Berrycoombe Primary School

Calculation Policy

This Policy was developed on: June 2018 by Lucinda Jerome-Snell

This Policy was ratified on:

This Policy will be reviewed on: July 2024

Reviewed: July 2024

Berrycoombe School Maths Calculation Policy 2021

Calculation Policy

This policy is intended to demonstrate how we teach different forms of calculation at Berrycoombe Primary School. It is organised by year group and covers calculation method progression from EYFS through to Year 6.

This policy is designed to help teachers and staff members at the school ensure that calculation is taught consistently across the school and that representation is consistent and progressive from EYFS to Year 6.

This policy is also designed to help parents, carers and other family members to support children's learning by letting them know the expectations for their child's year group and by providing an explanation of the methods used at Berrycoombe.

Agreed Visual Maths Symbols to be used from EYFS through to Year 6

These are the symbols consistently used from EYFS through to Year 6 when the children are engaging with the ***Draw It*** element of calculation progression.

100,000*s*	10,000*s*	1,000*s*	100*s*	10*s*	1*s*	0.1*s*	0.01*s*
○	△	⊠	□	|	x	⊘	⊗

Addition

Statutory Requirements

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

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

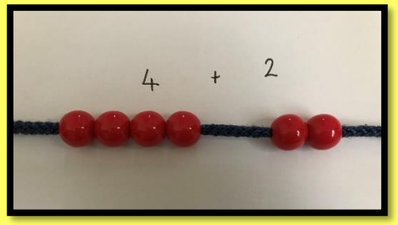
What I need to know already

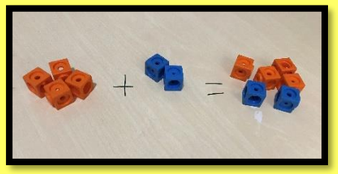
- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set

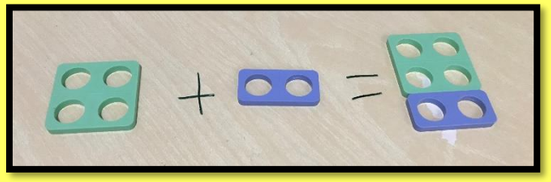
Key Resources

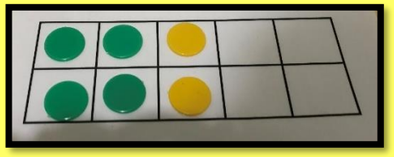
Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

Build it



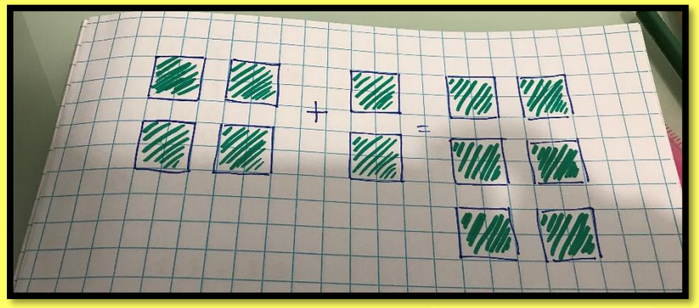


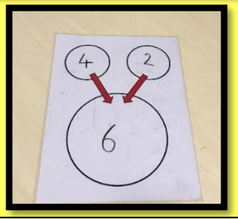




Draw it

Pictorial representations of any object





Year R

Add two single digit numbers, counting on to find the answer

Write it

Any abstract form would most likely be jottings alongside a practical activity.

I had 4 apples. I bought 2 more. How many do I have altogether?

4 + 2 = 6

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line.

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Read, write and interpret mathematical statements involving addition (+) and equals (=) signs and relate this to balance sums and scales
2. Represent and use number bonds and related subtraction facts within 20
3. Add one -digit and two -digit numbers to 20, including zero
4. Solve one -step problems that involve addition, using concrete objects and pictorial representations, and missing number problems such as 9 = o + 7

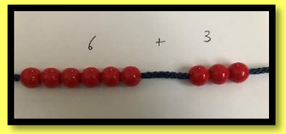
What I need to know already

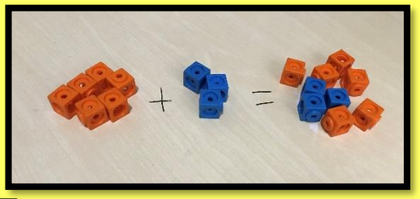
- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set
- Subsidise small groups of objects
- Understand the 'cardinal' value of a set/ array. (Once it has been counted they understand that they don't need to count again.)

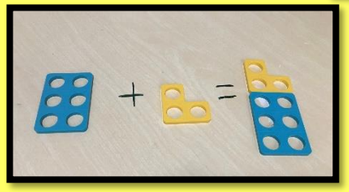
Key Resources

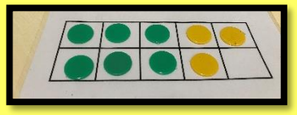
Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

Build it





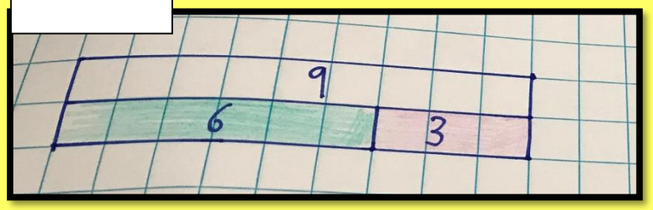




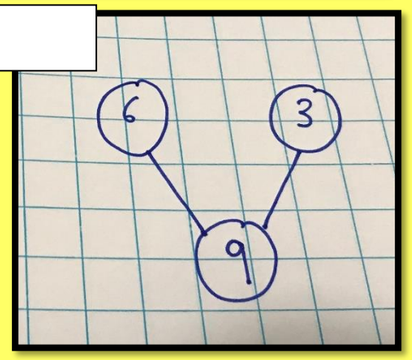
Using a range of concrete resources

Draw it

Bar Model



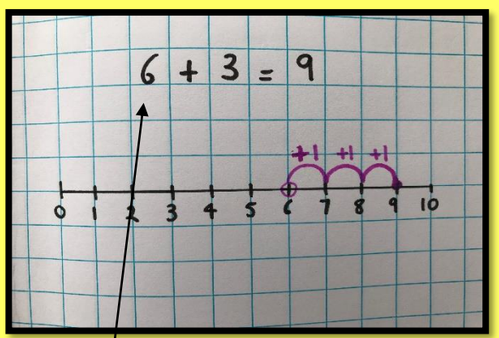
Part Part Whole Model



Year 1

Add one-digit and two-digit numbers to 20, including zero

Write it



Tips: Start with the larger number and count on

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line

Berrycoombe School Maths Calculation Policy 2021

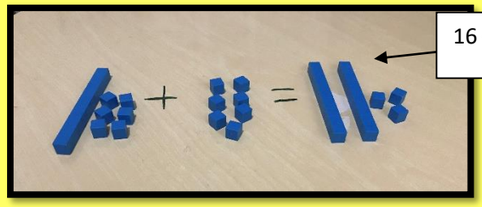
Statutory Requirements

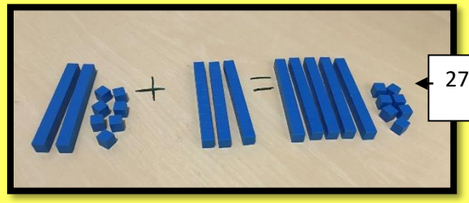
1. Solve problems with addition using concrete objects and pictorial representations, including those involving numbers, quantities and measures, and applying their increasing knowledge of mental and written methods
2. Recall and use addition facts to 20 fluently, and derive and use related facts up to 100
3. Add numbers using concrete objects, pictorial representations and mentally, including:

- a two-digit number and ones
- a two-digit number and tens
- two two-digit numbers
- adding three one-digit numbers

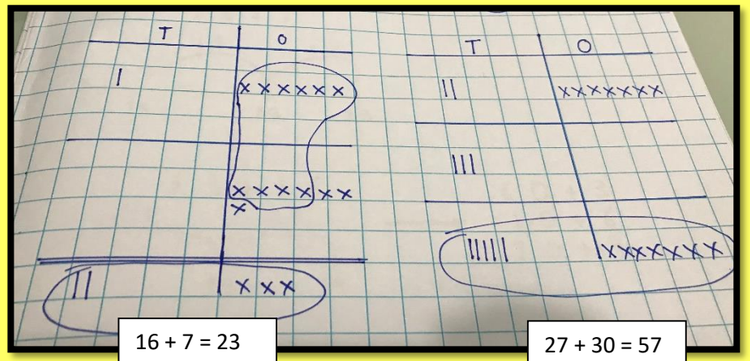
4. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
5. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems

Build it





Draw it



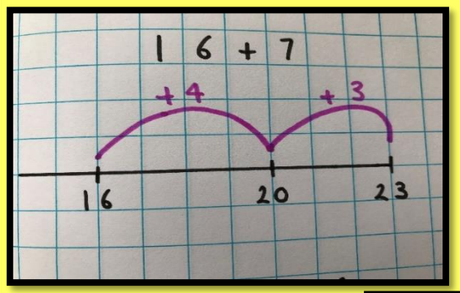
Agreed visual maths symbols

Year 2

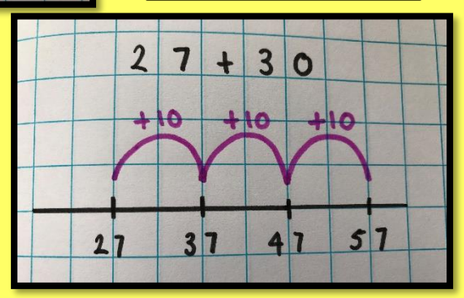
Add a 2-digit number and ones

Add a 2-digit number and tens

Write it



Tips: Use empty number lines, concrete equipment, hundred squares etc. to build confidence and fluency in mental addition skills.



Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary

What I need to know already

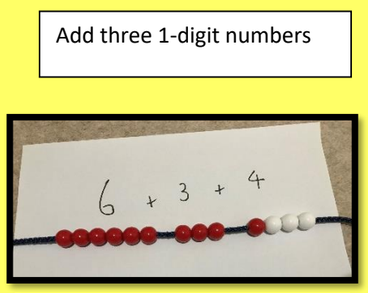
- Understand the value of digits in two-digit numbers
- Interpret a mathematical statement involving the symbols + and = or – and =
- Add one- and two-digit numbers to 20, including 0

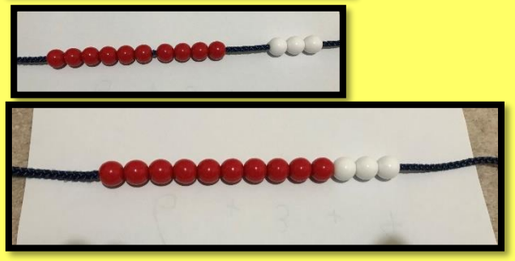
Key Resources

Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

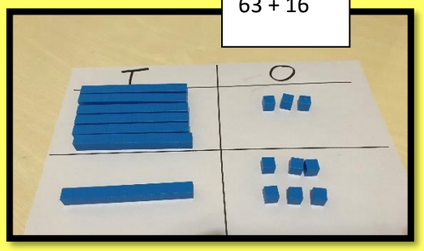
Build it

Add three 1-digit numbers

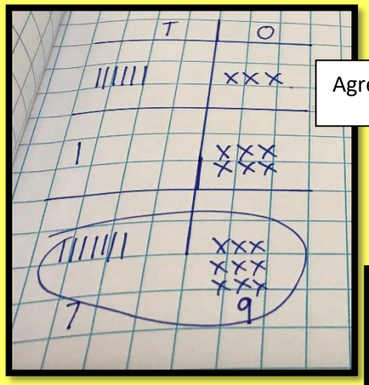




63 + 16



Draw it



Agreed visual maths symbols

Bar Model

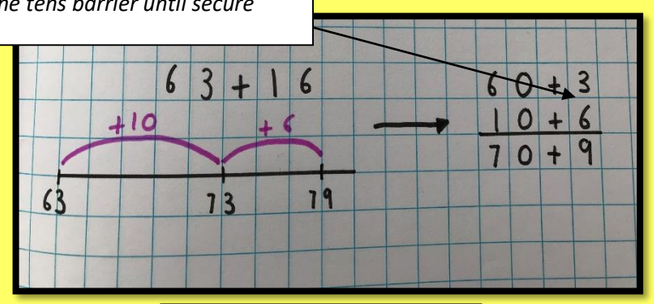
Year 2

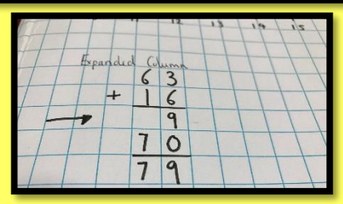
Add two 2-digit numbers

Add three 1-digit numbers

Write it

Tips: Choose numbers that don't go over the tens barrier until secure





Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Add numbers mentally including:
   - a 3-digit number and ones
   - a 3-digit number and tens
   - a 3-digit number and hundreds
   - a 3-digit number and thousands
2. Add numbers with up to three digits, using formal written methods of columnar addition
3. Estimate the answer to a calculation and use inverse operations to check answers
4. Solve problems, including missing number problems, using number facts, place value, and more complex addition.

