

Newbridge Primary School

Calculation Policy

Date written: January 2024 Date reviewed: January 2024 Next review: January 2027

Newbridge Calculation Policy

Introduction

This calculation policy has been developed by White Rose as a model of teaching mathematics.

It provides guidance on calculation methods and progression using the Concrete, Pictorial and Abstract approach, as well as displaying how and when to introduce formal methods across the school. It provides progression for each operation to ensure smooth transition from one year group to the next. We understand that it is not about moving children onto the next method as soon as they can do the one before, but about providing rich and engaging activities, where children learn to apply and reason, using the methods they have learnt. The policy has been divided into the four sections of addition, subtraction, multiplication and division with examples of how to teach each rule, using the concrete, pictorial and abstract methodology across the school.

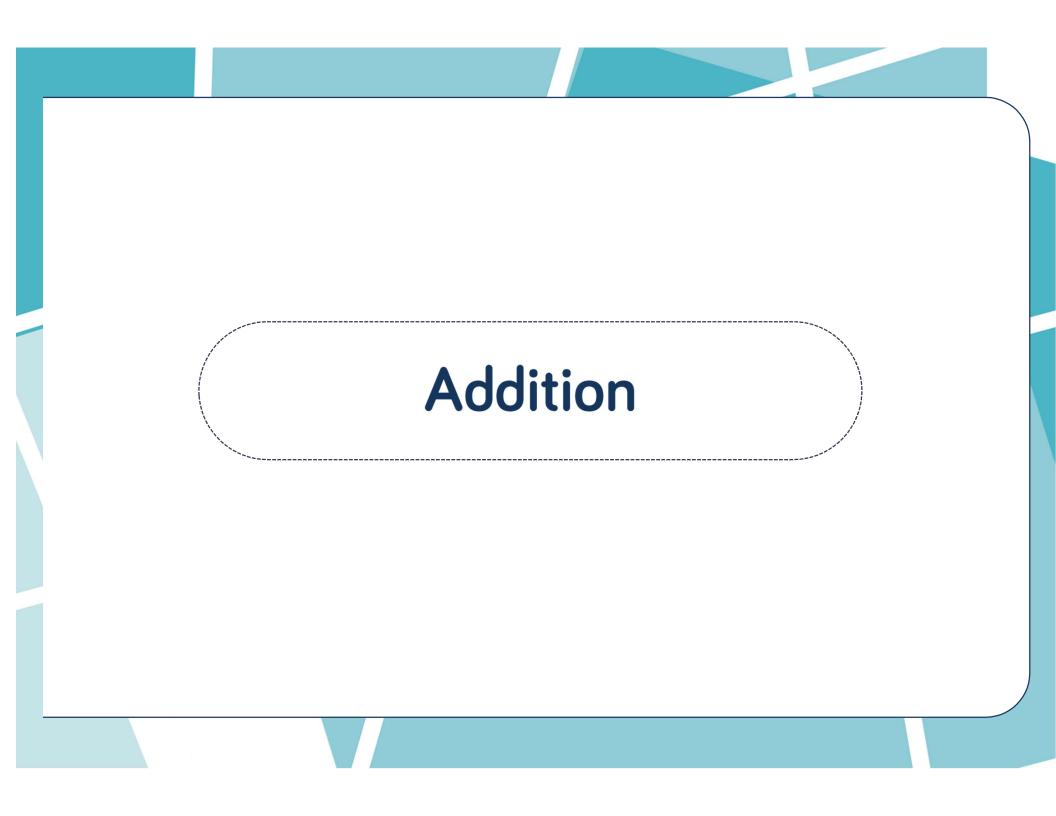
Rationale

Mathematical understanding is developed through use of representations that are first of all concrete (e.g. dienes, Numicon), then pictorial (e.g. array, place value counters, tens frame) to then facilitate abstract working (e.g. columnar addition, long division). It is important that the conceptual understanding is supported by the use of representation. Children's conceptual understanding and fluency is strengthened if they experience concrete, visual and abstract representations of a concept during a lesson/ unit of work. Moving between the concrete and the abstract helps children to connect abstract symbols with familiar contexts, thus providing the opportunity to make sense of, and develop fluency in the use of abstract symbols.

Children must also make sense of maths through real life problem solving and this will be reflected in the teaching and learning.

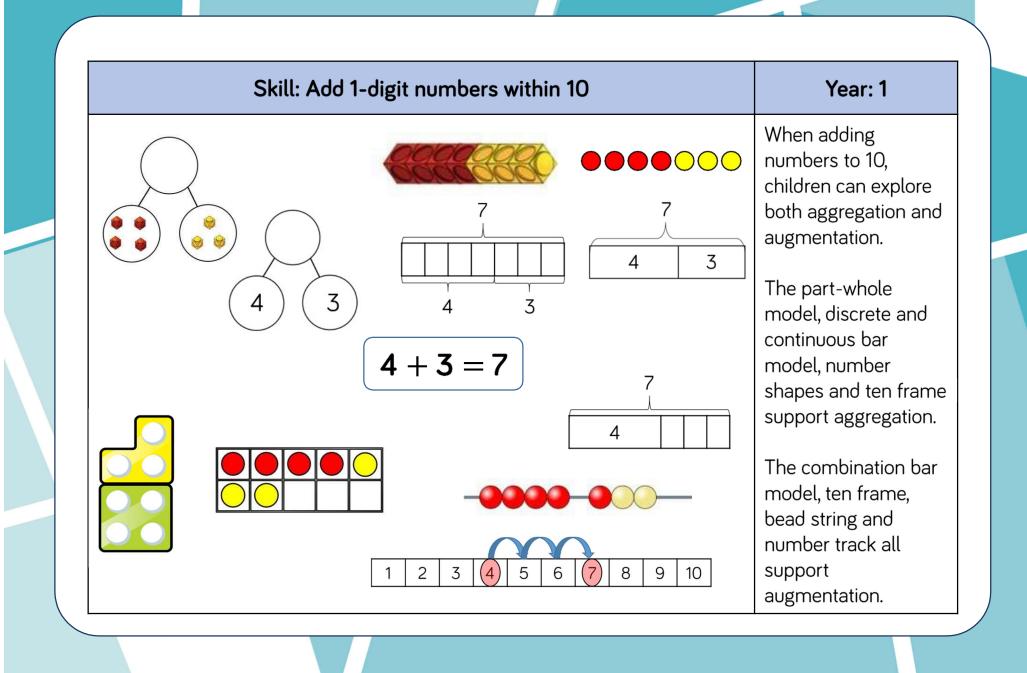
Aims of the Policy

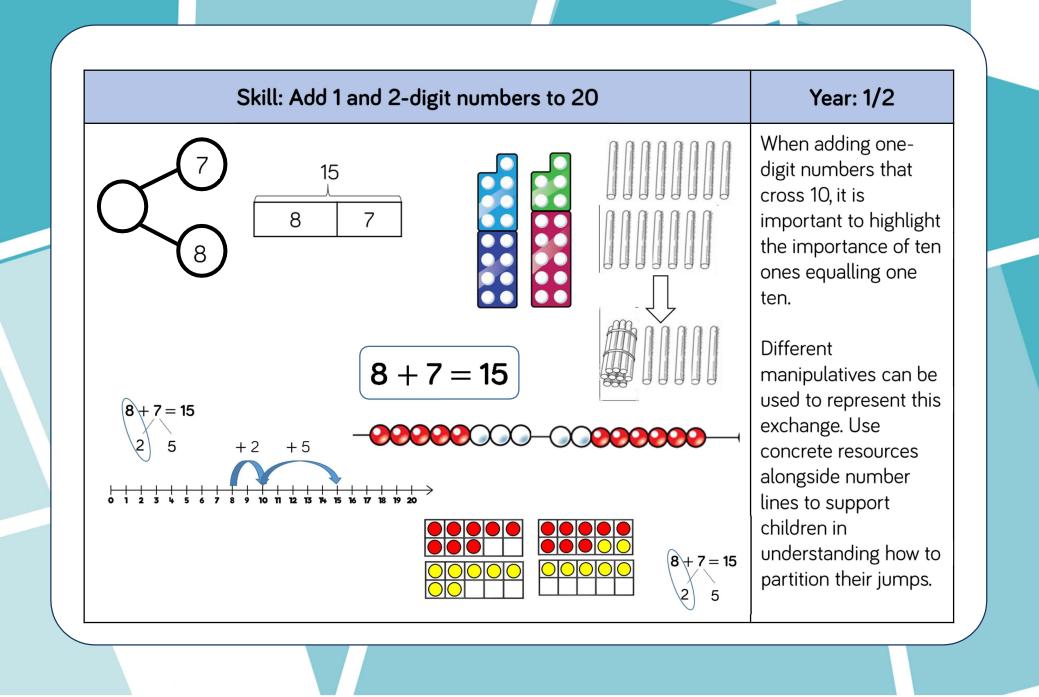
- To ensure that children at Newbridge leave being confident mathematicians.
- To ensure consistency and progression in our approach to calculation.
- To ensure that children develop an efficient, reliable, formal written method for all operations that they are secure with.
- To ensure that Staff are supported in their teaching of the formal methods.

