals 0 to 10.

Use Numicon activities to provide children with broad experiences of physically combining objects representing numbers with each other in order to make their calculating 'real'.







Year 1

Counting choir

Count, read and write numbers to 100 in numerals, count in different multiples including ones, twos, fives and tens and recognise patterns with the help of a 100 square.
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Continue with the use of cluster cards in order for children to develop the skill of decomposing and recomposing numbers mentally.



The introduction of a new mathematical concept should follow this cycle.



Introduction through a familiar context will engage learners immediately and provide the relevant links through their journey in understanding the concept taught.

Use the Part-Part-Whole model to partition single digit numbers and learn number bonds within 10.





Children use ten-frames and double-sided counters to add two single digit numbers under ten.









Please Note:

For this method to become successful and embedded, children must be able to add 10 and one from any given number using their knowledge of place value and having had plenty of experience with jumping in ones and tens on a 100 square.





Children use their skills of adding single digit numbers on a ten frame to add 2 digit numbers to sinale digit. then 2 digit to 2 digit. Replace a ten frame with Dienes once links established.



Children use the Place value grid to place Dienes into following the same layout as the written calculation. Begin by adding the ones first.

Please note that Column addition should be introduced together with apparatus using a Place Value grid to provide full understanding. Procedural method should be taught alongside conceptual.



Children use Dienes to exchange 10 ones into a ten in order to understand the rules of carrying. Begin by adding the ones first.







Year 3, 4, 5 and 6: Formal written method of addition

Begin with teaching this method without carrying.

Carried digits are recorded below the line, using the words 'carry ten' or 'carry one hundred' making constant reference to Place Value.

Later, extend to adding three-digit and two-digit numbers, two three-digit numbers and numbers with varied number of digits.

PLEASE NOTE THAT ONCE COLUMN ADDITION IS TAUGHT IT OFTEN BECOMES CHILDREN'S DEFAULT METHOD TO ADD NUMBERS EVEN IF A CALCULATION COULD BE SOLVED USING A MENTAL METHOD MUCH FASTER.

THEREFORE, KEEP PRACTISING VARIOUS MENTAL MATHS STRATEGIES FOR CALCULATIONS ALONGSIDE THE SHORT WRITTEN METHODS AND ENCOURAGE CHILDREN TO DECIDE ON THE MOST EFFICIENT METHOD FOR A PARTICULAR SET OF NUMBERS.

4 2	47	47	258		6	7	6
+ 3 1	+ 3 6	+ 7 6	+ 8 7	+	5	5	8
7 3	7 3	1 2 3	3 4 5	1	2	3	4
	1	1 1	1 1		1	1	

Column addition should be introduced together with apparatus using a Place Value grid to provide full understanding. Procedural method should be taught alongside conceptual.

Children use the Place value grid to place Dienes into following the same layout as the written calculation. Begin by adding the ones first.



Children use Dienes to exchange 10 ones into a ten in order to understand the rules of carrying. Begin by adding the ones first.











The above is just an example that shows the steps when using PV counters. The introduction of calculating with decimals however should take into account small steps in progression as shown below. Use PV counters every time until children are fully confident and understand why column addition works.

12.5 + 23.7	123.5 + 24.6	34.5 + 27.43	34.5 + 7.43
12.5 + <u>23.7</u> <u>36.2</u> 1	1 2 3 . 5 <u>2 4 . 6</u> <u>1 4 8 . 1</u> 1	$ \begin{array}{r} 3 & 4.5 & 0 \\ + & 2 & 7.4 & 3 \\ \hline 6 & 1.9 & 3 \\ \hline 1 \end{array} $	$ \begin{array}{r} 3 & 4 \cdot 5 & 0 \\ + & 7 \cdot 4 & 3 \\ \hline $
		Use a zero as a place holder.	Use a zero as a place holder.

Column addition remains efficient when used with larger whole numbers and decimals. Once learned, the method is quick and reliable. Children should also be taught how to add several numbers with different numbers of digits using the column method and understanding the place value.



Problem solving involving addition using the bar model method

Generalisation – empty box questions (part-part whole model)



Amy has 8 sweets and Peter has 15 sweets. How many sweets have they got altogether?



Step 4. 15 + 8 = 23

Luke has 43 toy cars. His brother gives him 35 more toy cars. How many toy cars does he have altogether?







Step 4. 39 + 27 = 66

A truck driver drove 427 miles one week, 215 miles the next and 312 during the third week.





This type of question provides opportunities for children to compare two particular amounts.

Peter and Amy competes in a long distance jump. Peter jumps 132cm. Amy jumps 38cm <u>longer</u> than Peter. How many cm long is Amy's jump?



Step 4. 132cm + 38cm = 170cm