What I need to know already

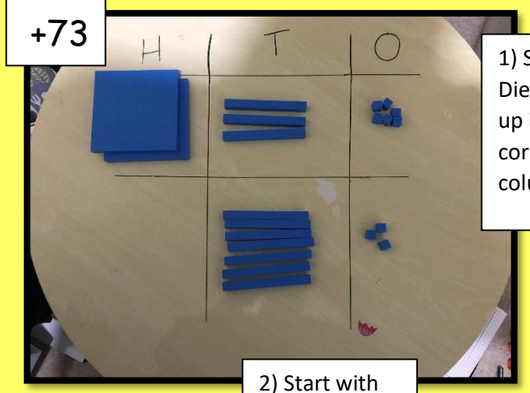
- Know that addition and subtraction are inverse operations
- Recall addition facts to 20
- Derive addition facts to 100
- Add two-digit numbers and ones (or tens) mentally

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it

236
+73

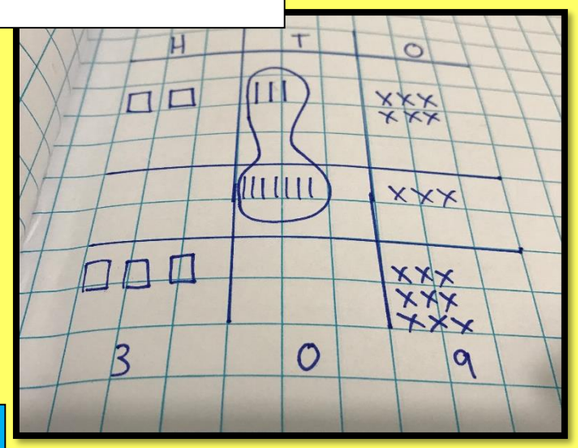


1) Set the Dienes blocks up in the correct columns

2) Start with the ***ones***

Draw it

Agreed visual maths symbols



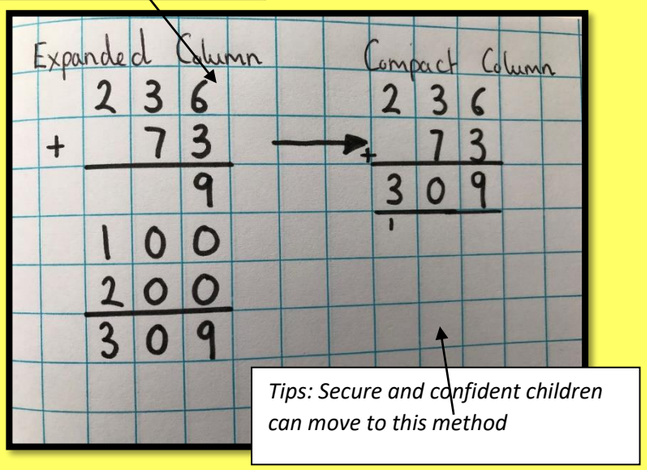
Year 3

Add numbers with 3 digits

e.g 236+73

Write it

Tips: Focus on starting with the ones



Tips: Secure and confident children can move to this method

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary, hundreds boundary, increase, vertical, carry, expanded, compact

Statutory Requirements

1. Add numbers with up to 4 digits using the formal written methods of columnar addition
2. Estimate and use inverse operations to check answers to a calculation.
3. Solve addition two-step problems in contexts, deciding which operations and methods to use and why

What I need to know already

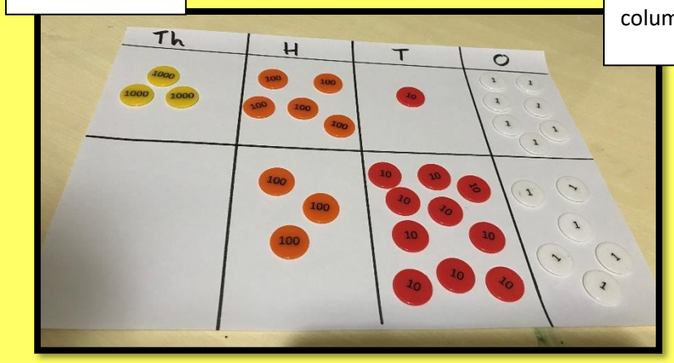
- Find 100 more than a given number
- Use column addition for numbers up to three digits

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it

3517
+396

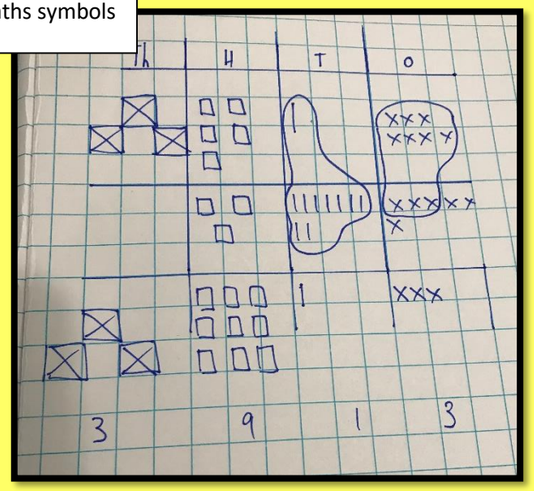


1) Set the place value counters up in the correct columns

2) Start with the ***ones***

Draw it

Agreed visual maths symbols

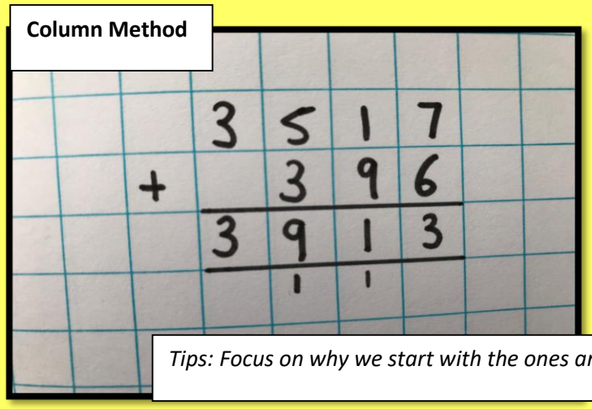


Year 4

Add numbers with 4 digits

Write it

Column Method



Tips: Focus on why we start with the ones and carrying

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary, hundreds boundary, increase, vertical, carry, expanded, compact, thousands, hundreds, digits, inverse

Statutory Requirements

1. add whole numbers with more than 4 digits, including using formal written methods (columnar addition)
2. add numbers mentally with increasingly large numbers
3. use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
4. solve addition multi-step problems in contexts, deciding which operations and methods to use and why

What I need to know already

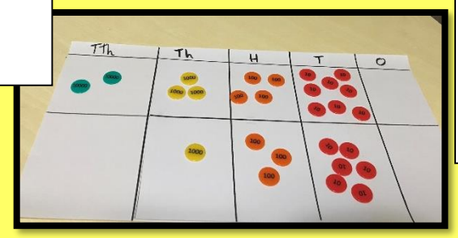
- Add numbers mentally, including a three-digit number and ones, tens or hundreds
- Use column addition for numbers up to four digits
- Estimate the answer to a calculation

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it

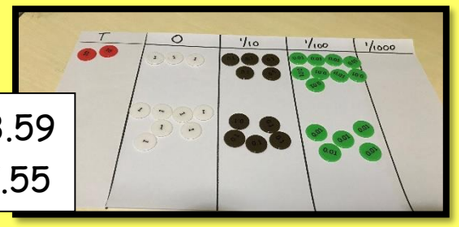
23481
+1362



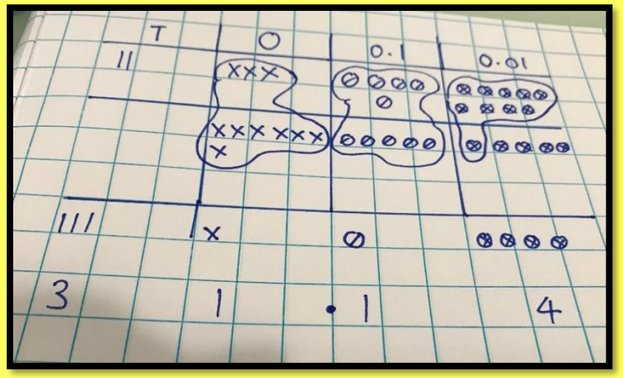
1) Set the place value counters up in the correct columns

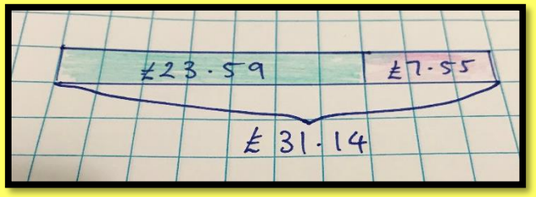
2) Start from the right

23.59
+7.55



Draw it





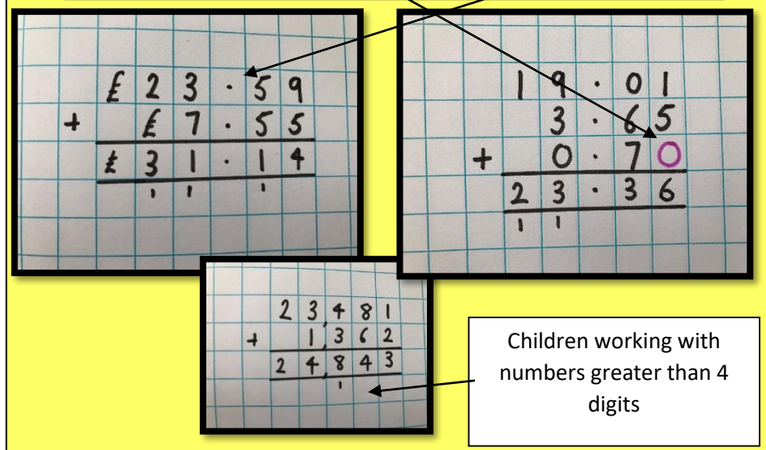
Year 5

Add numbers with more than 4 digits.

Add decimals with 2 decimal places, including money.

Write it

Tips: Zeros added to support place value. Line decimal point up



Children working with numbers greater than 4 digits

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary, hundreds boundary, increase, vertical, carry, expanded, compact, thousands, hundreds, digits, inverse, decimal place, decimal point, tenths, hundredths, thousandths.