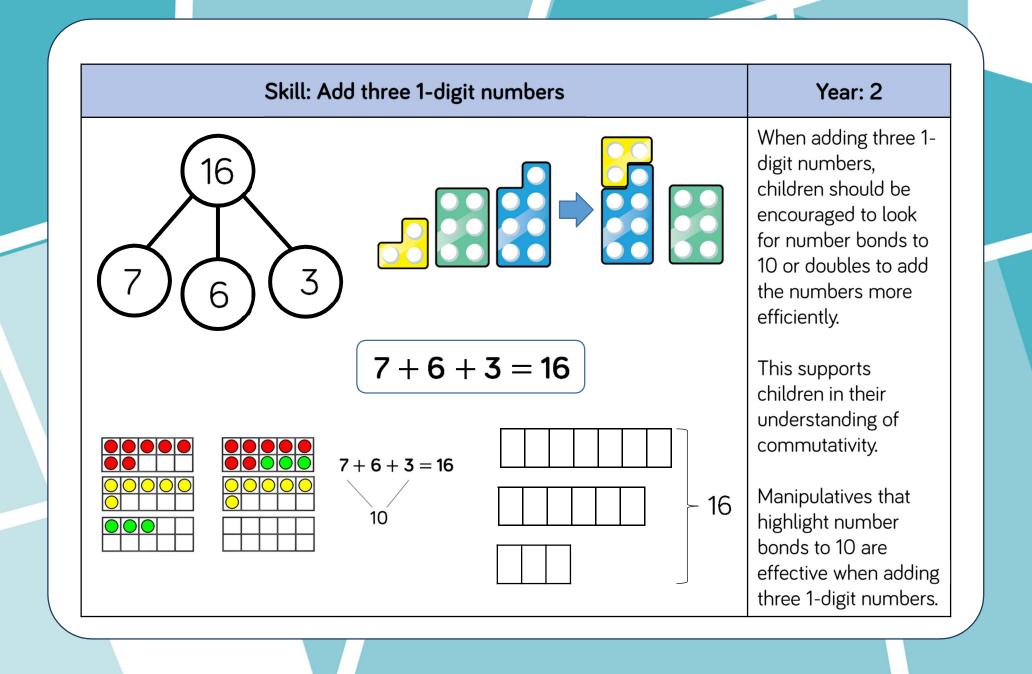


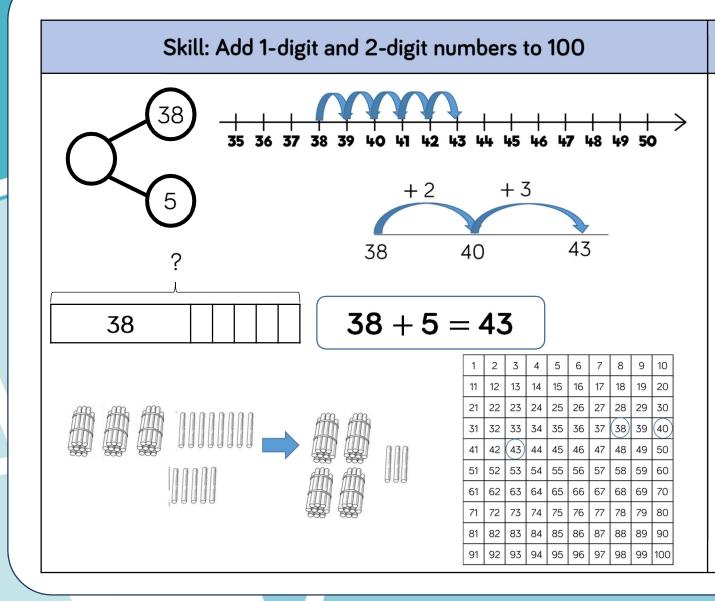
Skill	Year	Representations and models	
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square

Skill	Year	Representations and models	
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition
Add with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition
Add with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition
Add with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition
Add with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition







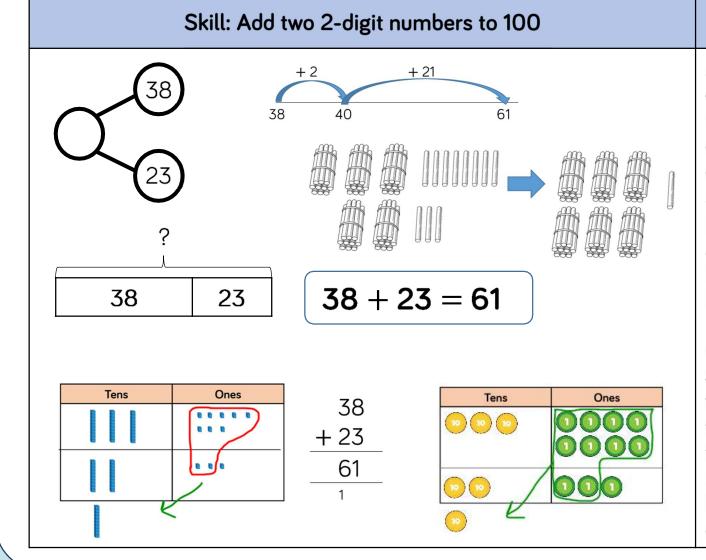


Year: 2/3

When adding single digits to a two-digit number, children should be encouraged to count on from the larger number.

They should also apply their knowledge of number bonds to add more efficiently e.g. 8 + 5 = 13 so 38+ 5 = 43.

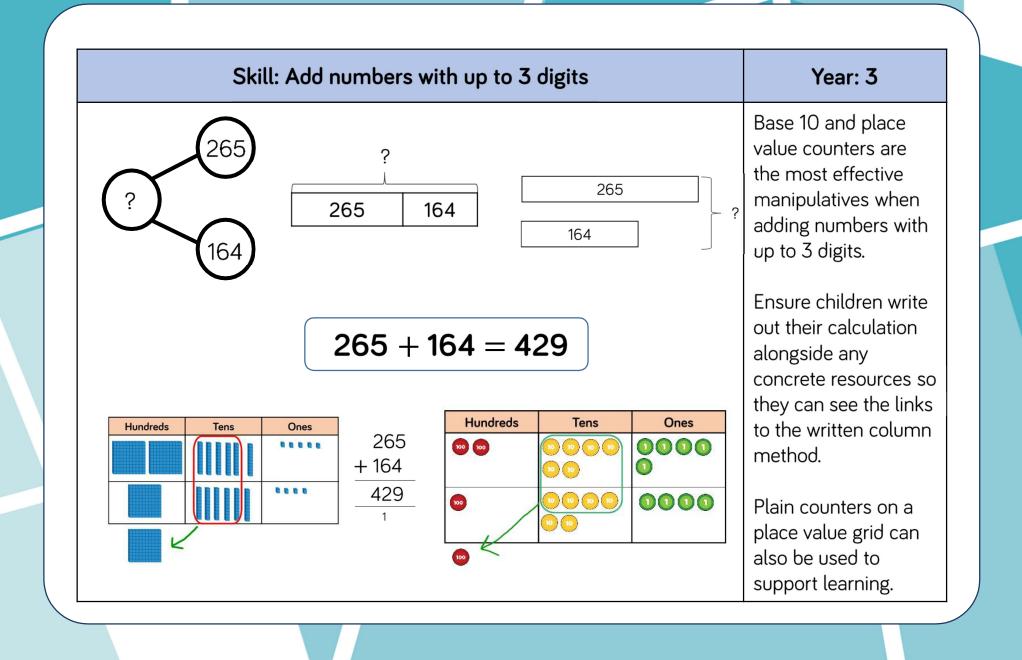
Hundred squares and straws can support children to find the number bond to 10.

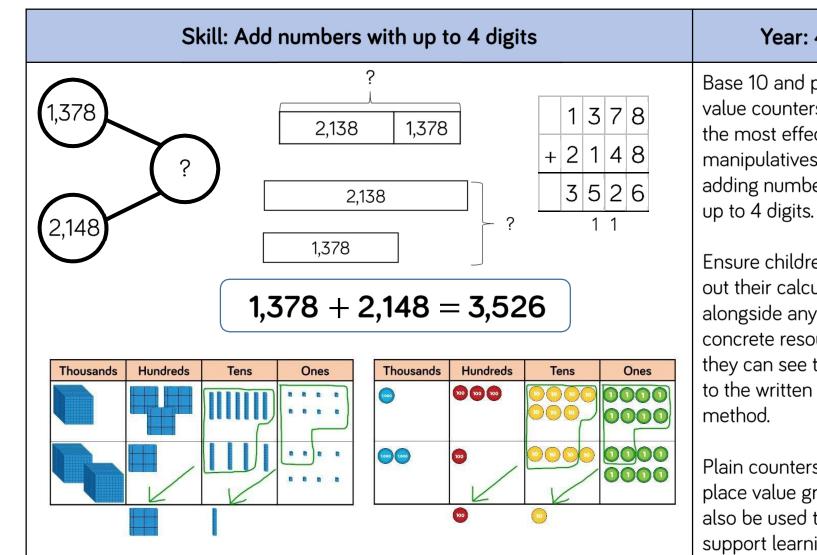


Year: 2/3

At this stage, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

Children can also use a blank number line to count on to find the total. Encourage them to jump to multiples of 10 to become more efficient.

