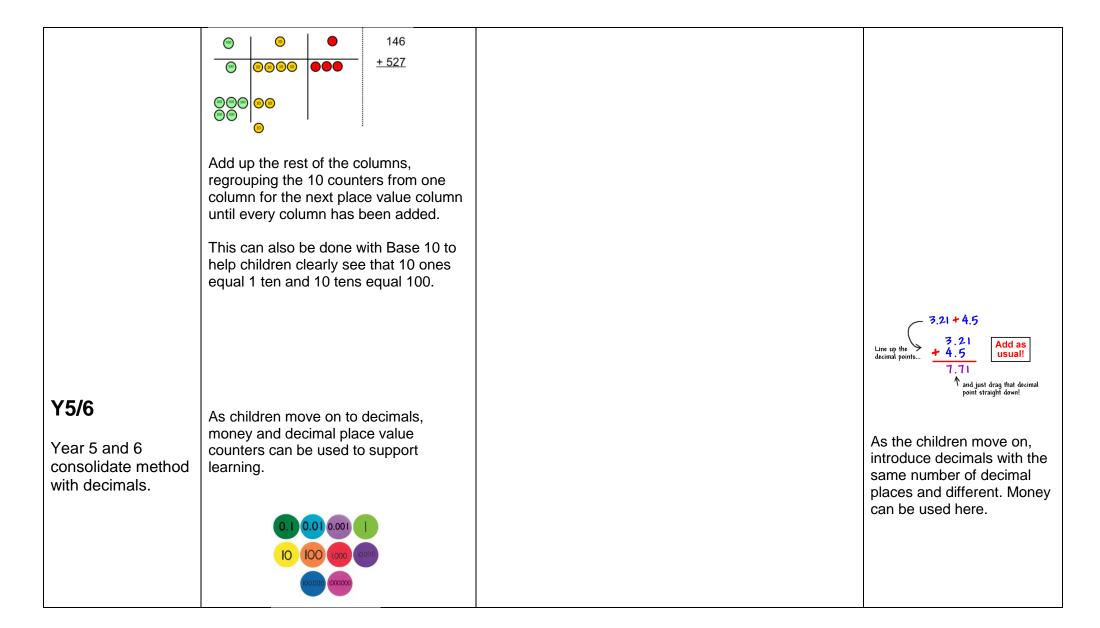
Progression in Calculations

Addition

Objective and Strategies	Concrete	Pictorial	Abstract
R/Y1 Combining two parts to make a whole: 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 10= 6 + 4 Use the part-part whole diagram as shown above to move into the abstract.
Y1 Starting at the	, Occoocceo)	12 + 5 = 17	5 + 12 = 17
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.	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.

Y1		Use pictures or a	7 + 4= 11
Regrouping to make 10.	6 + 5 = 11	number line. Regroup or partition the smaller number to make 10.	If I am at seven, how many more do I need to make 10. How many more do I add on now?
	Start with the bigger number and use the smaller number to make 10.	9 + 5 = 14 1 4 +1 +4 0 1 2 3 4 5 6 7 8 9 (10) 11 12 13 (14) 15 16 17 18 19 20	
Y1 Adding three single digits	4 + 7 + 6= 17 Put 4 and 6 together to make 10. Add on 7.		4+7+6=10+7 $=17$ Combine the two numbers that make 10 and then add on the remainder.
	Following on from making 10, make 10 with 2 of the digits (if possible) then add on the third digit.	Add together three groups of objects. Draw a picture to recombine the groups to make 10.	
Y2		Empty number line	Partitioning
Adding 2 digit numbers	Counting on in 10's and 1's	Bridging to next 10 number Jumping 10's and 1's G3 + 16 H30 G3 73 79	2 0 + 3 + 3 0 + 4 5 0 + 7 = 5 7
	300 200 A00 A00 A00 A00 A00 A00 A00 A00 A	Adjusting +10 35 44 -1 45	