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Statutory Requirements

1. Solve addition multi-step problems in contexts, deciding which operations and methods to use and why
2. Use estimation to check answers to calculations and determine, in the context of a problem, an appropriate degree of accuracy

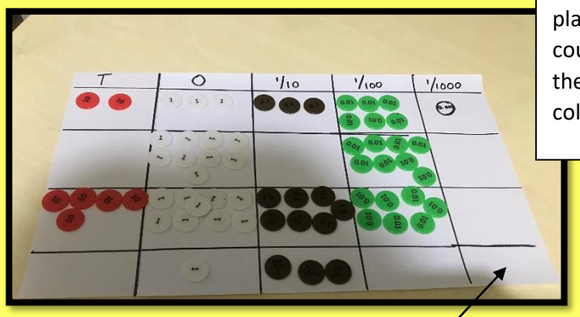
What I need to know already

- How to use column addition for numbers above 4-digits

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

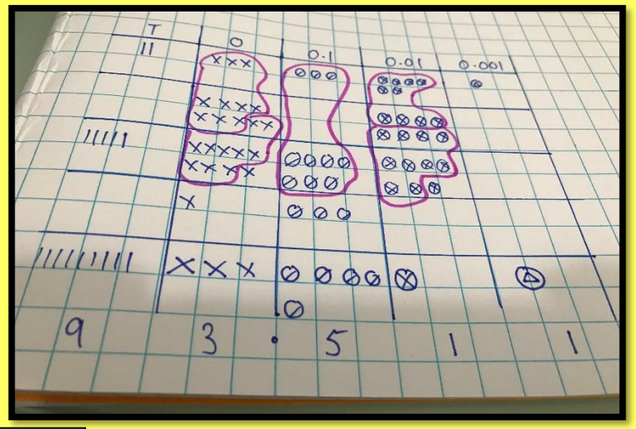
Build it



1) Set the place value counters up in the correct columns

2) Start with the ***1/1000's***

Draw it

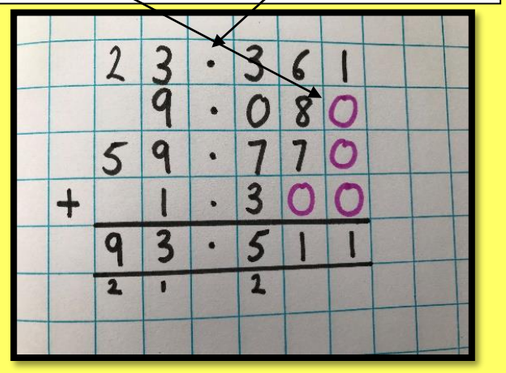


Year 6

Add several numbers of increasing complexity

Write it

Tips: Zeros added to support place value. Line decimal point up



Continue to add multiple ***integers*** with 4-digits or more.

Discuss it

+

Addition is to join two or more numbers together to make a total.

Add, more, plus, and, make, altogether, total, equal to, equals, the same as, double, most, count on, number line, sum, tens, ones, partition, addition, column, tens boundary, hundreds boundary, increase, vertical, carry, expanded, compact, thousands, hundreds, digits, inverse, decimal place, decimal point, tenths, hundredths, thousandths, integer

Subtraction

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Say which number is one more or one less than a given number.
2. Using quantities and objects, they subtract two single-digit numbers and count back to find the answer.

What I need to know already

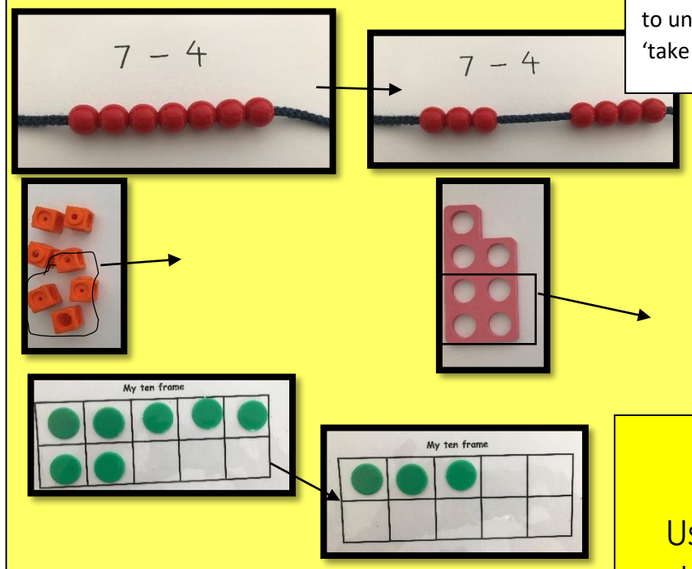
- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set

Key Resources

Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

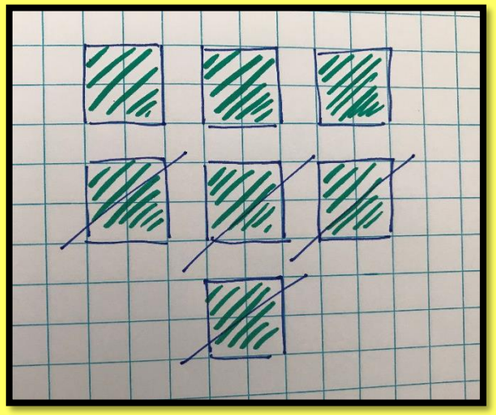
Build it

Physically taking concrete resources away to understand 'take away



Draw it

Crossing out images to understand 'take away'



Year R

Using quantities and objects, subtract two single-digit numbers and count back to find the answer

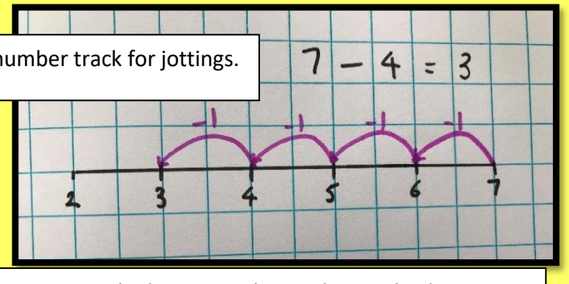
Write it

I had 7 apples. I ate 4. How many do I have left over?

7 - 4 = 3

Any abstract form would most likely be jottings alongside a practical activity.

Using a number track for jottings.



Tips: Start at the larger number and count back in ones

Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is ?

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Read, write and interpret mathematical statements involving subtraction (-) and equals (=) signs
2. Represent and use number bonds and related subtraction facts within 20
3. Subtract one-digit and two-digit numbers to 20, including zero
4. Solve one-step problems that involve subtraction, using concrete objects and pictorial representations, and missing number problems such as 9 = o - 7.

What I need to know already

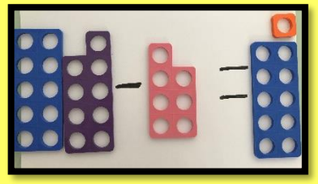
- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set
- Subsidise small groups of objects
- Understand the 'cardinal' value of a set/ array. (Once it has been counted they understand that they don't need to count again.)

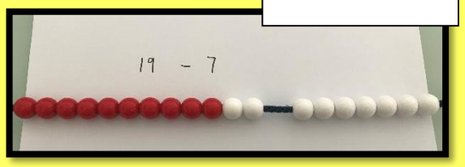
Key Resources

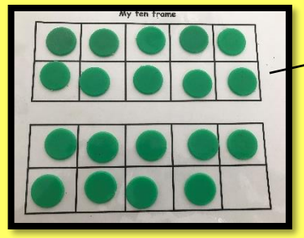
Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

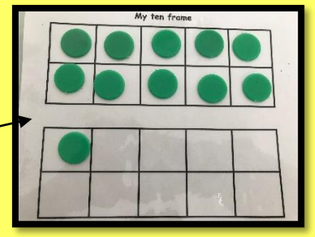
Build it

Physically taking concrete resources away to understand 'take away



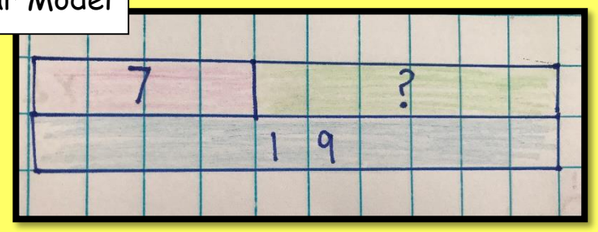




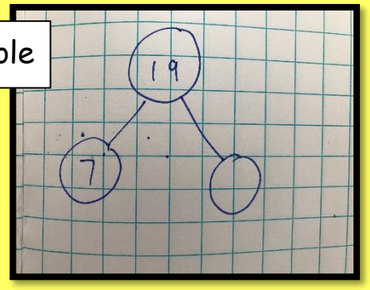


Draw it

Bar Model



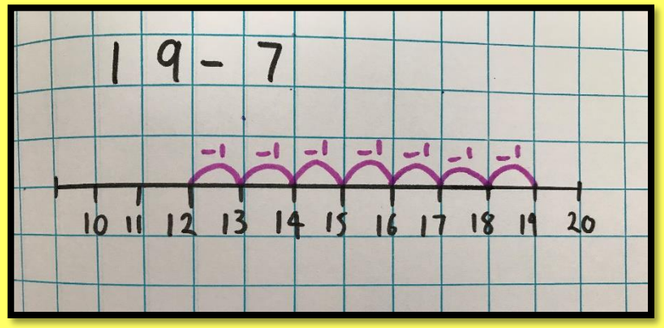
Part Part Whole



Year 1

Subtract one-digit and two-digit numbers to 20, including zero

Write it



Tips: Start at the larger number and count back in ones

Discuss it

Subtraction is taking one number away from another.

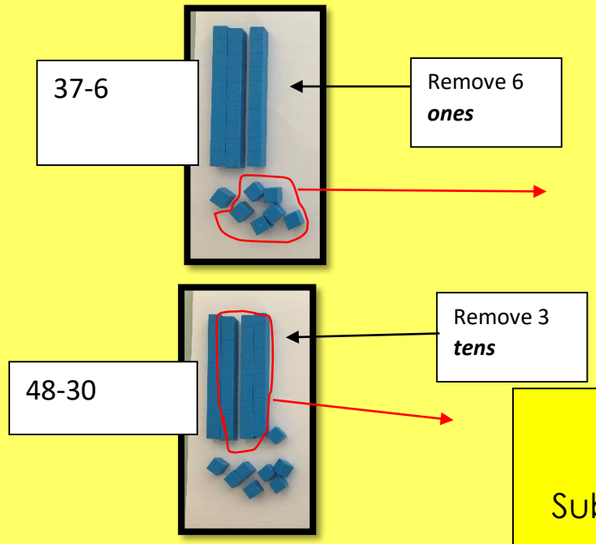
Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?

