

Maths Calculation Policy



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.

To ensure consistency for pupils, it is important that the mathematical language used in maths lessons reflects the vocabulary used throughout this policy.

Recommended practice delivering a mastery approach

At St Mary's, we believe that true mastery aims to develop all children's mathematical understanding at the same pace. As much as possible, children should be accessing the same learning. Adaptive teaching should primarily be through support, scaffolding and deepening, not through task.

Consistency in language is essential for pupils to understand the concepts presented in mathematics. If other, 'child-friendly' terminology is used, this must be alongside the current terminology recommended by maths specialists.

Concrete, pictorial, abstract (CPA) concepts should not be confused as adaptive teaching for lower, middle and 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.

Used well, manipulatives can enable pupils to inquire themselves- becoming independent learners and thinkers. They can also provide a common language with which to communicate cognitive models for abstract ideas. Drury, H. (2015)

Children aged seven to ten years old work in primarily concrete ways and that the abstract notions of mathematics may only be accessible to them through embodiment in practical resources. Jean Piaget's (1951)

Real things and structured images enable children to understand the abstract. The concrete and the images are a means for children to understand the symbolic so it's important to move between all modes to allow children to make connections. Morgan, D. (2016)

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

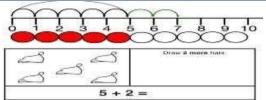
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YEA	$K \vdash I$	ACC	dition

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. 8 1 3 part whole 2 3 Balls 2 Balls	8 = 5 + 3 5 + 3 = 8 Use the part part whole diagram as shown above to move into the abstract. Include missing number questions to support varied fluency: 8 = ? + 3 5 + ? = 8
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.	10 11 12 13 14 15 16 17 18 19 20 12 + 5 = 17 Start at the larger number on the number line and count on in ones or in one jump to find the answer.	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 11 4 11 4 12 3 4 5 6 7 8 9 100 11 12 13 14 15 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.



Include missing number questions:

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

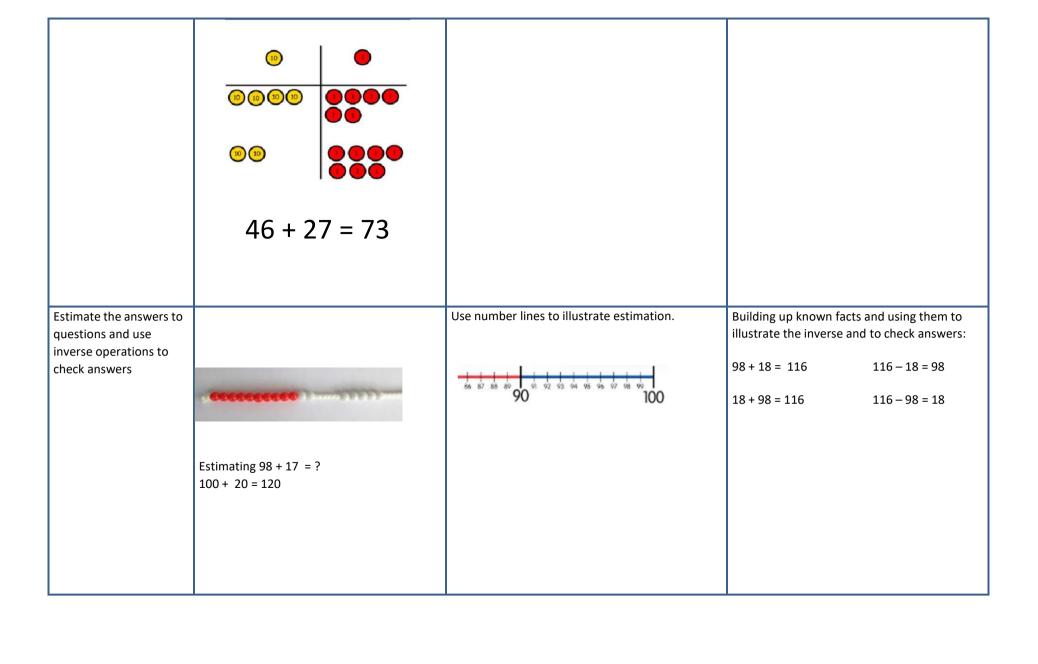
Objective /Strategy	Concrete	Pictorial	Abstract
Adding multiples of	50= 30 = 20		20 + 30 = 50
ten			70 = 50 + 20
		3 tens + 5 tens =tens	40 + □ = 60
	Model using dienes and bead strings	Use representations for base ten.	
Use known number facts Part, part whole	Children explore ways of making numbers within 20	20	Explore commutativity of addition by swapping the addends to build a fact family. Explore the concept of the inverse relationship of addition and subtractions and use this to check calculations.
Using known facts			3 + 4 = 7 leads to 30 + 40 = 70 leads to 300 + 400 = 700