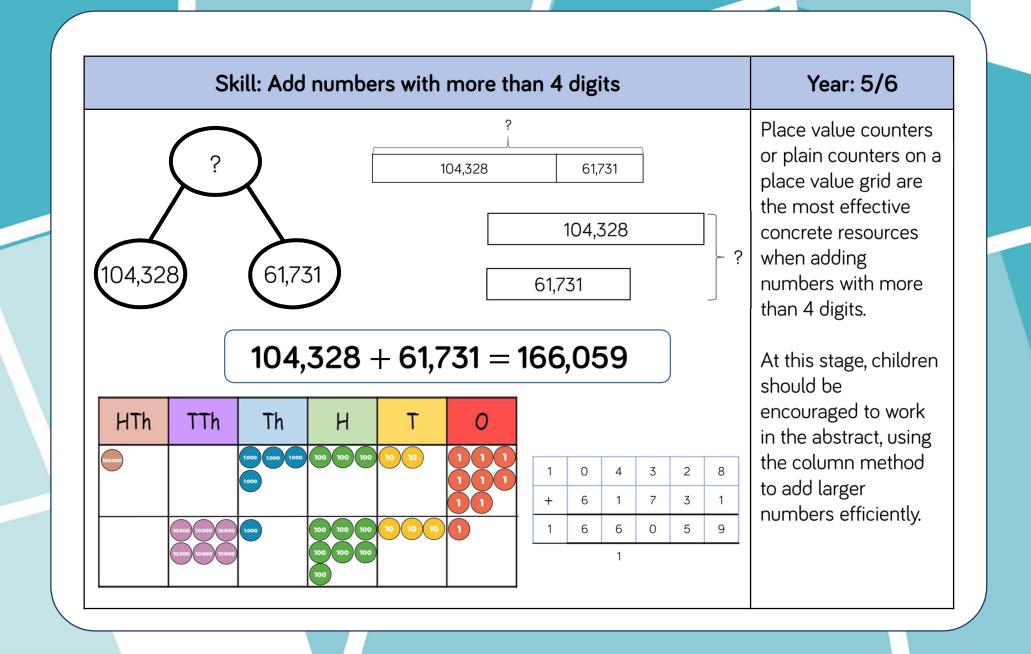


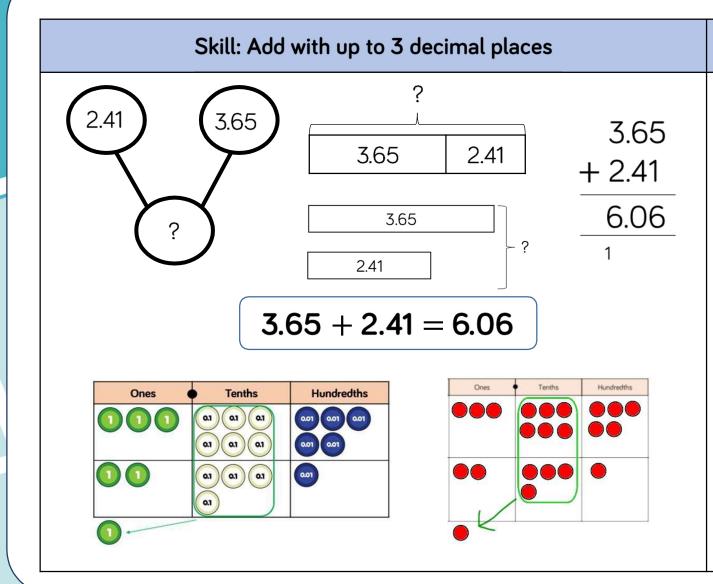


Base 10 and place value counters are the most effective manipulatives when adding numbers with

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column

Plain counters on a place value grid can also be used to support learning.





Place value counters and plain counters on a place value grid are the most effective manipulatives when adding decimals with 1, 2 and then 3 decimal places.

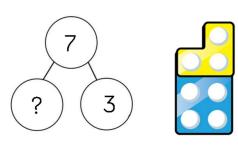
Ensure children have experience of adding decimals with a variety of decimal places. This includes putting this into context when adding money and other measures.

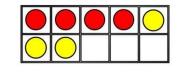
Subtraction

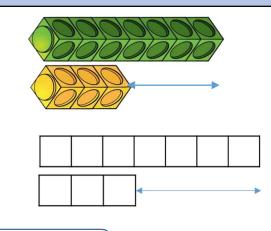
Skill	Year	Representations and models	
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition

Skill	Year	Representations and models	
Subtract with up to 3- digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with up to 4- digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition
Subtract with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition

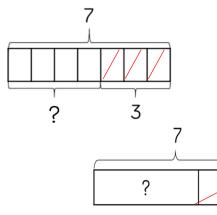
Skill: Subtract 1-digit numbers within 10



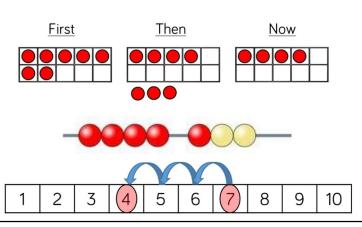




7 - 3 = 4



3

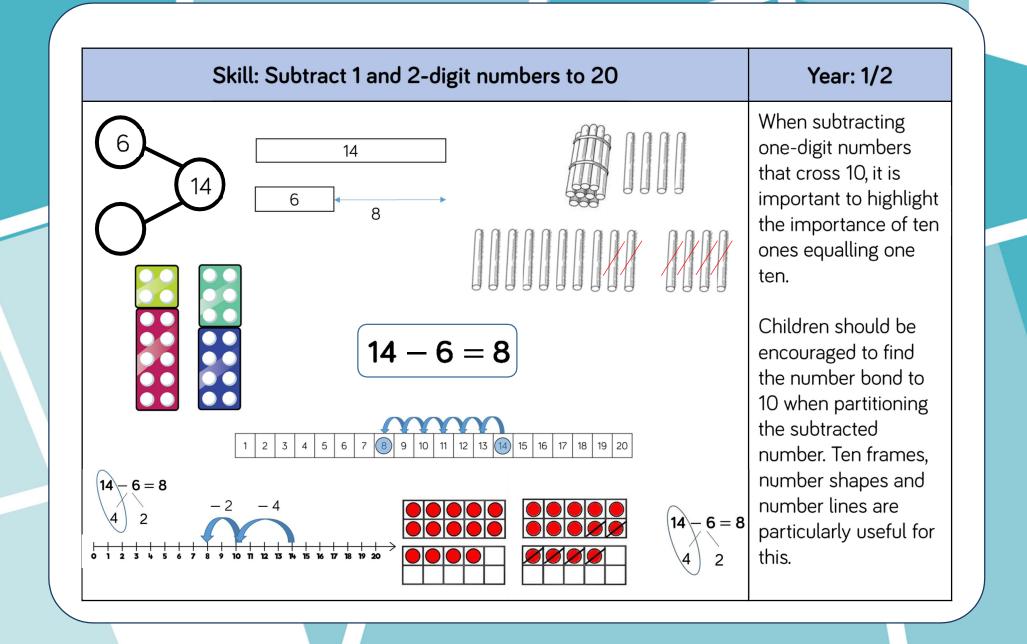


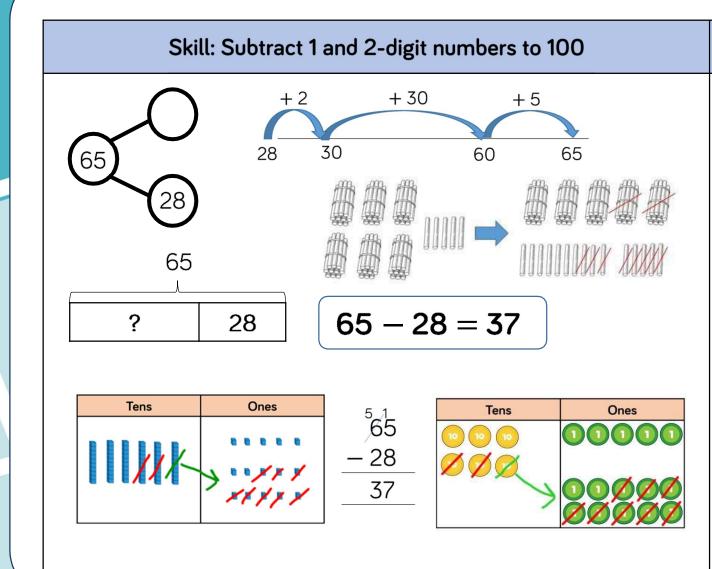
Year: 1

Part-whole models, bar models, ten frames and number shapes support partitioning.

Ten frames, number tracks, single bar models and bead strings support reduction.

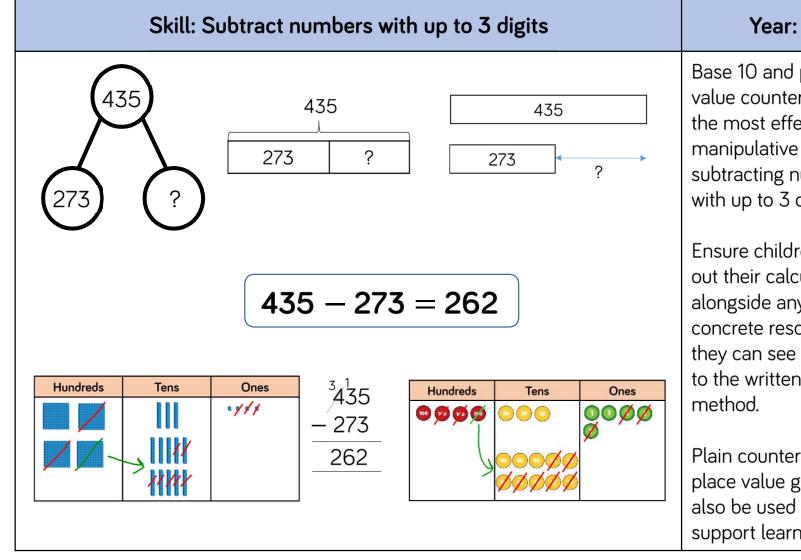
Cubes and bar models with two bars can support finding the difference.





At this stage, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

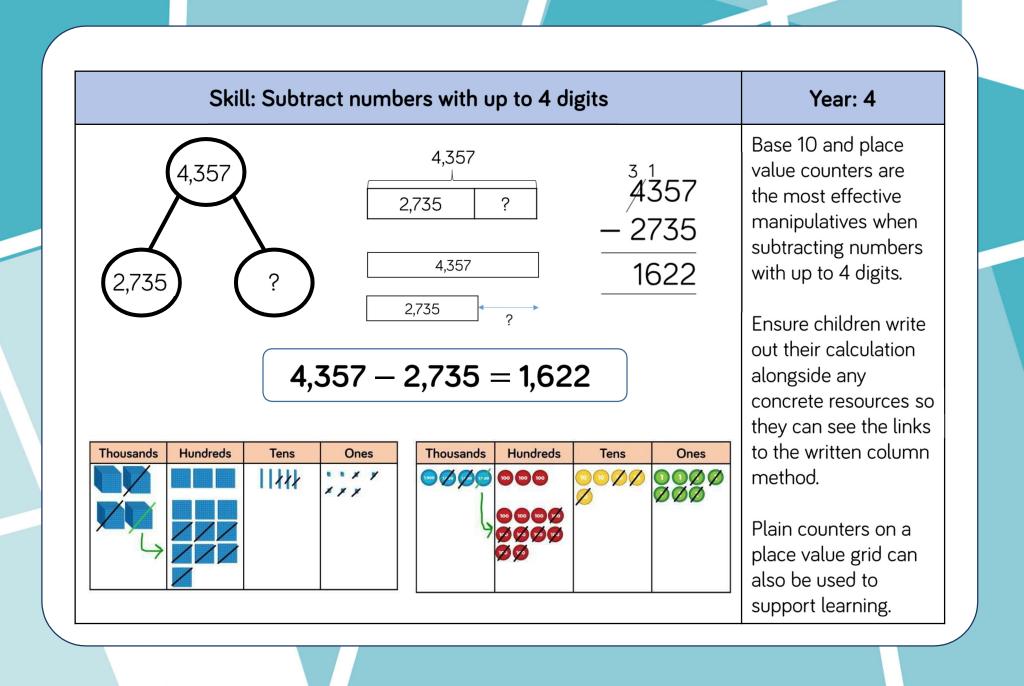
Children can also use a blank number line to count on to find the difference. Encourage them to jump to multiples of 10 to become more efficient.