Berrycoombe School Maths Calculation Policy 2021

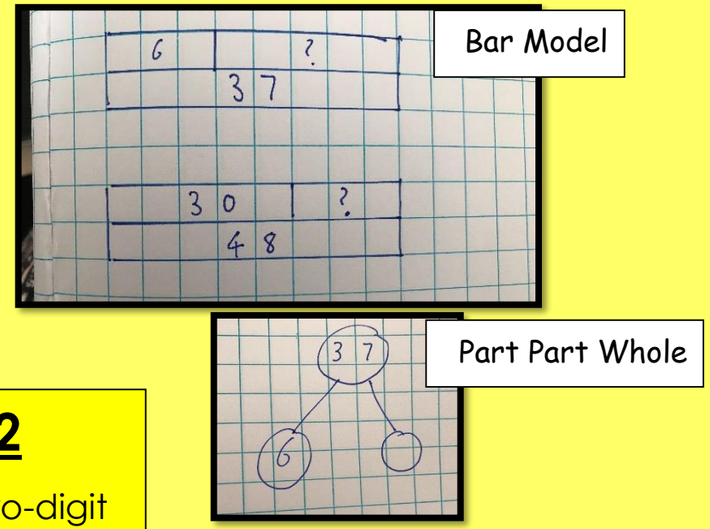
Statutory Requirements

1. Solve problems with subtraction: using concrete objects and pictorial representations, including those involving numbers, quantities and measures
2. Applying their increasing knowledge of mental and written methods
3. Recall and use subtraction facts to 20 fluently, and derive and use related facts up to 100
4. Subtract numbers using concrete objects, pictorial representations, and mentally, including:
   - a two-digit number and ones
   - a two-digit number and tens
   - two two-digit numbers
   - subtracting three one-digit numbers
5. Show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot
6. Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Build it



Draw it

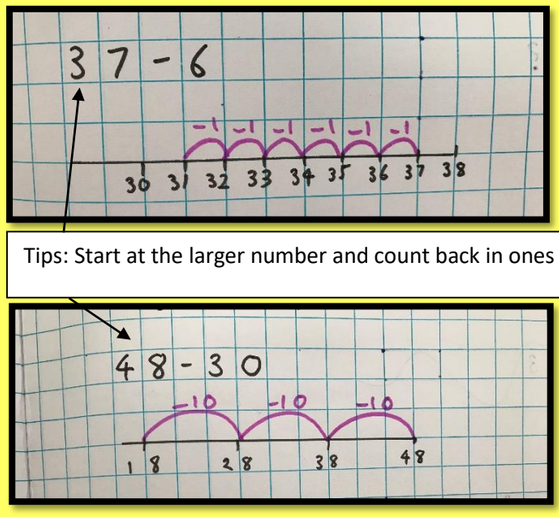


Year 2

Subtract a two-digit number and ones

Subtract a two-digit number and tens

Write it



Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is?, count on, strategy, partition, tens, ones

Berrycoombe School Maths Calculation Policy 2021

What I need to know already

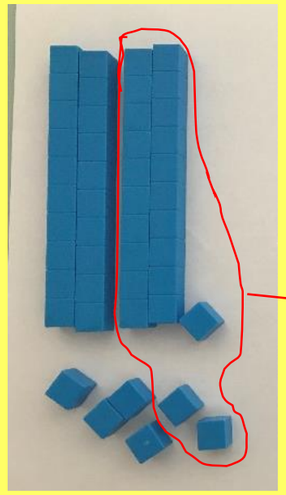
- Understand the value of digits in two-digit numbers
- Interpret a mathematical statement involving the symbols + and = or – and =
- Subtract one- and two-digit numbers to 20, including 0

Key Resources

Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

Build it

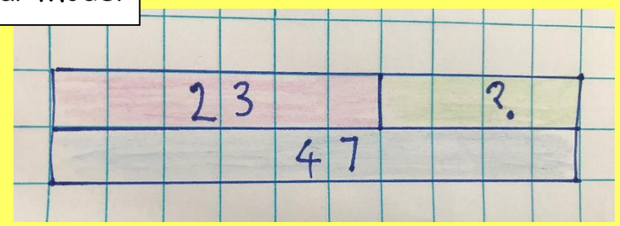
47-23

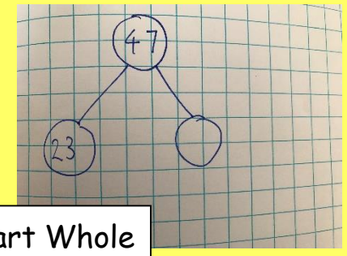


Remove 2 ***tens*** and 3 ***ones***

Draw it

Bar Model





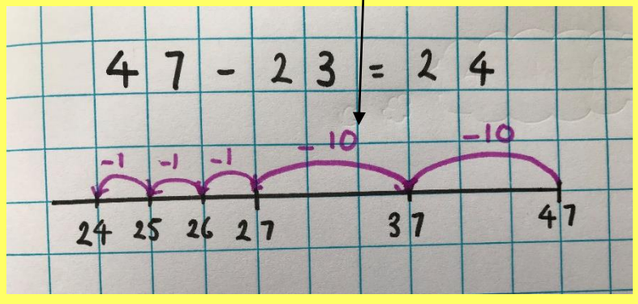
Part Part Whole

Year 2

Subtract two 2-digit numbers

Write it

Tips: Partition the tens number and subtract the tens first.



Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?, count on, strategy, partition, tens, ones

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Subtract numbers mentally, including:
   - a three-digit number and ones
   -a three-digit number and tens
   - a three-digit number and hundreds - a three-digit number and thousands
2. Subtract numbers with up to three digits, using formal written methods of columnar subtraction
3. Estimate the answer to a calculation and use inverse operations to check answers
4. Solve problems, including missing number problems, using number facts, place value, and more complex subtraction.

What I need to know already

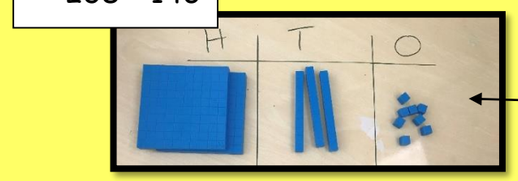
- Know that addition and subtraction are inverse operations
- Recall subtraction facts to 20
- Derive subtraction facts to 100
- Subtract two-digit numbers and ones (or tens) mentally

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

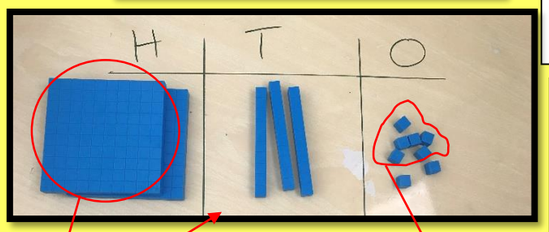
Build it

238 - 146



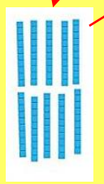
1)Set the Dienes up in correct columns.

2)Start with the ***ones***



3) ***Partition*** the number you are subtracting

100 +40 +6



5) 3 ***tens*** subtract 4 ***tens*** - **exchange**

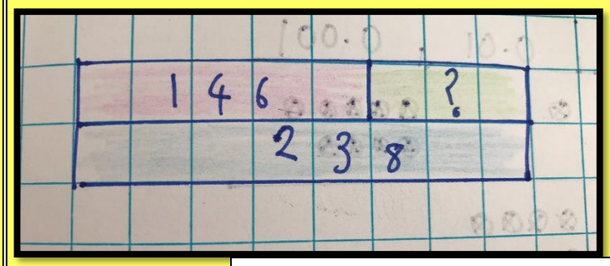
4) Remove 6 ***ones***

6) 1 ***hundred*** subtract 1 ***hundred***

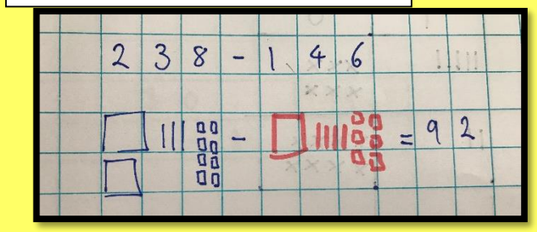
Year 3

Subtract numbers with 3 digits

Draw it

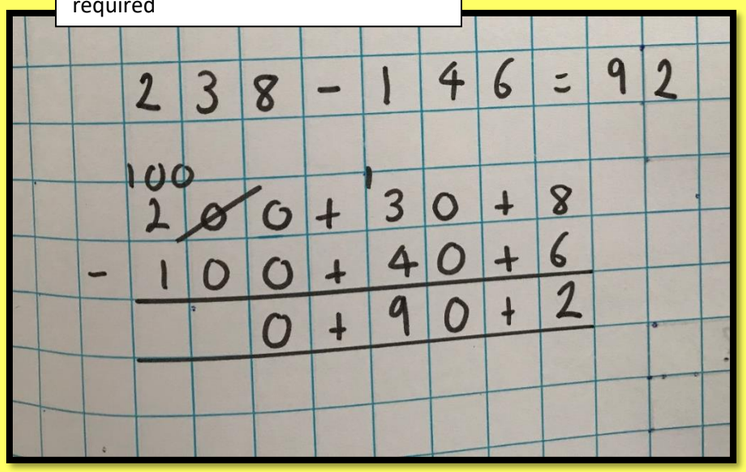


Bar modelling and pictorial representations of Dienes blocks



Write it

Tips: Attempt this partitioning method when secure with a number line. Start with numbers where no exchanging is required



Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?, count on, strategy, partition, tens, ones, exchange, decrease, hundreds, value, digit

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Subtract with up to 4 digits using the formal written methods of columnar subtraction where appropriate
2. Estimate and use inverse operations to check answers to a calculation
3. Solve subtraction two-step problems in contexts, deciding which operations and methods to use and why.

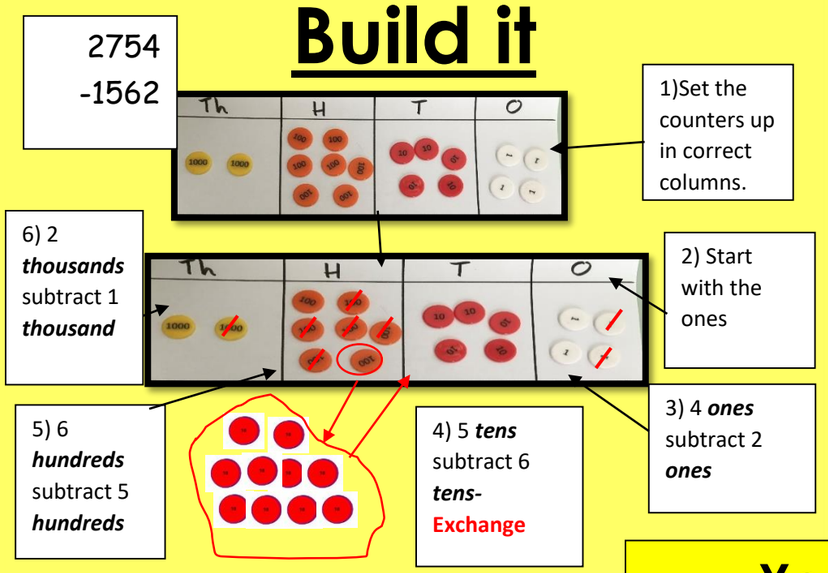
What I need to know already

- Find 100 less than a given number
- Use column subtraction for numbers up to three digits

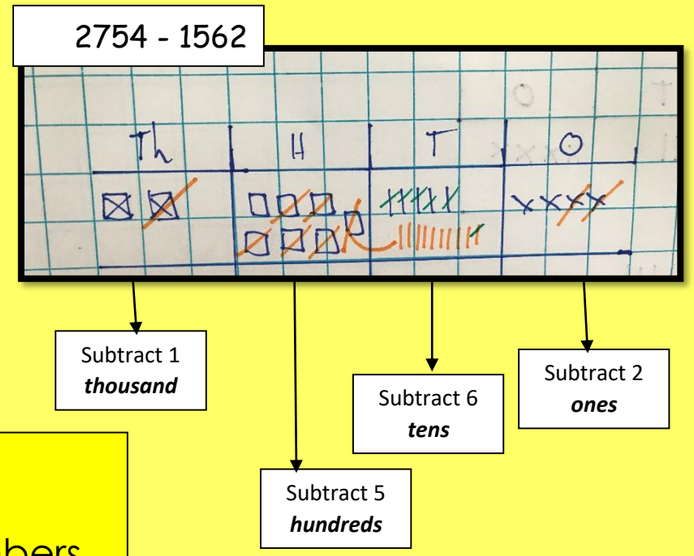
Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it