Bar model	3 + 4 = 7	7 + 3 = 10	23 25 ? 23 + 25 = 48
Add a two digit number and ones	17 + 5 = 22 Use ten frame to make 'magic ten Children explore the pattern. 17 + 5 = 22 27 + 5 = 32	Use part part whole and number line to model. 17 + 5 = 22 Use part part whole and number line to model. 16 + 7	Explore related facts 17 + 5 = 22 5 + 17 = 22 22-17 = 5 22-5 = 17 Lead into recording in column format, to reinforce place value and prepare children for formal written methods with larger
Add a 2 digit number and tens	25 + 10 = 35 Explore that the ones digit does not change	27 + 30 +10 +10 +10 	values. 27 + 10 = 37 27 + 20 = 47 27 + \square = 57
Add two 2-digit numbers	Model using dienes , place value counters and numicon	+20 +5 Or +20 +3 +2 47 67 72 47 67 70 72 Use number line and bridge ten using part whole if necessary.	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$

			Lead into recording in column format, to reinforce place value and prepare children for formal written methods with larger values.
Add three 1-digit numbers	Combine to make 10 first if possible, or bridge 10 then add third digit	Regroup and draw representation. $+ = 15$	4 + 7 + 6 = 10 + 7 $= 17$ Combine the two numbers that make/bridge ten then add on the third.

YEAR 3 Addition

Objective /Strategy	Concrete	Pictorial	Abstract		
Column Addition—no regrouping (friendly numbers)	T O Dienes or numicon	Children move to drawing the counters using a tens and one frame.	2 2 3		
Add two or three 2 or 3digit numbers.	Add together the ones first, then the tens. Tens Units 45 45 7 9 Calculations 21+42= 21 42 Move to using place value counters	tens ones	+ 1 1 4 3 3 7 Add the ones first, then the tens, then the hundreds.		
Column Addition with regrouping.	Tens Units 39 15 Exchange ten ones for a ten. Model using numicon and place value counters.	Children can draw a representation of the grid to further support their understanding, carrying the ten <u>underneath</u> the line	$\begin{array}{cccccccccccccccccccccccccccccccccccc$		



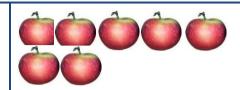
	YEARS 4 – 6 Addition					
Objective /Strategy	Concrete	Pictorial	Abstract			
Years 4 – 6 Estimate and use inverse operations to check answers to a calculation		AS per Year 3				
Y4—add numbers with up to 4 digits	Children continue to use dienes or place value counters to add, exchanging ten ones for a ten and ten tens for a hundred and ten hundreds for a thousand. Hundreds Tens Ones	7 1 5 1 Draw representations using place value grid.	3517 + 396 3913 Continue from previous work to carry hundreds as well as tens. Relate to money and measures.			
Y5—add numbers with more than 4 digits. Add decimals with 2 decimal places, including money.	As year 4 Ten; ones tenths hundredthe Introduce decimal place value counters and model exchange for addition.	2.37 + 81.79 tens ones tentes hundredtes 00 000 0000 00000 00 00000 00000 00 00000 00000	72.8 +54.6 127.4 1 1			
Y6—add several numbers of increasing complexity, including adding money, measure and decimals with different numbers of decimal points.	As Y5	As Y5	Insert zeros for place holders. 2 3 · 3 6 1 9 · 0 8 0 5 9 · 7 7 0 + 1 · 3 0 0 15 3 0 1 + 2 0 5 5 1 1 2 0 5 7 9			

YEAR 1 SUBTRACTION					
Objective /St	rategy	Concrete		Pictorial	Abstract
Taking away ones.	Use physical objects, to show how objects $4-2=2$		been taker	drawn objects to show what has a away. $3 = 12$	-4 = 3 -9 = 7
Counting back	Move objects away backwards.	from the group, counting Move the beads along the bead string as you count backwards.	0 1 2	5 - 3 = 2 $3 = 4$ S in ones using a number line.	13 in your head, count back 4. What ber are you at?
Find the Difference	4	'Seven is 3 more than four' 'I am 2 years older than my sister'	Count o differen	n using a number line to find the ce. *6 *4 3 4 5 6 7 8 9 10 11 12	nah has12 sweets and her sister has 5. many more does Hannah have than her r.?