Y3 Adding 3 digit numbers	Dienne and Place value counters	Same as above with 3 digits.	Same as above with 3 digits.
Y3	Combining 100's, 10's and 1's 24 + 15= Add together the ones first then add the tens. Use the Base 10 blocks first before moving onto place value counters.	After practically using the base 10 blocks and place value counters, children can draw the counters to help them to solve additions.	<u>Calculations</u>
Column method- no regrouping (2digits and 3 digits)		H T O	21 + 42 = 21 + 42 Children to start with ones and then move to the left.
Y3/Y4 Column	Make both numbers on a place value grid.	Children can draw a pictoral representation of the columns and place value counters to further support their learning and understanding.	400 60 6 + 200 30 8 100 10 700 0 4 = 704
method- regrouping Method taught in Year 3 and consolidated in Year 4 with 4 digits.	Add up the ones and regroup 10 ones for one 10.	Regrouped counters to be placed at the bottom and included in adding of counters.	Start by partitioning the numbers using regrouping method before moving on to 466 + 238

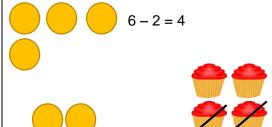


Subtraction

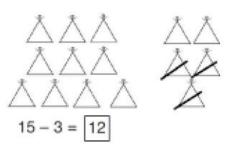
Objective and	Concrete	Pictorial	Abstract
Strategies			

R Taking away ones
R/Y1
Counting bac
Y1

Use physical objects, counters, cubes etc to show how objects can be taken away.



Cross out drawn objects to show what has been taken away.



18 -1= 17

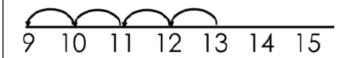
$$8 - 1 = 7$$

back

Make the larger number in your subtraction. Move the beads along your bead string as you count backwards in ones.



Count back on a number line or number track



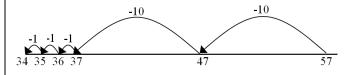
Put 13 in your head, count back 4. What number are you at? Use your fingers to help.

$$13 - 4 = 9$$

Use counters and move them away from the group as you take them away counting backwards as you go.



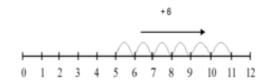
Start at the bigger number and count back the smaller number showing the jumps on the number line.



This can progress all the way to counting back using two 2 digit numbers.

Find the difference

Compare amounts and objects to find the difference.



Count on to find the difference.

Hannah has 23 sandwiches, Helen has 15 sandwiches. Find the difference between the number of sandwiches.

	Use cubes to build towers or make bars to find the difference Use basic bar models with items to find the difference 5 Pencils 5 Pencils	Draw bars to find the difference between 2 numbers. Comparison Bar Models Lisa is 13 years old. Her sister is 22 years old. Find the difference in age between them.	
Y1 Part Part Whole Model	Link to addition- use the part whole model to help explain the inverse between addition and subtraction. If 10 is the whole and 6 is one of the parts. What is the other part? 10 - 6 =	Use a pictorial representation of objects to show the part part whole model.	Move to using numbers within the part whole model.
Y1 Make 10	Make 14 on the ten frame. Take away the four first to make 10 and then takeaway one more so you have taken away 5. You are left with the answer of 9.	13 - 7 = 6 Start at 13. Take away 3 to reach 10. Then take away the remaining 4 so you have taken away 7 altogether. You have reached your answer.	16 – 8= How many do we take off to reach the next 10? How many do we have left to take off?

Subtracting 2 digit numbers



Practical resources to

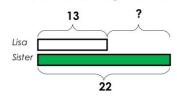
help children to visualise subtracting as taking numbers away from whole.



Jumps on empty number line ins 10's and 1's. Explore counting back and counting on to find the difference.

Comparison Bar Models

Lisa is 13 years old. Her sister is 22 years old.



Find the difference in age between them.

Adjusting

- 49 Subtract 50 then adjust the +1 at the end.

Moving to partition method

where children subtract in

prepare for column method.

place value columns to

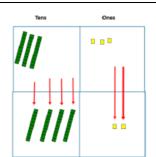
89 - 35 = 54

80 + 9

50 + 4

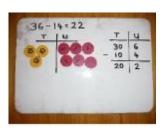
- 30 + 5

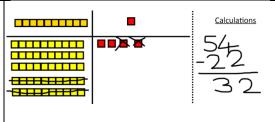
Y3 Column method without regrouping

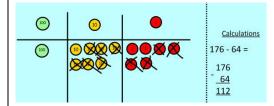


Use Base 10 to make the bigger number then take the smaller number away.

Show how you partition numbers to subtract. Again make the larger number first.







Draw the Base 10 or place value counters alongside the written calculation to help to show working.

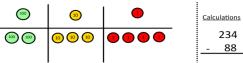
47-24=23

This will lead to a clear written column subtraction.