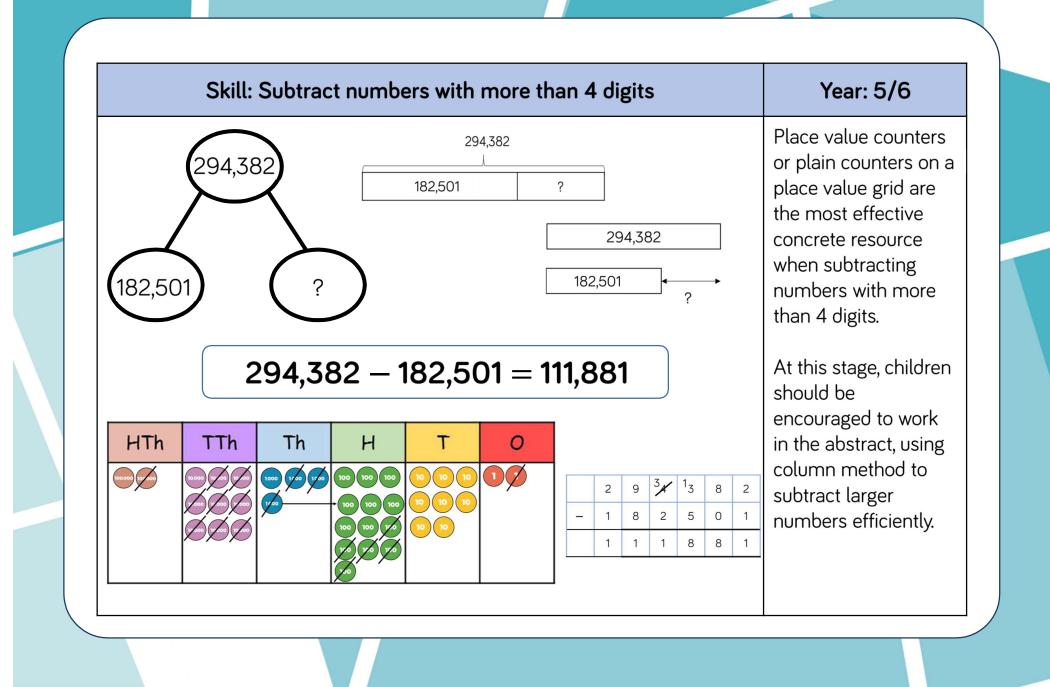


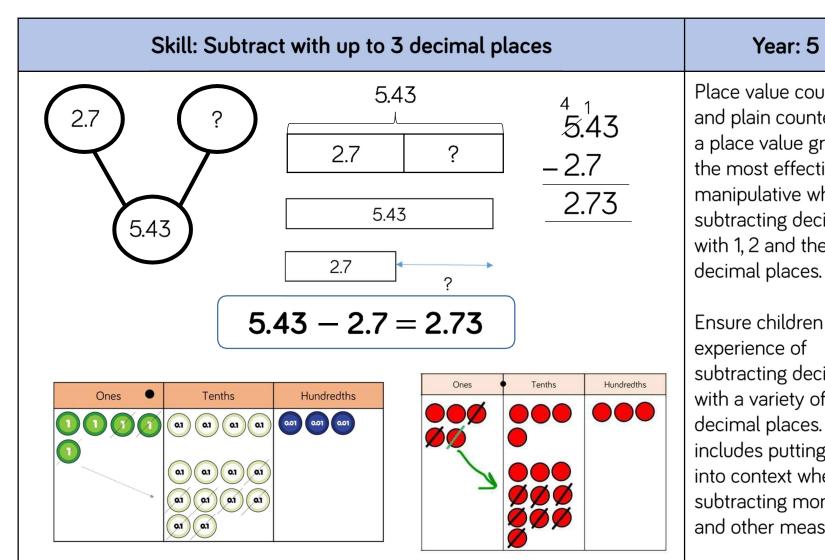
Base 10 and place value counters are the most effective manipulative when subtracting numbers with up to 3 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column

Plain counters on a place value grid can also be used to support learning.







Place value counters and plain counters on a place value grid are the most effective manipulative when subtracting decimals with 1, 2 and then 3

Year: 5

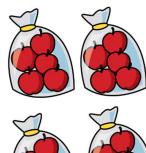
Ensure children have experience of subtracting decimals with a variety of decimal places. This includes putting this into context when subtracting money and other measures.

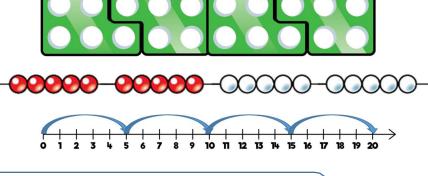
Multiplication

Skill	Year	Representations and models	
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines
Multiply 2-digit by 1- digit numbers	3/4	Place value counters Base 10	Short written method Expanded written method
Multiply 3-digit by 1- digit numbers	4	Place value counters Base 10	Short written method
Multiply 4-digit by 1- digit numbers	5	Place value counters	Short written method

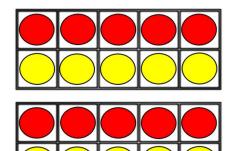
Skill	Year	Representations and models	
Multiply 2-digit by 2- digit numbers	5	Place value counters Base 10	Short written method Grid method
Multiply 2-digit by 3- digit numbers	5	Place value counters	Short written method Grid method
Multiply 2-digit by 4- digit numbers	5/6	Formal written method	

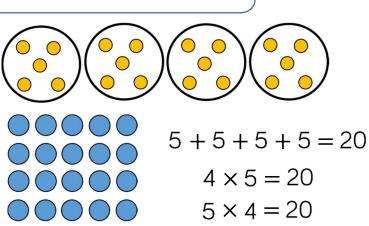
Skill: Solve 1-step problems using multiplication





One bag holds 5 apples. How many apples do 4 bags hold?



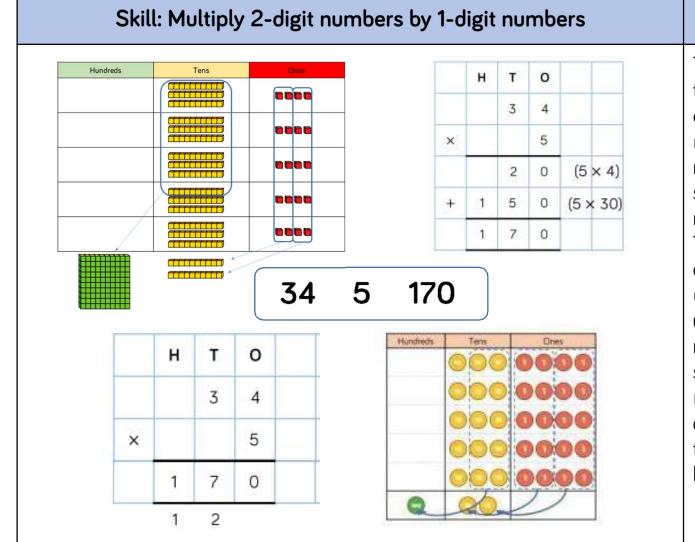


Year: 1/2

Children represent multiplication as repeated addition in many different ways.

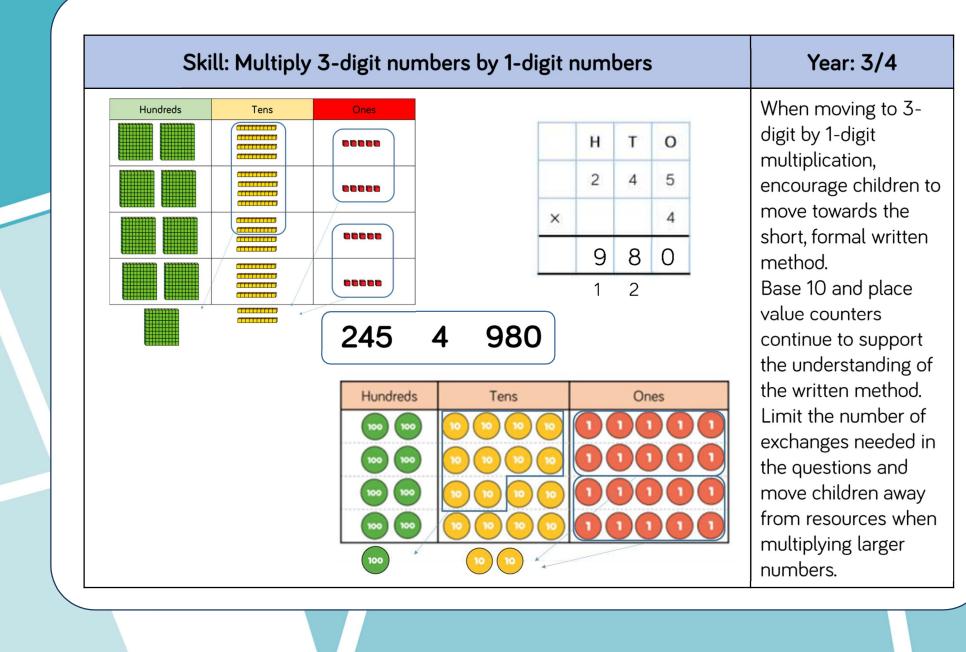
In Year 1, children use concrete and pictorial representations to solve problems. They are not expected to record multiplication formally.

In Year 2, children are introduced to the multiplication symbol.