Objective/Strategy	Concrete	Pictorial	Abstract
Represent and use number bonds and related subtraction facts within 20	Link to addition. Use PPW model to model the inverse.		Move to using numbers within the part whole model.
Include subtracting zero Part Part Whole model	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.	Include missing number problems: 12 - ? = 5 7 = 12 - ?
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.	13—7 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

Including the inverse operations.





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'	00000 00000 20000	20—4 = 16			
Partitioning to subtract without regrouping. 'Friendly numbers'	34—13 = 21 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, crossing 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/ Strategy	Concrete	Pictorial	Abstract		
Subtract numbers mentally, including: three digit number + ones	**************************************	90 90 92 93 94 95 95 97 98 99	Vary the position of the answer and question. Expose children to missing number questions and vary the missing part of the calculation. 678 = ? - 1		
three digit number + tens three digit number + hundreds			688 – 10 = ? 678 = ? – 100		
Column subtraction without regrouping (friendly numbers)	(2) (3) (3) (4) (4) (4) (4) (4) (4) (4) (4) (4) (4	Calculations 54 -22 32	47-24=23 - <u>40+7</u> - <u>20+3</u>		
	47—32 Use base 10 or Numicon to model	Draw representations to support understanding	Intermediate step may be needed to lead to clear subtraction understanding.		
Column subtraction with regrouping	Tens Units	45 -29 Tens Ones	836-254=582 836-254=582 Begin by partitioning into pv columns 200 50 4 500 80 2		
	Begin with base 10 or Numicon. Move to pv counters, modelling the exchange of a ten into ten 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. $ \frac{7}{7} = \frac{12}{8} = \frac{8}{14} = \frac{1}{46} $		

	YEARS	4 – 6 SUBTRACTION	
Objective /Strategy	Concrete	Pictorial	Abstract
Subtracting tens and ones Year 4 subtract with up to 4 digits. Introduce decimal subtraction through context of money		Children to draw pv counters and show their exchange—see Y3	2
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 Up to 3 decimal places	As Year 4	Children to draw pv counters and show their exchange—see Y3	** ** * * * * * * * * * * * * * * * *
Year 6—Subtract with increasingly large and more complex numbers and decimal values (up to 3 decimal place).	As Year 4	Children to draw pv counters and show their exchange—see Y3	" " 8 10, 6 9 9 - 8 9, 9 4 9 6 0, 7 5 0 " 10 '5 · 34 '1 9 kg - 3 6 · 0 8 0 kg 6 9 · 3 3 9 kg

YEAR 1 MULTIPLICATION

Programme of Study specifies the following objectives, however it does not require the explicit teaching of the mathematical symbol of 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. $ \begin{array}{cccccccccccccccccccccccccccccccccc$
Counting in multiples (2s, 5s, 10s)	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 to show 2 x 3 = 6 Draw and make representations	2 x 4 = 8
Repeated addition	Use different objects to add equal groups	Use pictorial including number lines to solve prob There are 3 sweets in one bag. How many sweets are in 5 bags altogether? 3+3+3+3+3 = 15	Write addition sentences to describe objects and pictures. 2+2+2+2 = 10
Understanding arrays	Use objects laid out in arrays to find the answers to 2 lots 5, 3 lots of 2 etc.	Draw representations of arrays to show understanding	3 x 2 = 6 2 x 5 = 10

YEAR 2 MULTIPLICATION

Children should be able to recall and use multiplication and division facts for the 2, 5 and 10 times times tables.