Y3/Y4

Column method with regrouping Use Base 10 to start with before moving on to place value counters. Start with one regroup before moving onto subtractions with 2 regroupings.

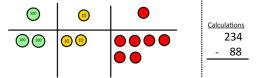
Make the larger number with the place value counters



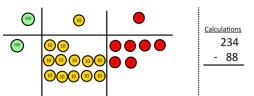
Start with the ones, can I take away 8 from 4 easily? I need to regroup one of my tens for ten ones.

100	10	0	<u>Calculations</u>
100 100	10 0		234 - 88

Now I can subtract my ones.



Now look at the tens, can I take away 8 tens easily? I need to regroup one



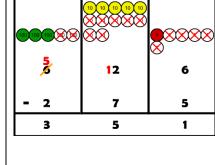
hundred for ten tens.

Now I can take away eight tens and complete my subtraction

Calculations ・234

146

. مه	oro my oak	
100	10	<u> </u>
100	000000000000000000000000000000000000000	



Draw the counters onto a place value grid and show what you have taken away by crossing the counters out as well as clearly showing the regroups you make.



When confident, children can find their own way to record the regrouping.

Just writing the numbers as shown here shows that the child understands the method and knows when to regroup.

Show children how the concrete method links to the written method alongside your working. Cross out the numbers when regrouping and show where we write our new amount.

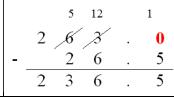


Children can start their formal written method by partitioning the number into clear place value columns.



Moving forward the children use a more compact method.

This will lead to an understanding of subtracting any number including decimals.



Y5/6

Multiplication

Objective and	Concrete	Pictorial	Abstract
Strategies R/Y1 Doubling	Use practical activities to show how to double a number. Finding doubles + = = + = = + = = + = + = + = + = + =	Draw pictures to show how to double a number. Double 4 is 8	16 10 6 1 _{x2} 1 _{x2} 20 12
	double 4 is 8 4 × 2 = 8 + = =		Partition a number and then double each part before recombining it back together.
Y1 Counting in multiples		Sus our Sur our Sus our	Count in multiples of a number aloud. Write sequences with multiples of numbers.
	Count in multiples supported by concrete objects in equal groups.	Use a number line or pictures to continue support in counting in multiples.	2, 4, 6, 8, 10 5, 10, 15, 20, 25, 30

Repeated addition







Use different objects to add equal groups.

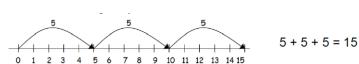
There are 3 plates. Each plate has 2 star biscuits on. How many biscuits are there?







2 add 2 add 2 equals 6



Write addition sentences to describe objects and pictures.



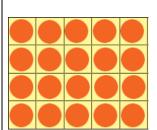
Y2

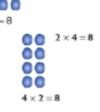
Arraysshowing commutative multiplication Create arrays using counters/ cubes to show multiplication sentences.





Draw arrays in different rotations to find commutative multiplication sentences.





 $4 \times 2 = 8$

Link arrays to area of rectangles.

Use an array to write multiplication sentences and reinforce repeated addition.



$$5 + 5 + 5 = 15$$

$$3 + 3 + 3 + 3 + 3 = 15$$

$$5 \times 3 = 15$$

 $3 \times 5 = 15$

Y3

Multiplying 3 numbers

2 x 4 x 3



Children to investigate whether order of the number change the answer.







Draw images that will support two step process.

Arrays Draw around numicon Create two step problems.

$$2 \times 4 = 8$$

$$8 \times 3 = 24$$

Try another way....

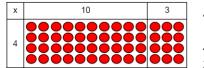
$$4 \times 3 = 12$$
 $12 \times 2 = 12$

Move to children being able to justify order they find easiest. (look for x2s, x10)

Grid Method

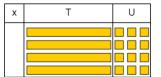
Teach in Y3 but continue to use through Y4, 5, 6

Show the link with arrays to first introduce the grid method.



4 rows of 10 4 rows of

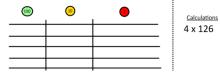
Move on to using Base 10 to move towards a more compact method.



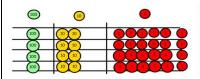
4 rows of 13

4 x 126

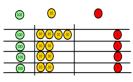
Move on to place value counters to show how we are finding groups of a number.We are multiplying by 4 so we need 4 rows.