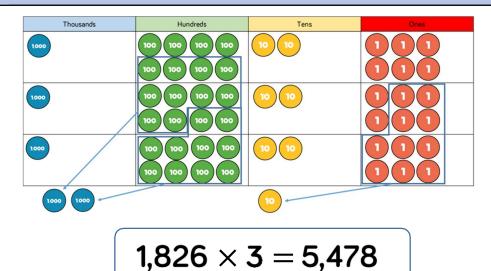


Year: 3/4

Teachers may decide to first look at the expanded column method before moving on to the short multiplication method. The place value counters should be used to support the understanding of the method rather than supporting the multiplication, as children should use times table knowledge.



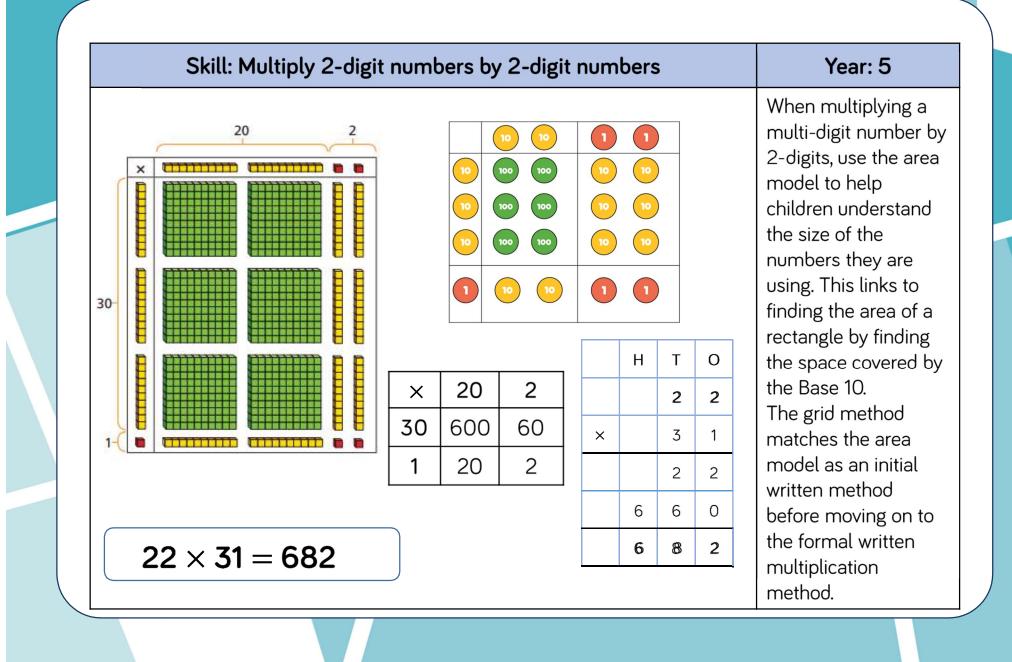
Skill: Multiply 4-digit numbers by 1-digit numbers



Th Н Т 0 8 2 6 1 3 Х 5 7 8 4 1 2

When multiplying 4digit numbers, place value counters are the best manipulative to use to support children in their understanding of the formal written method. If children are multiplying larger numbers and struggling with their times tables, encourage the use of multiplication grids so children can focus on the use of the written method.

Year: 5



100 100 100 100 100 1.000 1.000 1.000 100 1.000 100 100 1.000 100 100 1.000 100 100 100 100 100

Th	Н	Т	0	
	2	3	4	
×		3	2	
	4	6	8	
1 ⁷	1 ⁰	2	0	
7	4	8	8	

4

120

8

200

6,000

400

×

30

2

30

900

60

become more
efficient to use but
Base 10 can be used
to highlight the size of
numbers.

Encourage children to
move towards the
formal written

Encourage children to move towards the formal written method, seeing the links with the grid method.

234 × 32 = 7,488

Skill: Multiply 3-digit numbers by 2-digit numbers

Year: 5

Children can continue to use the area model

when multiplying 3-

Place value counters

digits by 2-digits.

TTh	Th	Н	Т	0
			•	0
	2	7	3	9
×			2	8
22	1 5	9 3	1 7	2
5 1	4	7	8	0
7	6	6	9	2

1

Skill: Multiply 4-digit numbers by 2-digit numbers

Year: 5/6

When multiplying 4digits by 2-digits, children should be confident in the written method.

If they are still struggling with times tables, provide multiplication grids to support when they are focusing on the use of the method.

Consider where exchanged digits are placed and make sure this is consistent.

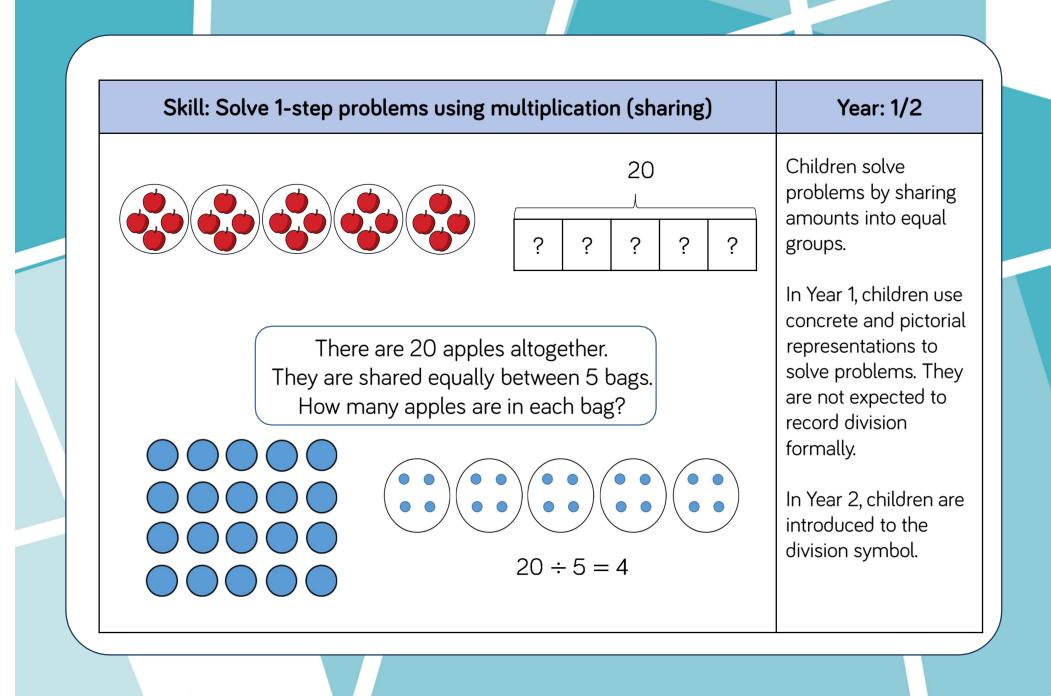
2,739 × 28 = 76,692

Division

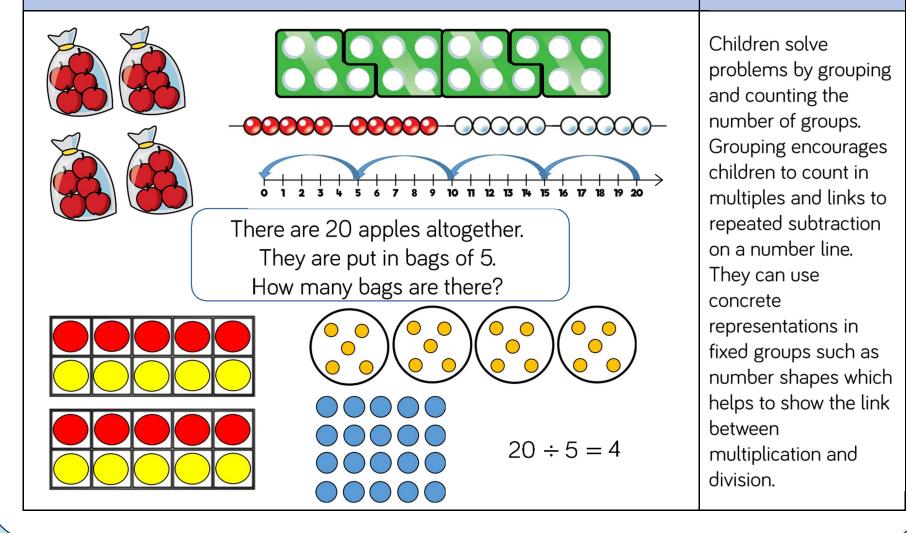
Skill	Year	Representations and models	
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters
Divide 2-digits by 1- digit (no exchange sharing)	3	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1- digit (sharing with exchange)	3	Straws Base 10 Bar model	Place value counters Part-whole model

Skill	Year	Representatio	ns and models
Divide 2-digits by 1- digit (sharing with remainders)	3/4	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division
Divide 3-digits by 1- digit (sharing with exchange)	4	Base 10 Bar model	Place value counters Part-whole model
Divide 3-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division

Skill	Year	Representation	ns and models
Divide 4-digits by 1- digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long division	List of multiples



Skill: Solve 1-step problems using division (grouping)



Year: 1/2

Skill: Divide 2-digits by 1-digit (sharing with no exchange)

Tens Ones Image: Ones

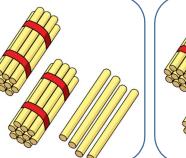
48

8

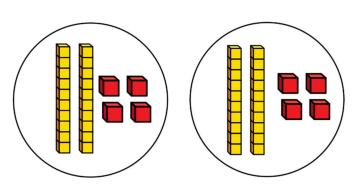
÷2

40

÷ 2



48 ÷ 2 = 24



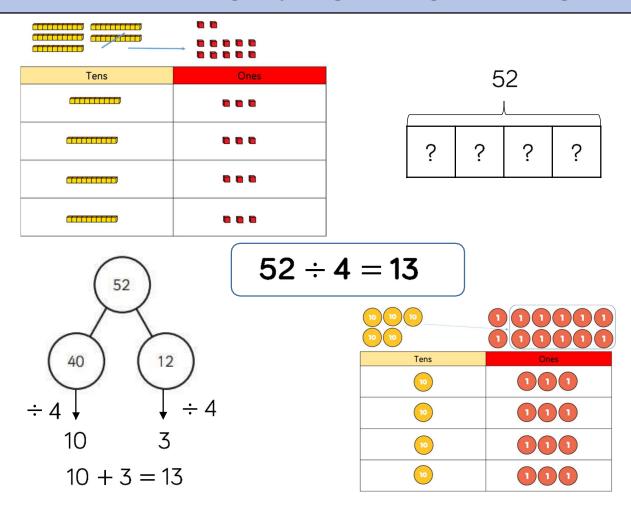
Year: 1/2

When dividing larger numbers, children can use manipulatives that allow them to partition into tens and ones.