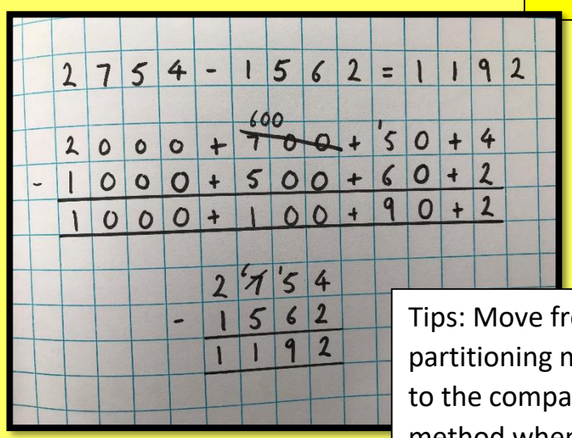
Draw it



Year 4

Subtract numbers with 4 digits

Write it



Tips: Move from the partitioning method to the compact method when secure

Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?, count on, strategy, partition, tens, ones, exchange, decrease, hundreds, value, digit, inverse

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Subtract whole numbers with more than 4 digits, including using formal written methods (columnar subtraction)
2. Subtract numbers mentally with increasingly large numbers
3. Use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
4. Solve subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

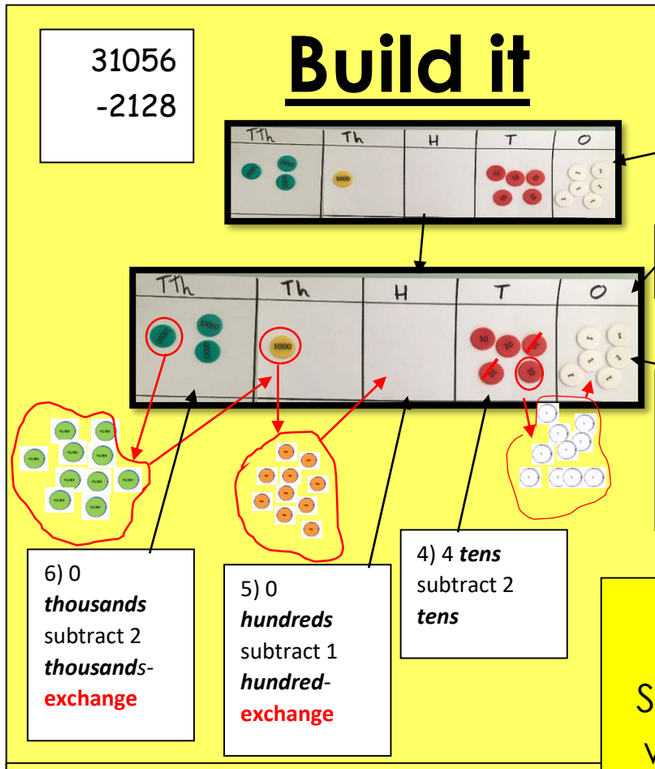
What I need to know already

- Subtract numbers mentally, including a three-digit number and ones, tens or hundreds
- Use column subtraction for numbers up to four digits
- Estimate the answer to a calculation

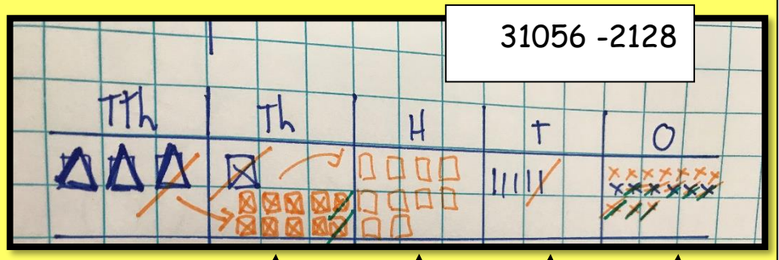
Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it



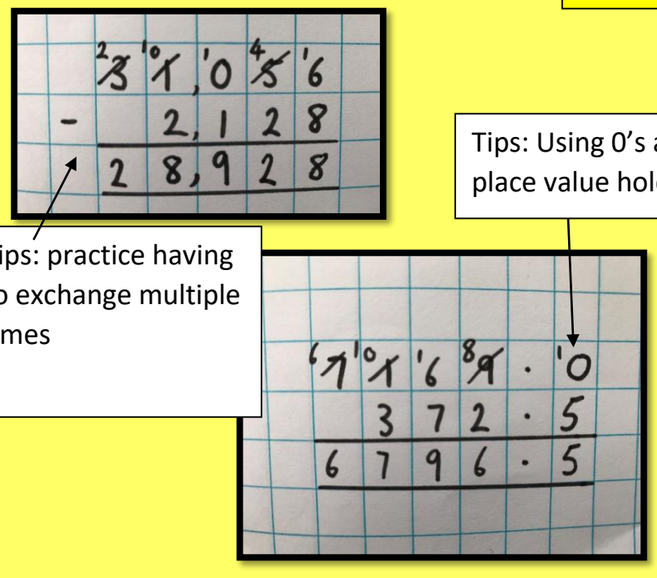
Draw it



Year 5

Subtract numbers with more than 4 digits

Write it



Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?, count on, strategy, partition, tens, ones, exchange, decrease, hundreds, value, digit, inverse, tenths, hundredths, decimal place, decimal

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Solve subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

What I need to know already

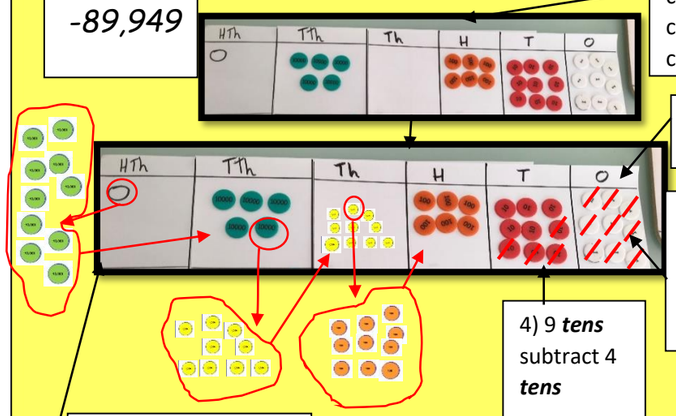
- How to use column subtraction for numbers above 4-digits

Key Resources

Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it

150,699
-89,949



1)Set the counters up in correct columns.

2) Start with the ***ones***.

3) 9 ***ones*** subtract nine ***ones*** (remove them)

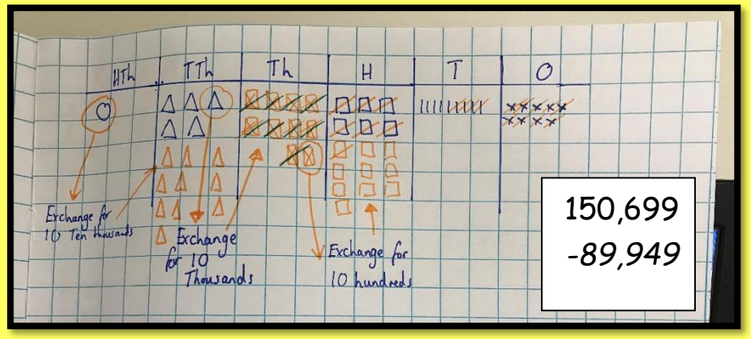
4) 9 ***tens*** subtract 4 ***tens***

5) 6 ***hundreds*** subtract 9 ***hundreds***- exchange

6) 9 ***thousands*** subtract 9 ***thousands***

7) 4 ***ten thousands*** subtract 8 ***ten thousands*** - exchange

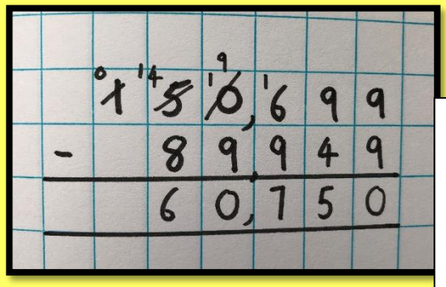
Draw it



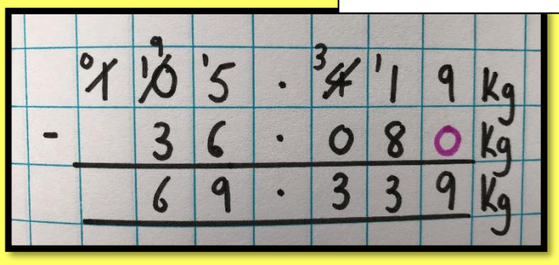
Year 6

Subtracting with increasingly large and more complex numbers and decimal values.

Write it



Tips: Multiple times of exchanging and increasingly larger decimals.



Discuss it

Subtraction is taking one number away from another.

Equal to, take, take away, less, minus, subtract, leaves, distance between, difference between, how many more, how many fewer/less than, most, least, count back, how many left, how much less is_?, count on, strategy, partition, tens, ones, exchange, decrease, hundreds, value, digit, inverse, tenths, hundredths, decimal place, decimal

Multiplication

Statutory Requirements

1. Solve problems, including doubling

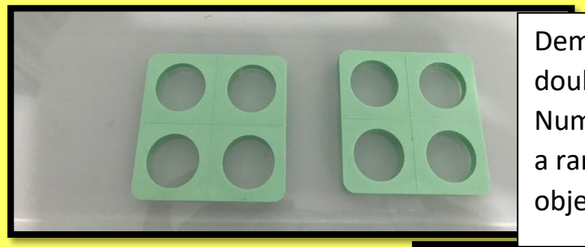
What I need to know already

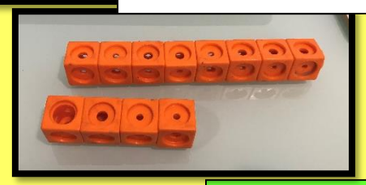
- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set

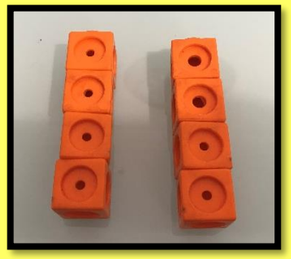
Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

Build it

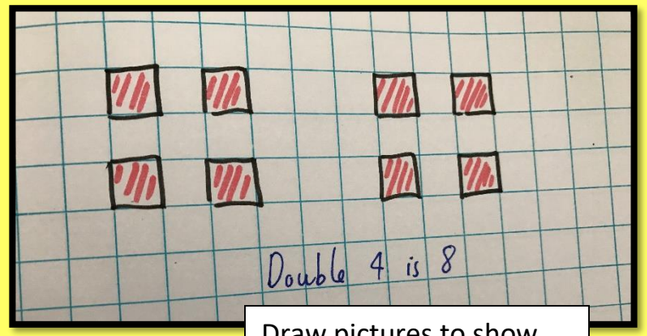






Demonstrate doubling with Numicon, cubes and a range of concrete objects

Draw it

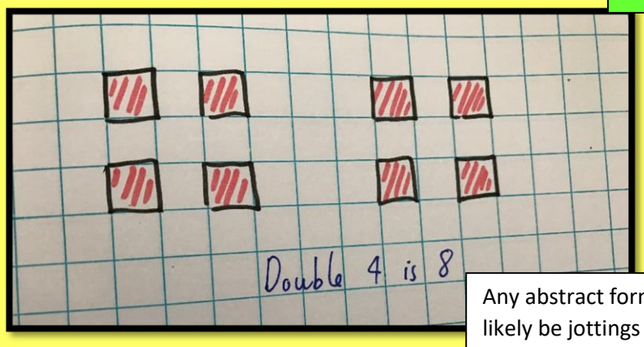


Draw pictures to show how to double

Year R

Solve problems, including doubling

Write it



Any abstract form would most likely be jottings alongside a practical activity.

4 + 4 = 8

Discuss it

X

Multiplication is repeatedly adding something together

X Groups of, lots of, times, array, altogether, multiply, count, double

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

What I need to know already

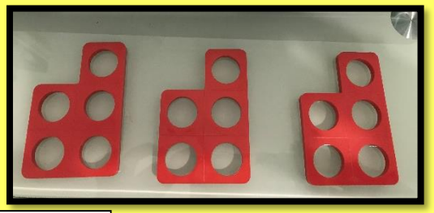
- Pupils need to be able to read, write and order numbers to at least 20
- Subitise small groups of objects (i.e. can say how many there are without needing to count each individual object.)