Fill each row with 126.



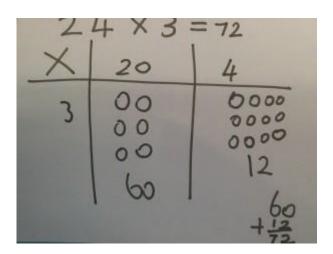
Add up each column, starting with the ones making any exchanges needed.



Then you have your answer.

Children can represent the work they have done with place value counters in a way that they understand.

They can draw the counters, using colours to show different amounts or just use circles in the different columns to show their thinking as shown below.

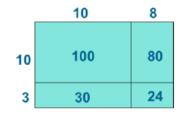


Start with multiplying by one digit numbers and showing the clear addition alongside the grid.

×	30	5
7	210	35

$$210 + 35 = 245$$

Moving forward, multiply by a 2 digit number showing the different rows within the grid method.



Х	1000	300	40	2
10	10000	3000	400	20
8	8000	2400	320	16

Start with long **Y4** Children can continue to be supported Bar modelling and number lines can support learners by place value counters at the stage of when solving problems with multiplication alongside the multiplication, reminding the children about lining up their multiplication. formal written methods. numbers clearly in columns. = 8 × 60 - 8 8 × 6 = 48 Expanded If it helps, children can write out what they are solving Column 8 × 60 = 480 480 - 8 = 472 next to their answer. multiplication 5 x 8 = 40 jugs. Children 64×3=192 x 24 to start with one's It is important at this stage that they column always multiply the ones first and note and then down their answer followed by the tens move which they note below. over to the tens. Y5/6 Use place value counters to support This moves to the more multiplication. compact method. Compact Column Multiply decimals by multiplication ignoring decimal, calculating. counting decimal places and replacing point at the end. $25.35 \leftarrow$ 2 decimal places x 0.12 ←2 decimal places 5070 25350

8 (4 x 2)

120 (4 x 30)

40 (20 x 2)

 (20×30)

134

x 32

268

4020

4288

3,0420 Nove the decimal according to the total places in the factors.

600

Division

Objective and Strategies	Concrete	Pictorial	Abstract
R/Y1 Sharing objects into groups	I have 10 cubes, can you share them equally in 2 groups?	Children use pictures or shapes to share quantities. $8 \div 2 = 4$	Share 9 buns between three people. $9 \div 3 = 3$
Y1 Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.	Use a number line to show jumps in groups. The number of jumps equals the number of groups. 0 1 2 3 4 5 6 7 8 9 10 11 12 3 3 3 Think of the bar as a whole. Split it into the number of groups you are dividing by and work out how many would be within each group.	14 ÷ 2 = 7 Divide 14 into 2 groups. How many are in each group?
		20 ? 20 ÷ 5 = ? 5 x ? = 20	

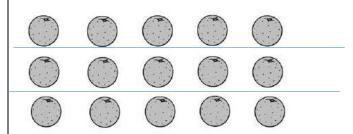
Division within arrays



Link division 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 four linking number sentences.

$$7 \times 4 = 28$$

 $4 \times 7 = 28$
 $28 \div 7 = 4$
 $28 \div 4 = 7$

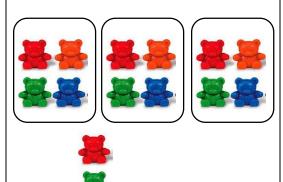
Y2

Division with a whole number remainder

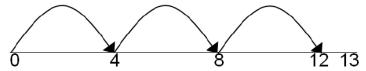
To be continued in Year 3 and 4

 $14 \div 3 =$

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.



Draw dots and group them to divide an amount and clearly show a remainder.