Straws, Base 10 and place value counters can all be used to share numbers into equal groups.

Part-whole models can provide children with a clear written method that matches the concrete representation.

Skill: Divide 2-digits by 1-digit (sharing with exchange)

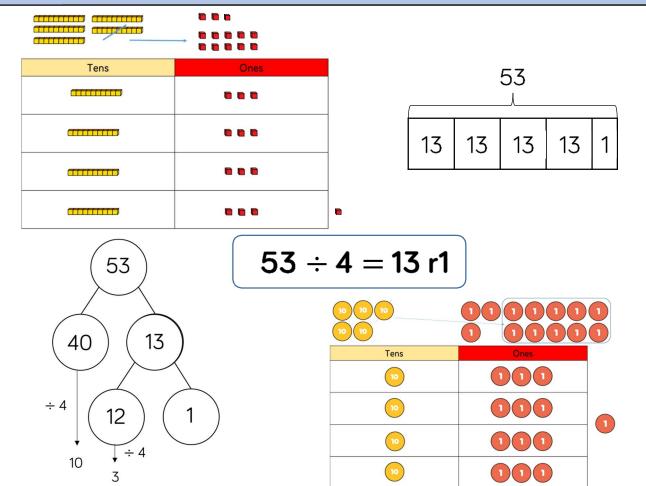


When dividing numbers involving an exchange, children can use Base 10 and place value counters to exchange one ten for ten ones. Children should start with the equipment outside the place value grid before sharing the tens and ones equally between the rows.

Year: 3/4

Flexible partitioning in a part-whole model supports this method.

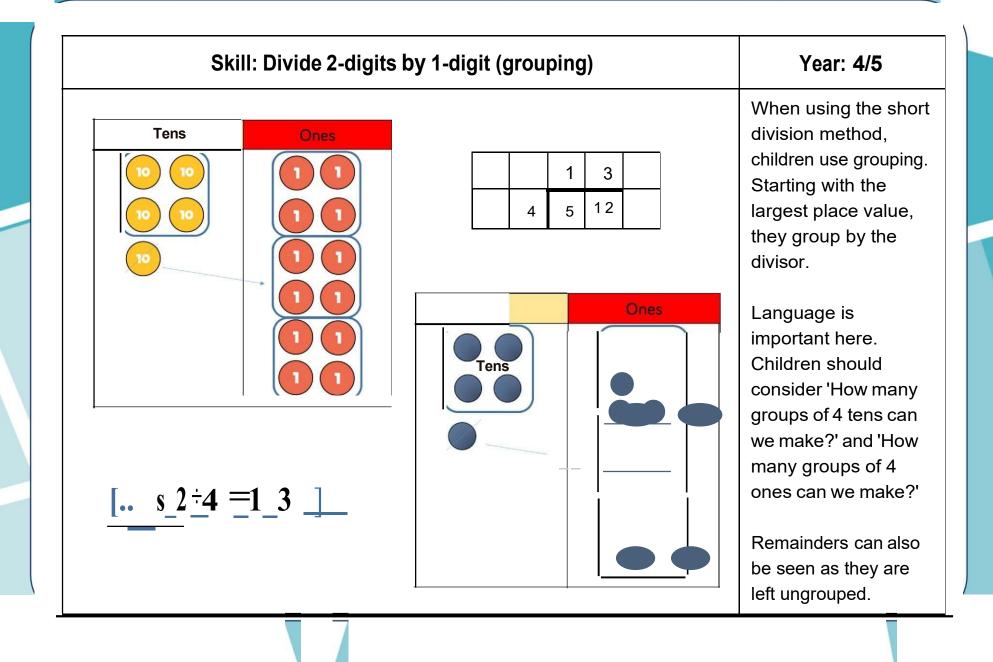
Skill: Divide 2-digits by 1-digit (sharing with remainders)

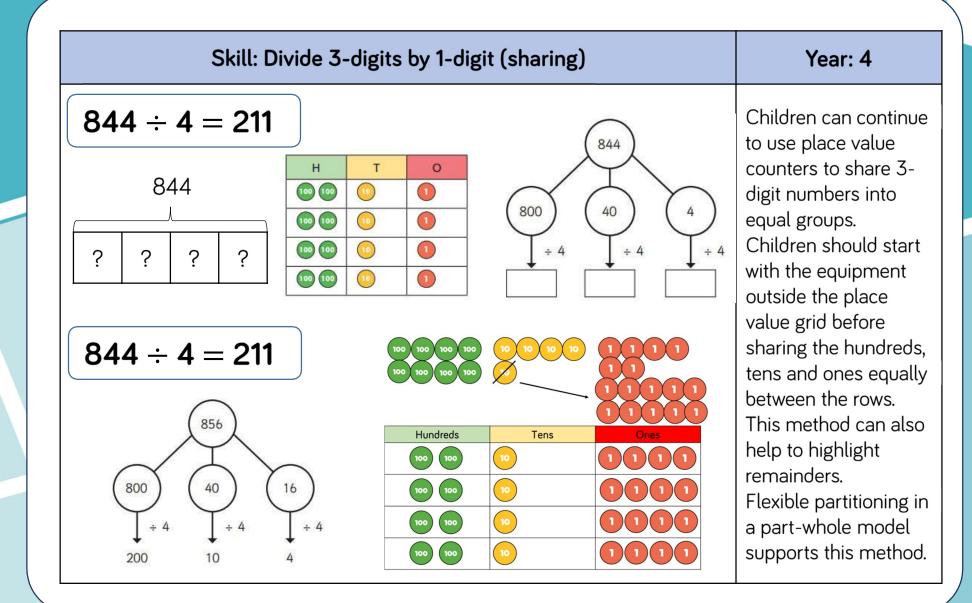


When dividing numbers with remainders, children can use Base 10 and place value counters to exchange one ten for ten ones. Starting with the equipment outside the place value grid will highlight remainders, as they will be left outside the grid once the equal groups have been made. Flexible partitioning in a part-whole model supports this method.

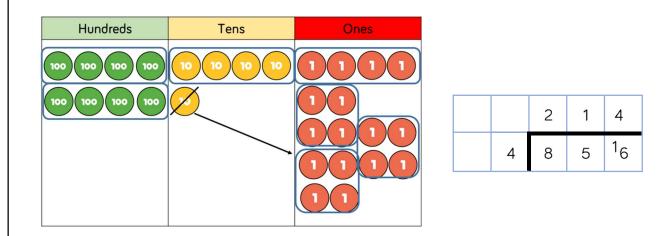
Year: 3/4

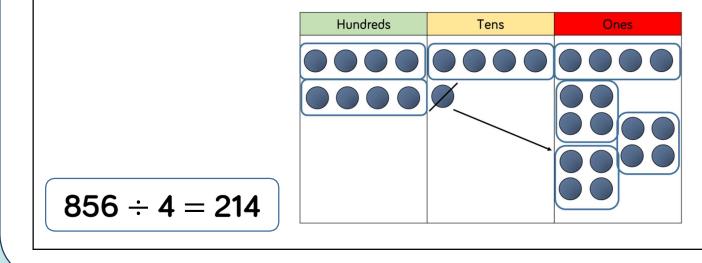
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Skill: Divide 3-digits by 1-digit (grouping)