Objective / Strategy	Concrete	Pictorial	Abstract
Doubling	Model doubling using dienes and PV counters.	Draw pictures and representations to show how to double numbers	Partition a number and then double each part before recombining it back together.
	40 + 12 = 52		16 10 6 1 _{x2} 1 _{x2} 20 + 12 = 32
Counting in multiples 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.	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. 0, 2, 4, 6, 8, 10 0, 3, 6, 9, 12, 15 0, 5, 10, 15, 20, 25, 30
	5+5+5+5+5+5+5+5=40	3 3 3 3	4 × 3 =

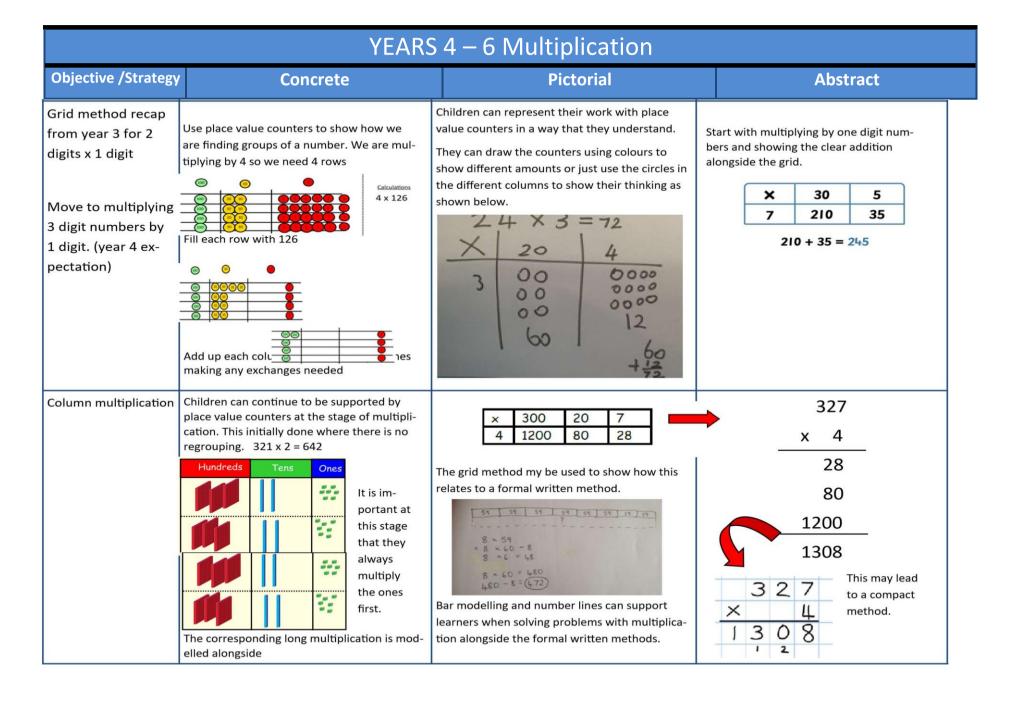
Objective / Strategy	Concrete	Pictorial	Abstract
Multiplication is commutative	Create arrays using counters and cubes and Numicon. Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the answer.	Use representations of arrays to show different calculations and explore commutativity.	3 Use an array to write multiplication sentences and reinforce repeated addition. 5 + 5 + 5 = 15 3 + 3 + 3 + 3 + 3 = 15 5 x 3 = 15 3 x 5 = 15
Using the Inverse This should be taught alongside division, so pupils learn how they work alongside each other.		8 X =	$2 \times 4 = 8$ $4 \times 2 = 8$ $8 \div 2 = 4$ $8 \div 4 = 2$ $8 = 2 \times 4$ $8 = 4 \times 2$ $2 = 8 \div 4$ $4 = 8 \div 2$ Show all 8 related fact family sentences.

YEAR 3 MULTIPLICATION

Children should be able to recall and use multiplication facts for the 3,4, and 8 times tables

Objective /Strategy	Concrete	Pictorial	Abstract
Objective /Strategy Grid method, progressing to the formal method Multiply 2 digit numbers by 1 digit numbers	Show the links with arrays to first introduce the grid method. A rows of 10 A rows of 3 Move onto base ten to move towards a more compact method. A rows of 13 Move on to place value counters to show how we are finding groups of a number. We are multiplying by 4 so we need 4 rows Calculations A x 126	Children can represent their work with place value counters in a way that they understand. They can draw the counters using colours to show different amounts or just use the circles in the different columns to show their thinking as shown below. Bar model are used to explore missing numbers	Abstract Start with multiplying by one digit numbers and showing the clear addition alongside the grid.
	Fill each row with 126. Add up each column, starting with the ones making any exchanges needed Then you have your answer.	4 x = 20 20 4	3

Solve problems,		Three times as high, eight times as long
including missing number problems,		? x 5 = 20
integer scaling		20 ÷ ? = 5
problems,		
		3 hats and 4 coats, how many different
		outfits?