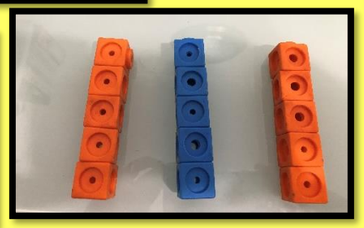
Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Part/Part/Whole Model, Bar Model

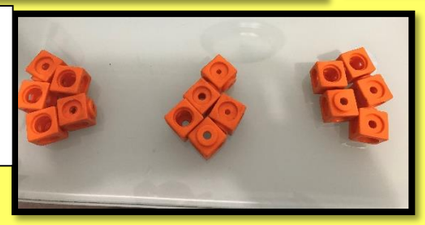
Build it

Tips: Practise making equal groups first





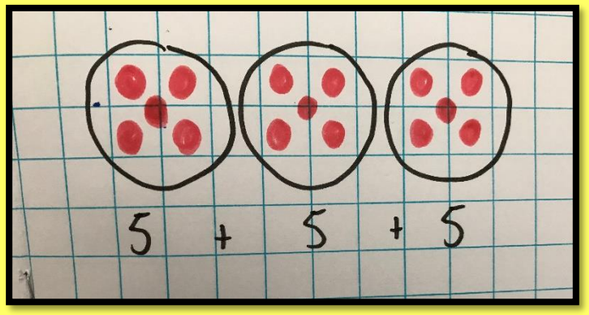
Tips: Use a range of concrete materials



Year 1

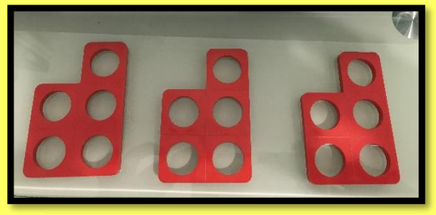
Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays

Draw it



Draw the concrete method

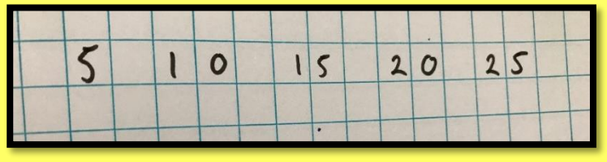
Write it



Tips: Record multiplication alongside repeated addition

5 + 5 + 5 = 15

5 x 3 = 15



Discuss it

×

Multiplication is repeatedly adding something together

Groups of, lots of, times, array, altogether, multiply, count

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Recall and use multiplication facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers
2. Calculate mathematical statements for multiplication within the multiplication tables and write them using the multiplication (×) and equals (=) signs
3. Show that multiplication of two numbers can be done in any order
4. Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication

What I need to know already

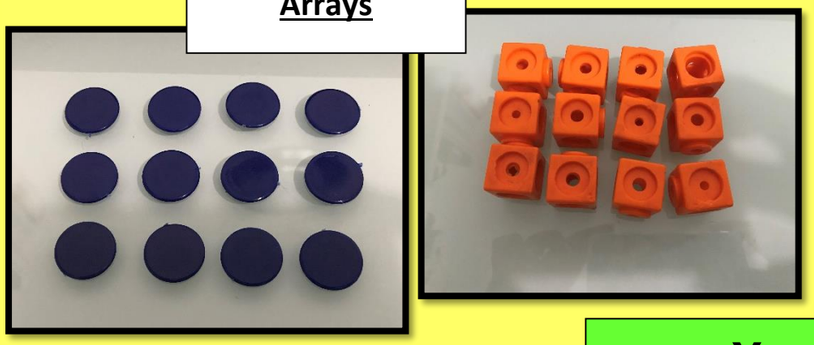
- Count from zero in 2s, 5s and 10s
- Use concrete objects to solve problems involving multiplication
- Use pictorial representations to solve problems involving multiplication
- Use arrays to solve problems involving multiplication.

Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Part/Part/Whole Model, Bar Model

Build it

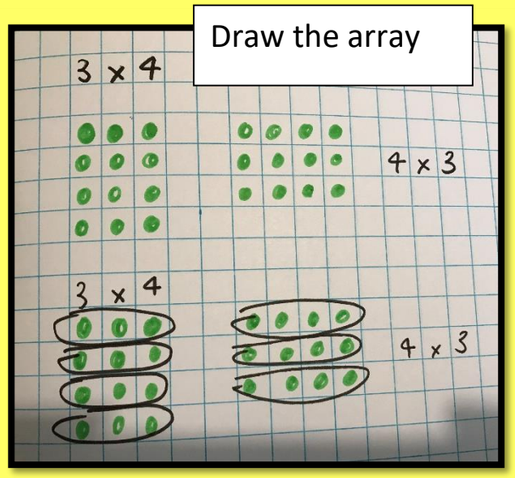
Arrays



Tips: Use counters or cubes to arrange in groups of rows and columns

Draw it

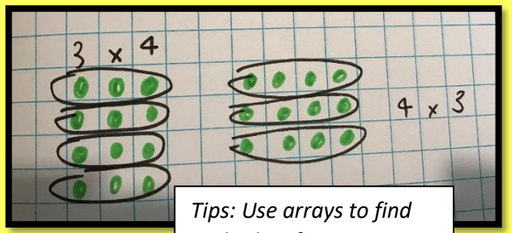
Draw the array



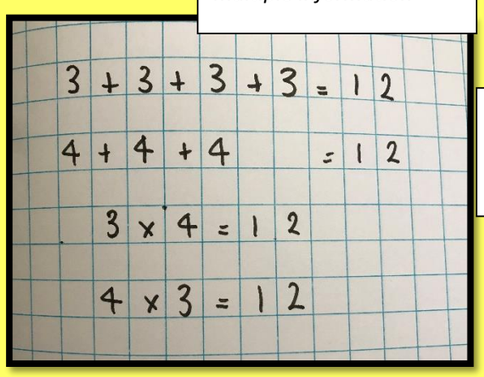
Year 2

Calculate mathematical statements and solve problems for multiplication within the multiplication tables (2, 5 & 10)

Write it



Tips: Use arrays to find multiple information



Tips: Understand that multiplication is commutative

Discuss it

×

Multiplication is repeatedly adding something together

Groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, times as big as, once, twice, three times

Statutory Requirements

1. Recall and use multiplication facts for the 3, 4 and 8 multiplication tables
2. Write and calculate mathematical statements for multiplication using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
3. Solve problems involving missing number problems involving multiplication including positive number scaling problems and correspondence problems where n objects are connected to m objects

What I need to know already

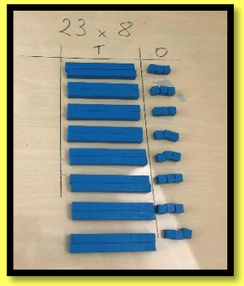
- Recall multiplication facts for 2, 5 and 10 multiplication tables
- Understand that multiplication and division are inverse operations
- Understand that multiplication is commutative
-

Key Resources

Cubes, Dienes, Bar Model, Numicon, Visual Maths Symbols, Place Value Chart, Place Value Counters

Build it

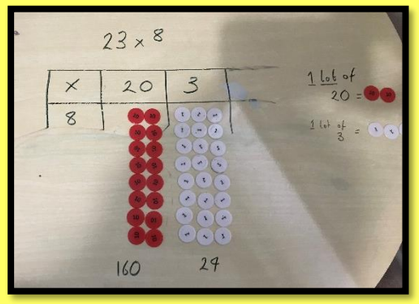
Tip: Show links with arrays to introduce grid method



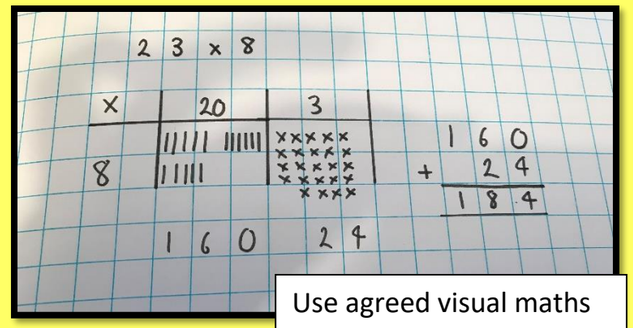
Build array with counters

Build with Dienes

Build with PV counters



Draw it

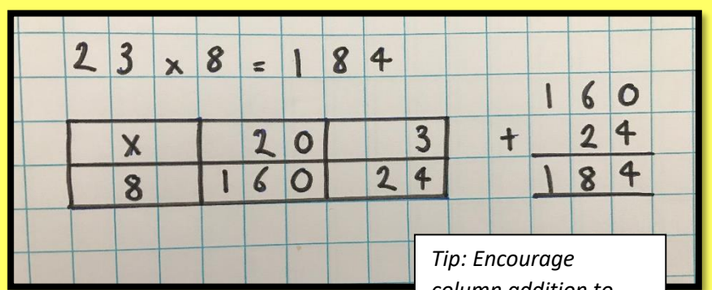


Use agreed visual maths symbols to represent grid method

Year 3

Multiply 2-digits by a single digit number

Write it



Tip: Encourage column addition to add accurately

Discuss it

×

Multiplication is repeatedly adding something together

commutative, sets of, equal groups, times as big as, once, twice, three times, partition, grid method, multiple, product, tens, ones, value

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Recall and use multiplication facts for multiplication tables up to 12 x 12
2. Use place value, known and derived facts to multiply mentally, including: x0 x1 and multiplying together three numbers
3. Recognise and use factor pairs and commutativity in mental calculations
4. Multiply two -digit and three -digit numbers by a one -digit number using formal written layout
5. Solve problems involving multiplying, including the distributive law to multiply two -digit numbers by one digit including positive number scaling problems and correspondence problems where n objects are connected to m objects.

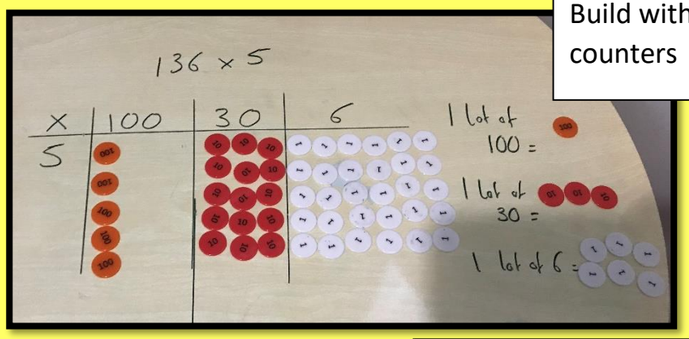
What I need to know already

- Recall multiplication facts for 2, 3, 4, 5, 8 and 10 multiplication tables
- Understand that multiplication and division are inverse operations

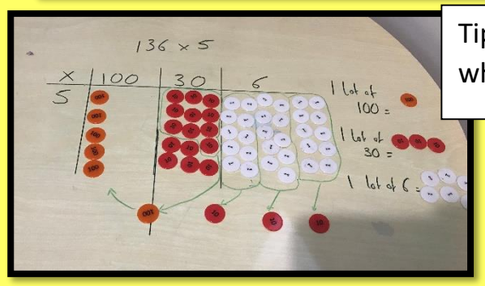
Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Numicon, Place Value Chart, Place Value Counters

Build it



Build with PV counters

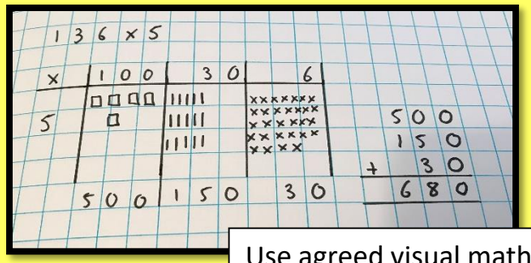


Tips: Make exchanges where necessary

Year 4

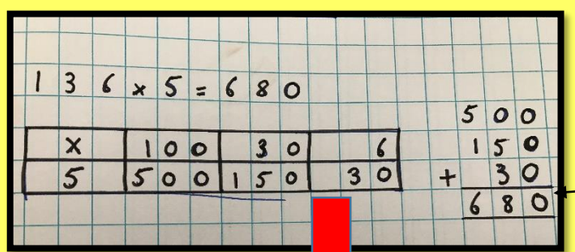
Multiply 2 and 3-digit numbers by a single digit, using all multiplication tables up to 12x12

Draw it



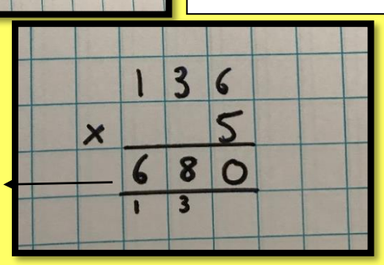
Use agreed visual maths symbols to represent grid method

Write it



Tip: Encourage column addition to add accurately

Tip: Move on to short multiplication when child is confident and acurate



Discuss it

×

Multiplication is repeatedly adding something together

Groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, times as big as, once, twice, three times, partition, grid method, multiple, product, tens, ones, value, inverse

Statutory Requirements

1. Identify multiples and factors: all factor pairs of a number, common factors of two numbers, establish whether a number up to 100 is prime and recall prime numbers up to 19.
2. Multiply numbers up to four digits by a one or two -digit number using a formal written method.
3. Multiply whole numbers and those involving decimals by 10, 100 and 1000.