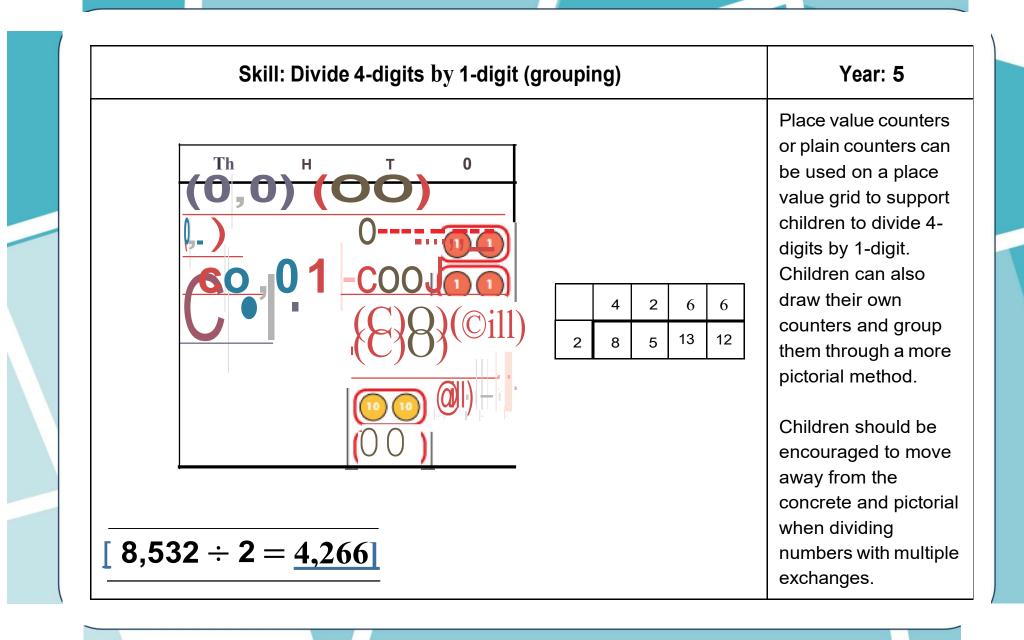


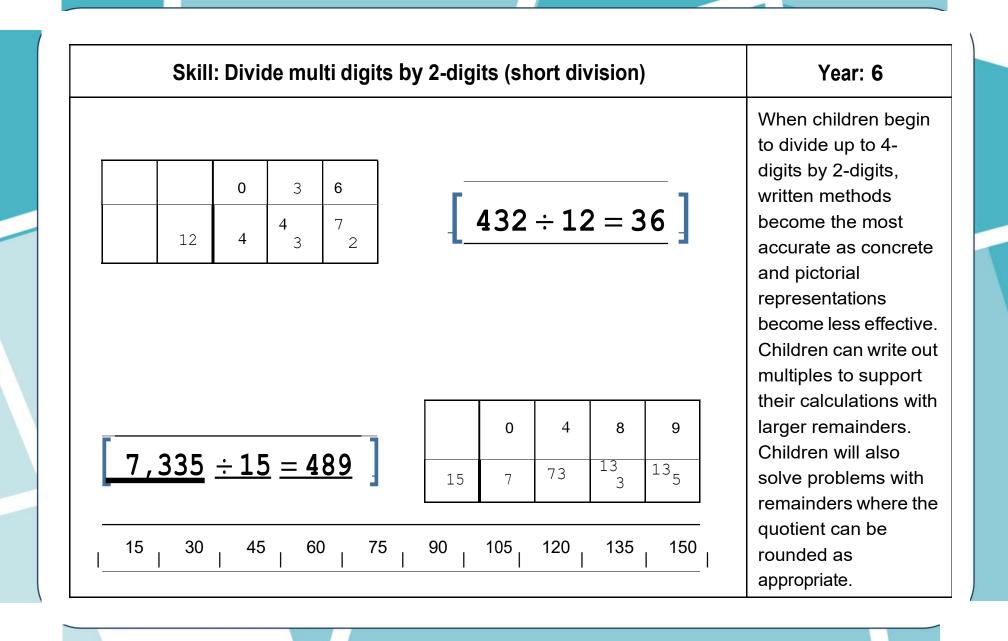


Year: 5

Children can continue to use grouping to support their understanding of short division when dividing a 3-digit number by a 1-digit number.

Place value counters or plain counters can be used on a place value grid to support this understanding. Children can also draw their own counters and group them through a more pictorial method.





	Skill: Divide multi-digits by 2-digits (long division)							Year: 6					
1	2	0 4 3	3 3 6 7	6 2 0	$12 \times 1 = 12$ $12 \times 2 = 24$ $12 \times 3 = 36$ $12 \times 4 = 48$ $12 \times 5 = 60$			13	2	<u>•</u>	12 :	= 36	Children can also divide by 2-digit numbers using long division.
	-		7	2 2 0	$ \begin{array}{c} 12 \times 6 = 72 \\ 12 \times 7 = 84 \\ 12 \times 8 = 96 \\ 12 \times 7 = 108 \\ 12 \times 10 = 120 \end{array} $	D							Children can write ou multiples to support their calculations wit larger remainders.
							0	4	8	9		1 × 15 = 15	
						15	7	3	3	5		$2 \times 15 = 30$	Children will also
						122	6	0	0	0	(×400	$3 \times 15 = 45$	solve problems with
7	7,3	35	5 ÷	- 1	5 = 489		1	3	3	5			remainders where th
	,-			-		1000	1	2	0	0	(×80)	$4 \times 15 = 60$	quotient can be
								1	3	5		5 × 15 = 75	rounded as
						3200		1	3	5	(×9)	$10 \times 15 = 150$	appropriate.
										0			

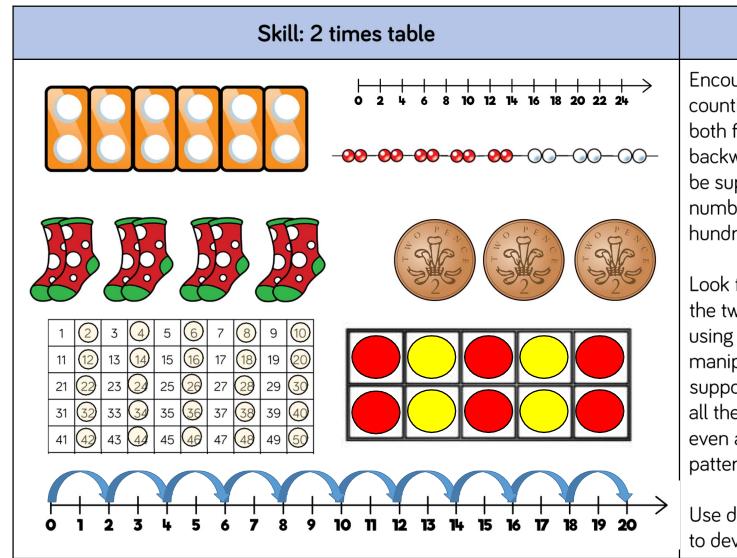
										2	4	r	1	2		
							1	5	3	2	4	1	<u>. 8.</u>	2	$1 \times 15 = 15$ $2 \times 15 = 30$	When a remainder is left at the end of a
							-			-					$2 \times 15 = 30$ $3 \times 15 = 45$	calculation, children
372	÷	15	; =	= 2	24	r12	-	-	3	0	0	_			$4 \times 15 = 60$	can either leave it as
				_						7	2				$5 \times 15 = 75$	remainder or convert
							_	-		6	0				$10 \times 15 = 150$	it to a fraction.
										1	2					This will depend on the context of the
																question.
				2	4	$\frac{4}{5}$										
	1	5	3	7	2	- 5										Children can also
	-	_	3	0	0	-			_			_			. 4	answer questions where the quotient
	-			7	2			5	12	2 -	- 1	5	=	22	$\frac{4}{5}$	needs to be rounded
	-	_		6	0	-										according to the
				0	0											context.

Times Tables

Skill	Year	Representatio	ns and models		
Recall and use	2	Bar model	Ten frames		
multiplication and		Number shapes	Bead strings		
division facts for the		Counters	Number lines		
2-times table		Money	Everyday objects		
Recall and use	2	Bar model	Ten frames		
multiplication and		Number shapes	Bead strings		
division facts for the		Counters	Number lines		
5-times table		Money	Everyday objects		
Recall and use	2	Hundred square	Ten frames		
multiplication and		Number shapes	Bead strings		
division facts for the		Counters	Number lines		
10-times table		Money	Base 10		

Skill	Year	Representatior	ns and models
Recall and use multiplication and division facts for the 3-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 4-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 8-times table	3	Hundred square Number shapes	Bead strings Number tracks Everyday objects
Recall and use multiplication and division facts for the 6-times table	4	Hundred square Number shapes	Bead strings Number tracks Everyday objects

Skill	Year	Representatio	ons and models
Recall and use multiplication and division facts for the 7-times table	4	Hundred square Number shapes	Bead strings Number lines
Recall and use multiplication and division facts for the 9-times table	4	Hundred square Number shapes	Bead strings Number lines
Recall and use multiplication and division facts for the 11-times table	4	Hundred square Base 10	Place value counters Number lines
Recall and use multiplication and division facts for the 12-times table	4	Hundred square Base 10	Place value counters Number lines

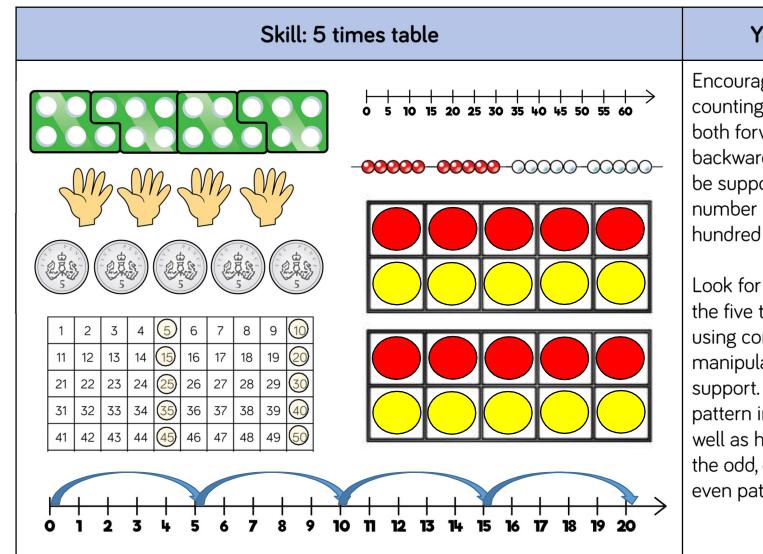


Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Year: 2

Look for patterns in the two times table, using concrete manipulatives to support. Notice how all the numbers are even and there is a pattern in the ones.

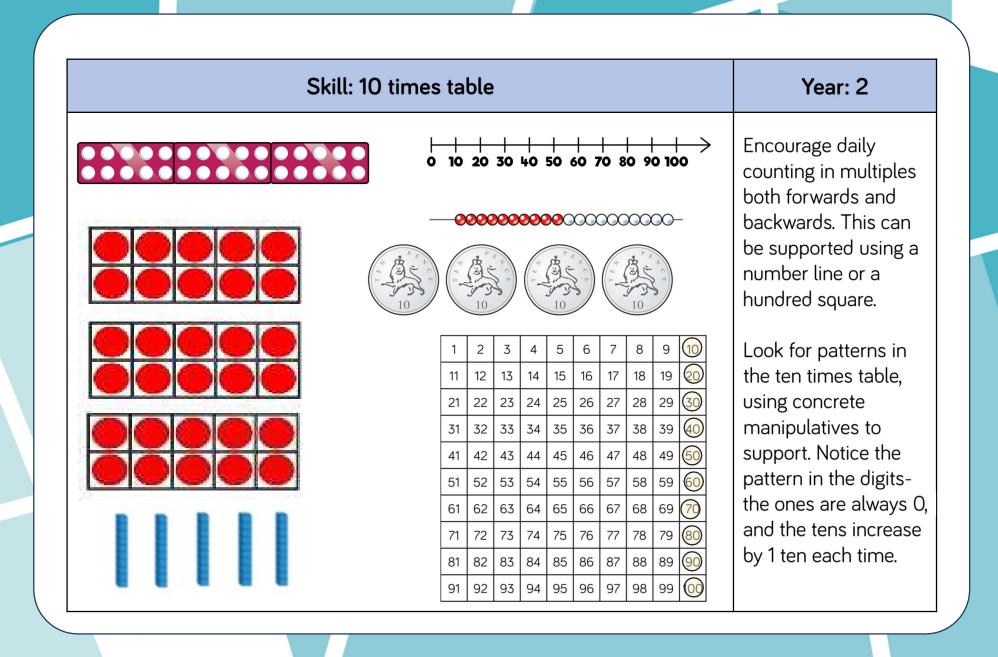
Use different models to develop fluency.