Objective /Strategy	Concrete	Pictorial	Abstract
Column Multiplication for 3 and 4 digits x 1 digit.	It is important at this stage that they always Multiply the ones first. 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	x 300 20 7 4 1200 80 28	327 x 4 28 80 120) 1308 3 2 7 x 4 1 3 0 8
Column multiplication	Manipulatives may still be used with the corresponding long multiplication modelled alongside.	10 8 80 3 30 24 Continue to use bar modelling to support problem solving	18 x 3 on the first row x 1 3 (8 x 3 = 24, carrying the 2 for 20, then 1 x 3) 18 x 10 on the 2nd row. Show multiplying by 10 by putting zero in 1 2 3 4 O (1234 x 10) units first

Objective/Strategy	Concrete	Pictorial	Abstract				
Multiplying decimals up to 2 decimal places by a single digit.			Remind children that the single digit belong in the units column. Line up the decimal points in the question and the answer.				
				3		1	9
			×	8			
			2	. 5	•	5	2

YEAR 1					
Objective /Strategy	Concrete	Pictorial	Abstract		

Objective/ Strategy	Concrete	Pictorial	Abstract		
Division as sharing Use Gordon ITPs for modelling		Children use pictures or shapes to share quantities. 8 shared between 2 is4 Sharing:	12 shared between 3 is 4		
	I have 10 cubes, can you share them equally in 2 groups?	12 shared between 3 is 4			

Objective/Strategy	Concrete	Pictorial	Abstract		
Division as sharing	I have 10 cubes, can you share them equally in 2 groups?				
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.	Use number lines for grouping $ \begin{array}{cccccccccccccccccccccccccccccccccc$	28 ÷ 7 = 4 Divide 28 into 7 groups. How many are in each group?		

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- '	7	_	/A	ы.	
			-		
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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 \div 5 = ? $ $ 5 \times ? = 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 $15 \div 3 = 5$ $5 \times 3 = 15$ $15 \div 5 = 3$ $3 \times 5 = 15$	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

YEAR 3 (Greater Depth Y2)

Objective/Strategy	Concrete	Pictorial	Abstract
Division with remainders.	14 ÷ 3 = Divide objects between groups and see how much is left over	Jump forward in equal jumps on a number line then see how many more you need to jump to find a remainder.	Complete written divisions and show the remainder using r. $29 \div 8 = 3 \text{ REMAINDER 5} \\ \uparrow \uparrow \uparrow \\ \text{dividend divisor quotient} \qquad \text{remainder}$
		Draw dots and group them to divide an amount and clearly show a remainder.	
		Use bar models to show division with remainders. 37 10 10 10 7	
		remainder. 5s in 40?" $ \begin{array}{c} 5+5+5+5+5+5+5+5+5+5\\ 0 5 10 15 20 25 30 35 40 \end{array} $ mainder: $ \begin{array}{c} 6+6+6+6+6+6+6+2\\ 0 6 12 18 24 30 36 38 \end{array} $ rs, when it becomes inefficient to count in single multiporded using known facts.	

Year 4-6

Objective/Strategy
Divide at least 3 digit numbers by 1 digit. Short Division

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.
t o 2 2)58	2 2)58 -4 1	t o 29 2)5 <mark>8</mark> -4↓ 1 <mark>8</mark>
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	t o 29 2)58 -4 18 -18	t o 29 2)58 -4 18 -18 0
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.

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
1 2)2 7 8	h t o 1 2)278 -2 0 Multiply 1 × 2 = 2, write that 2 under	h t o 18 2)278 -2↓ 07 Next, drop down the 7 of the tens
Two goes into 2 one time, or 2 hundreds ÷ 2 = 1 hundred.	the two, and subtract to find the remainder of zero.	next to the zero.
Divide.	Multiply & subtract.	Drop down the next digit.
1 <mark>3</mark> 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 -2 07 - 6 18	139 2)278 -2 07 -6 18 -18	139 2)278 -2 07 -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.

Step 2—a remainder in any of the place values