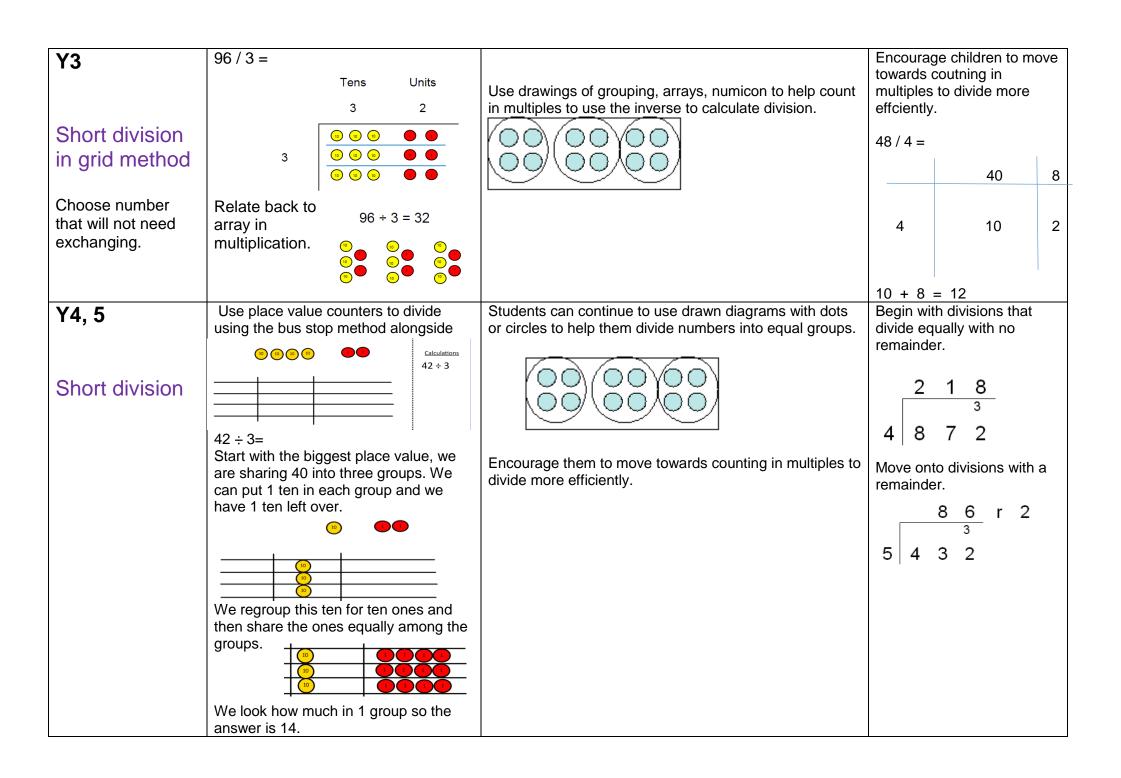






Complete written divisions and show the remainder using r.

$$29 \div 8 = 3$$
 REMAINDER 5 \uparrow \uparrow vidend divisor quotient remainder



Y6	Finally move into decimal places to divide the total accurately.
Short division decimals	1 4 . 6 16 21
Long division	3 5 5 1 1 . 0
	Teach long division method.
	2 15 into 3 doesn't go, so look at the next digit. 15 3640 - 30 15 ye so look at the next digit. 15 goes into 36 two times, so put a 2 above the 6. 15 x 2 = 30 Take that 30 away from the 36 to get your remainder.
	36 - 30 = 6 24 15 3640 - 30 4 15 goes into 64 four times, so put a 4 above the 4. 15 x 4 = 60
	- 60 Take 60 from the 64 to get your remainder. 64 - 60 = 4
	242 15 3640 Carry the 0 down to make 40.
	- 30 15 goes into 40 two times, so put a 2 above the 0. 15 x 2 = 30 15 x 2 = 30 Take 30 from the 40 to get your remainder. 40 - 30 = 10
	$-\frac{40}{30}$ 10

Resource checklist:

These are some of the resources you will need to use to follow this calculation policy. This is NOT an exhaustive list – please use everything from Y1-6.

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Number fans	Number fans	Number fans	Number fans	Number fans	Number fans
Unifix cubes	Place Value counters				
Numicon	Place Value arrow card				
Cuisenaire rods	Diennes	Diennes	Diennes	Diennes	Diennes
Number lines	100 square	100 square	Multiplication grid	Multiplication grid	Multiplication grid
Bead strings 20	Multiplication grid	Multiplication grid	Numicon	Numicon	Numicon
10 frames	Beadstring 20/100	Numicon	Dice	Dice	Dice
Diennes	Empty number line	Dice	Money	Money	Money
Dice	Numicon	Money	Clocks	Clocks	Clocks
Money	Dice	Clocks	2D shapes	2D shapes	2D shapes
Clocks	Money	2D shapes	3D shapes	3D shapes	3D shapes
2D shapes	Clocks	3D shapes			
3D shapes	2D shapes	·			
	3D shapes				