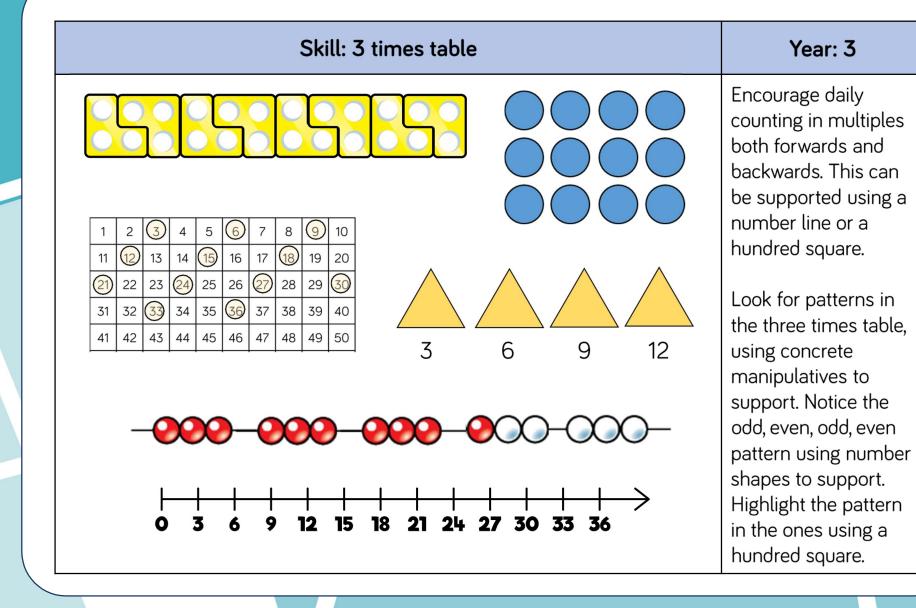


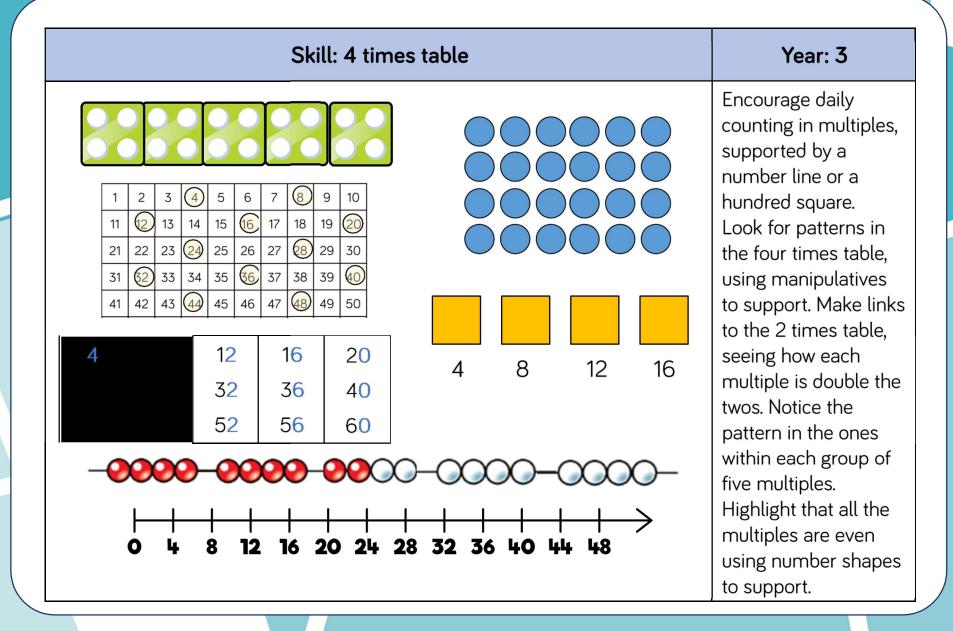
Year: 2

Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

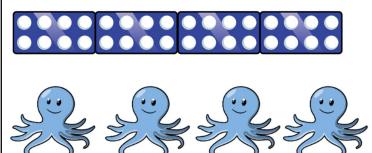
Look for patterns in the five times table, using concrete manipulatives to support. Notice the pattern in the ones as well as highlighting the odd, even, odd, even pattern.







Skill: 8 times table



24

64

16

16

56

8

8

48

24

32

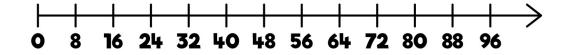
72

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	<u>7</u>	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

32

40

80



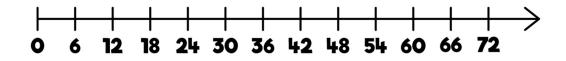
Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the eight times table, using manipulatives to support. Make links to the 4 times table, seeing how each multiple is double the fours. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

Year: 3

Skill: 6 times table

6	12	18	24	30]						
36	42	48	54	60							
6 <mark>6</mark>	72	7 <mark>8</mark>	84	90							

1	2	3	4	5	<mark>0)</mark>	7	8	9	10
11	(12)	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	64	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the six times table, using manipulatives to support. Make links to the 3 times table, seeing how each multiple is double the threes. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

Year: 4

Skill: 9 times	ta	ble								
	1	2 12	3 13	4 14	5 15	6 16		8	<mark>9</mark> 19	10 20
	21 31	22 32	23 33	24 34		26 36		28 38	29 39	30 40
9 45	41 51	42 52	43 53	44	45 55	46 56	47 57	48 58	49 59	50 60
90	61 71	62 72	63 73	64 74	65 75	66 76	67 77	68 78	69 79	70 80
	81 91	82 92	83 93	84 94	85 95	86 96	87 97	88 98	89 99	90 100
	\sim	\sim	6	\sim	\sim	~				
-9999999999 -90000000		_	-0			æ	X			
	57	 '2	+ 81	9	⊢− 0	+ 99	10)	\rightarrow	•

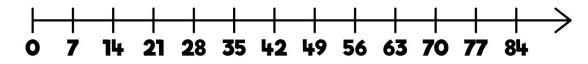
Year: 4

Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square. Look for patterns in the nine times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support as well as noting the odd, even pattern within the multiples.

Skill: 7 times table

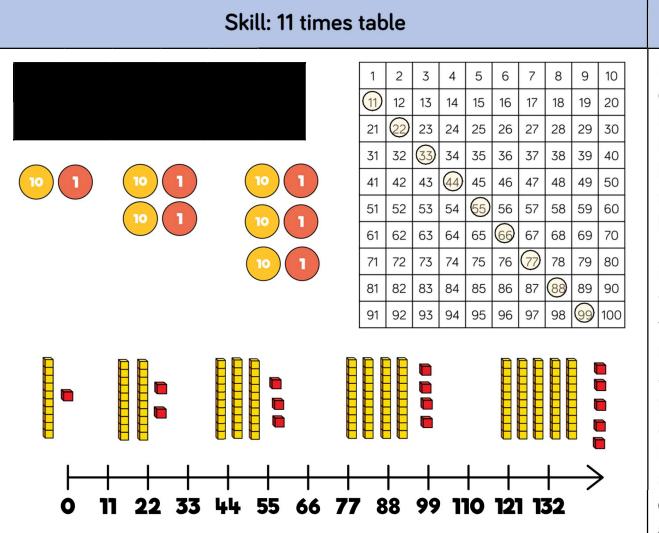
21	28	35	
56	63	70	

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	$\overline{2}$	43	44	45	46	47	48		50
51	52	53	54	55	66	57	58	59	60
61	62	63	64	65	66	67	68	69	0
71	72	73	74	75	76	R	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	68	99	100



Encourage daily counting in multiples both forwards and backwards, supported by a number line or a hundred square. The seven times table can be trickier to learn due to the lack of obvious pattern in the numbers, however they already know several facts due to commutativity. Children can still see the odd, even pattern in the multiples using number shapes to support.

Year: 4



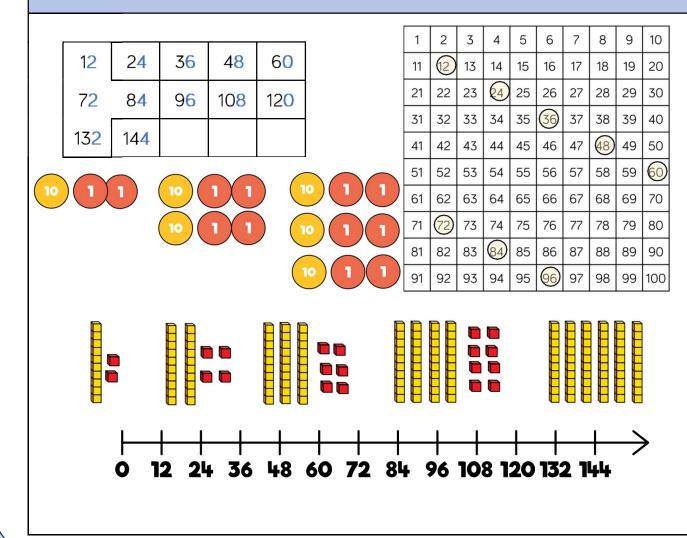
Year: 4

Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the eleven times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support. Also consider the pattern after crossing 100

Skill: 12 times table

Year: 4



Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the 12 times table, using manipulatives to support. Make links to the 6 times table, seeing how each multiple is double the sixes. Notice the pattern in the ones within each group of five multiples. The hundred square can support in highlighting this pattern.