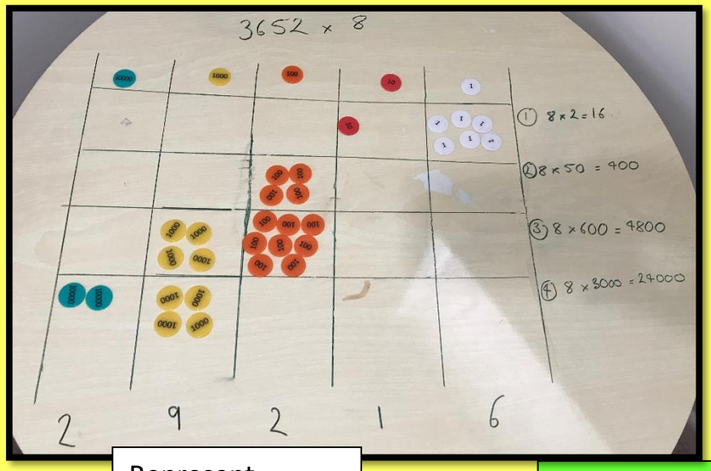
What I need to know already

- Recall multiplication facts for multiplication tables up to 12 × 12
- Find factor pairs of a given number
- Understand the commutativity of multiplication
- Multiply a two-digit number by 10, 100
- Multiply a three-digit number by a one-digit number using short multiplication

Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Numicon, Place Value Chart, Place Value Counters

Build it

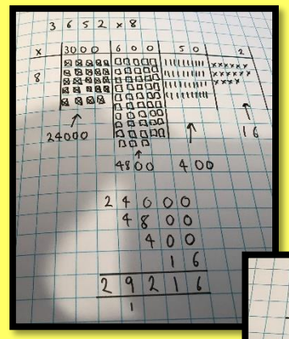


Represent column multiplication with PV counters

Year 5

Multiply numbers up to / more than 4 digits

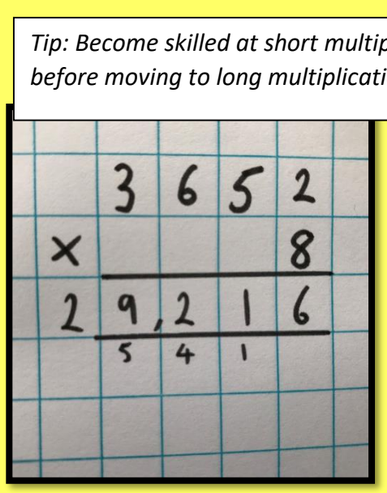
Draw it

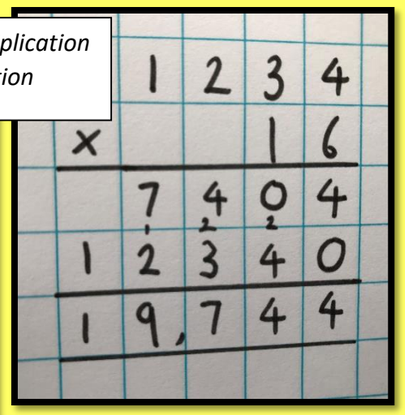


Use agreed visual maths symbols to represent column multiplication

Write it

Tip: Become skilled at short multiplication before moving to long multiplication





Discuss it

×

Multiplication is repeatedly adding something together

Commutative, sets of, equal groups, times as big as, once, twice, three times, partition, grid method, multiple, product, tens, ones, value, inverse, square, factor, integer, decimal, short/long multiplication, carry

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Identify multi-digit numbers up to 4 digits by a two-digit number using formal, long multiplication.
2. Identify common factors, common multiples and common prime numbers.
3. Use their knowledge of the order of operations to carry out calculations involving the four operations.

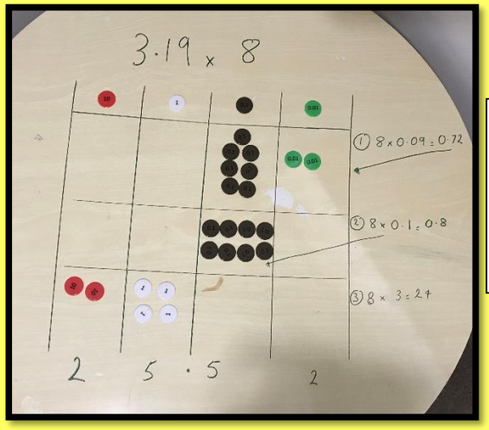
What I need to know already

- Recall multiplication facts for multiplication tables up to 12 × 12
- Understand the commutativity of multiplication and addition
- Multiply a three-digit number by a two-digit number using long multiplication

Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters, Numicon

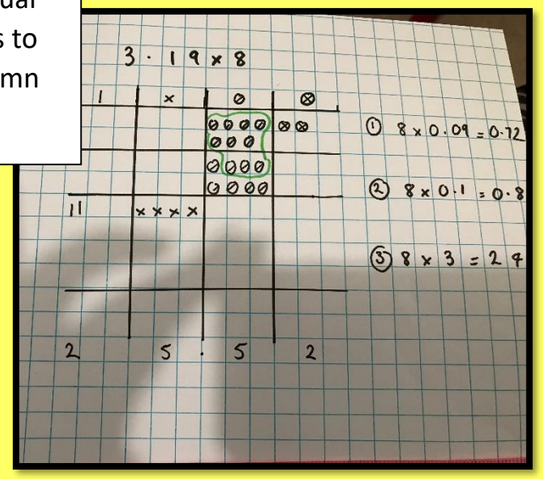
Build it



Represent column multiplication with PV counters

Draw it

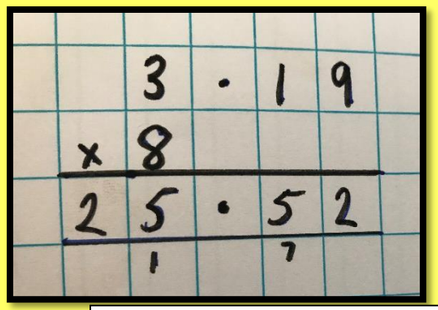
Use agreed visual maths symbols to represent column multiplication



Year 6

Multiply numbers with more than 4 digits with decimals

Write it



Tips: Ensure decimal point is in line with carefully written values either side

Discuss it

×

Multiplication is repeatedly adding something together

Groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, times as big as, once, twice, three times, partition, grid method, multiple, product, tens, ones, value, inverse, square, factor, integer, decimal, short/long multiplication, carry, tenths, hundredths, decimals

Division

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Solve problems, including halving and sharing

What I need to know already

- Order numbers to 20 accurately
- Count accurately from 0 to 21
- Count up to 20 objects accurately and attribute the correct numeral to label the set

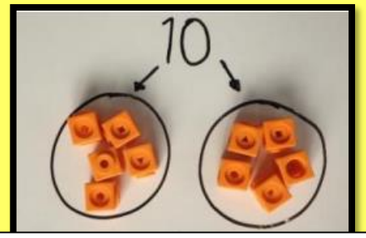
Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Ten Frames, Part/Part/Whole Model, Bar Model

Build it

Start by practically halving objects with both halves being exactly the same.

Move to practical objects



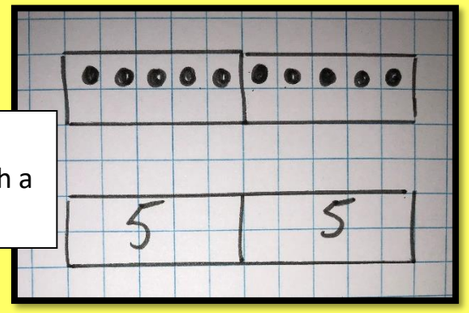
Tip: Focus on making number stories

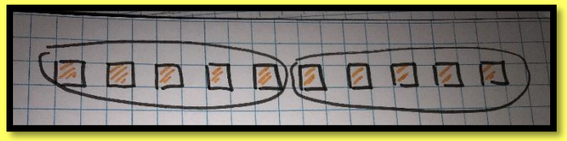
Year R

Solve problems, including halving and sharing

Draw it

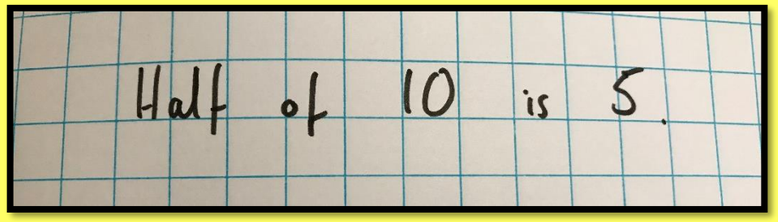
Pictorial representation with a range of pictures





Write it

Any abstract form would most likely be jottings alongside a practical activity.



Discuss it

÷

Division is sharing or grouping a number into equal parts.

Halving is smaller / Doubling is larger, 2
Equal parts, Share, share equally

Statutory Requirements

1. Solve one-step problems involving division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

What I need to know already

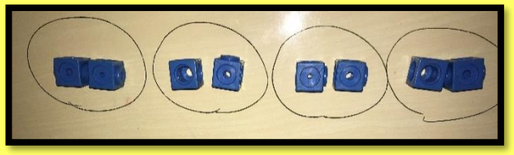
- Pupils need to be able to read, write and order numbers to at least 20
- Subitise small groups of objects (i.e. can say how many there are without needing to count each individual object.

Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Part/Part/Whole Model, Bar Model

Build it

Sharing

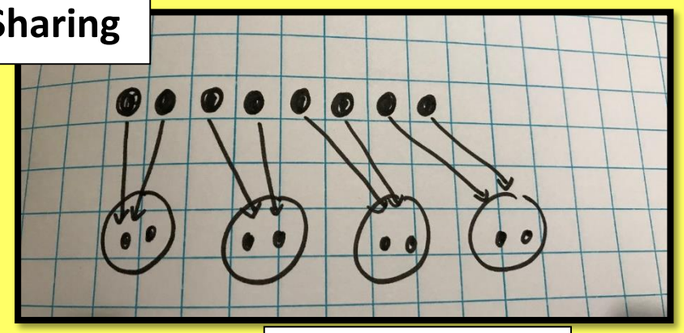


Sharing a range of practical objects into equal groups

Sharing multilink into equal groups and arrange them in rows (beginning of arrays)

Draw it

Sharing



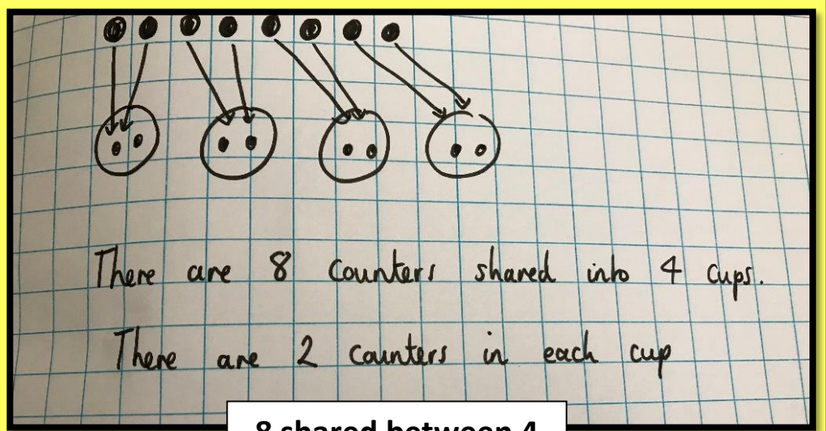
Pictorial representation with a range of pictures

Year 1

Solve one-step problems involving division by calculating the answer using concrete objects, pictorial representations and arrays

Write it

Sharing



8 shared between 4

Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables
2. Recognising odd and even numbers
3. Calculate mathematical statements for division within the multiplication tables and write them using the signs ÷ and =
4. Show that multiplication of two numbers is commutative but division is not
5. Solve problems involving division using materials, arrays, repeated addition, mental methods and division facts, including problems in contexts.

What I need to know already

- Count from zero in 2s, 5s and 10s
- Use concrete objects to solve problems involving division
- Use pictorial representations to solve problems involving division
- Use arrays to solve problems involving division

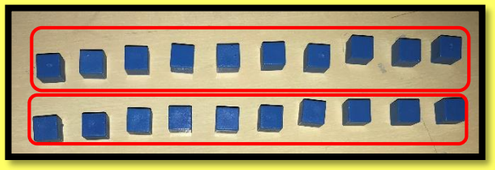
Key Resources

Cubes, Numicon, Bead Strings, Dienes, Counters, Part/Part/Whole Model, Bar Model

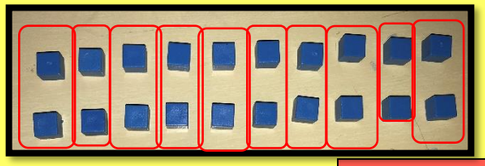
Build it

Know and understand **sharing AND grouping**

Sharing



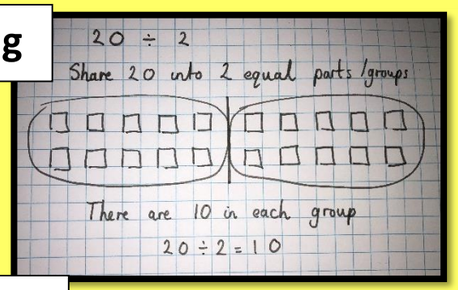
Grouping



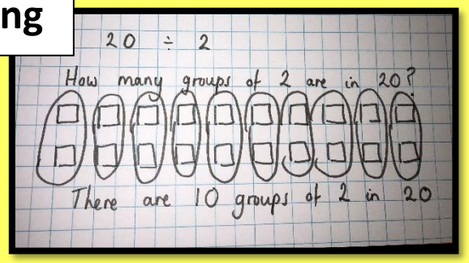
Tip: Link division to multiplication by creating an array. Create all number sentences

Draw it

Sharing



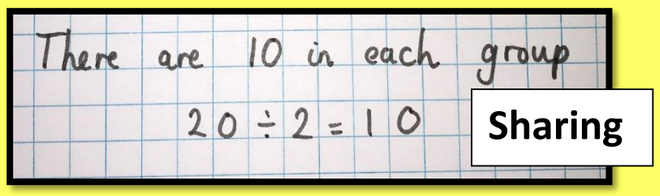
Grouping



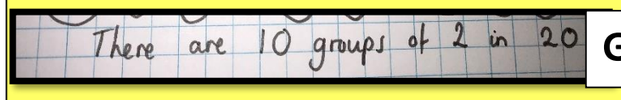
Year 2

Calculate mathematical statements and solve problems for division within the multiplication tables (2, 5 & 10

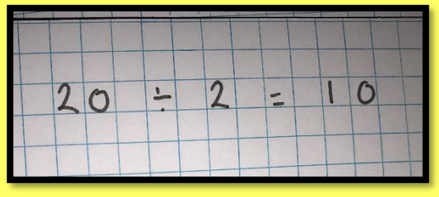
Write it



Sharing



Grouping



Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Recall and use multiplication and division facts for the 3, 4 and 8 x tables.
2. Write and calculate mathematical statements for division using the multiplication tables they know, including 2-digit divided by 1-digit using mental and progressing to formal written methods
3. Solve problems, involving missing number problems, division, including positive number scaling problems and correspondence problems where n objects are connected to m objects.

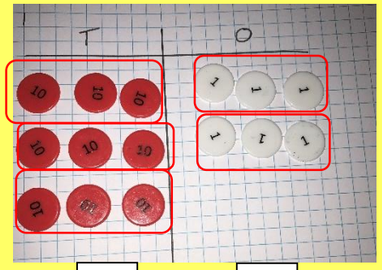
What I need to know already

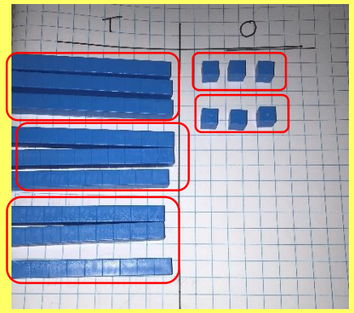
- Recall division facts for 2, 5 and 10 multiplication tables
- Understand that multiplication and division are inverse operations

Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters, Numicon

Build it





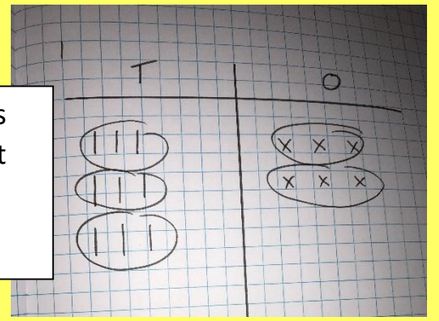
We want to make groups of 3 starting with the tens

Year 3

Divide 2-digit numbers by a single digit (where there is no remainder in the final answer)

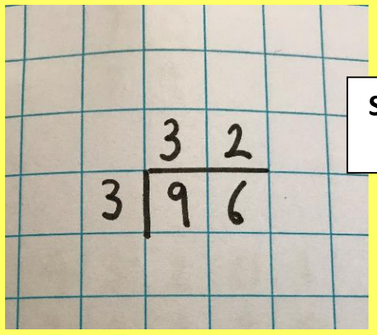
Draw it

Agreed visual maths symbol to represent bus stop method



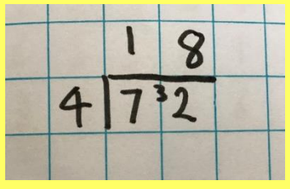
We want to make groups of 3 starting with the tens

Write it



Short Division Bus Stop Method

Move to a calculation that involves remainders within it.



Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division, carry, remainder, multiple

Statutory Requirements

1. Recall multiplication and division facts up to 12 x 12.
2. Use place value, known and derived facts to divide mentally, including dividing by 1.
3. Solve problems involving dividing a three-digit number by one-digit and number using a formal layout

What I need to know already

- Recall division facts for 2, 3, 4, 5, 8 and 10 multiplication tables
- Understand that multiplication and division are inverse operations

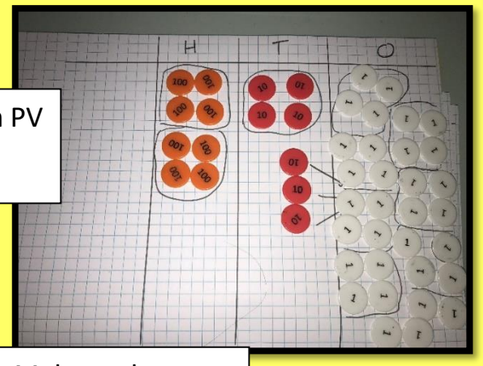
Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters, Numicon

Year 4

Divide up to 3-digit numbers by a single digit

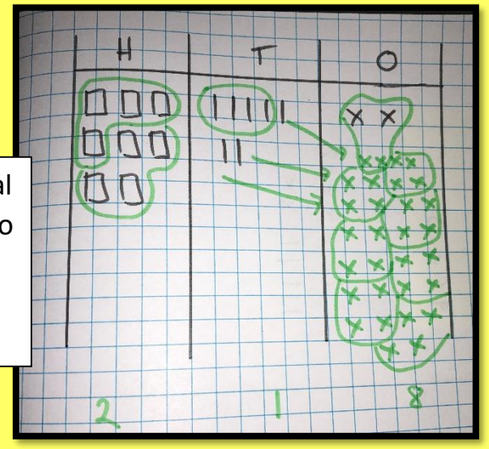
Build it



Build with PV counters

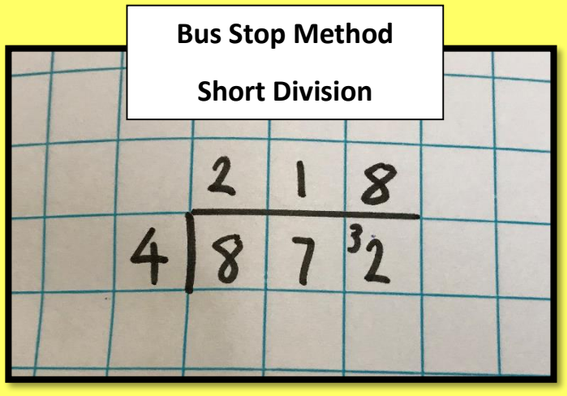
Tips: Make exchanges where necessary

Draw it



Use agreed visual maths symbols to represent bus stop method

Write it



Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division, carry, remainder, multiple, divisible by, factor

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Identify multiples and factors, including:
   - finding all factor pairs of a number
   - common factors of two numbers - know and use the vocabulary of prime numbers and establish whether a number up to 100 is prime
2. Multiply and divide numbers mentally drawing on known facts
3. Divide numbers up to 4 digits by a one-digit number using a written method and interpret remainders appropriately for the context Divide whole numbers and those involving decimals by 10, 100 and 1000

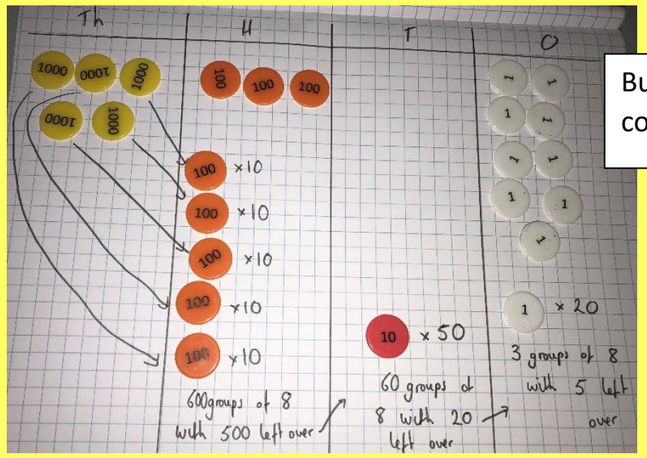
What I need to know already

- Recall division facts for multiplication tables up to 12 × 12
- Divide a two-digit number by 10, 100

Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters, Numicon

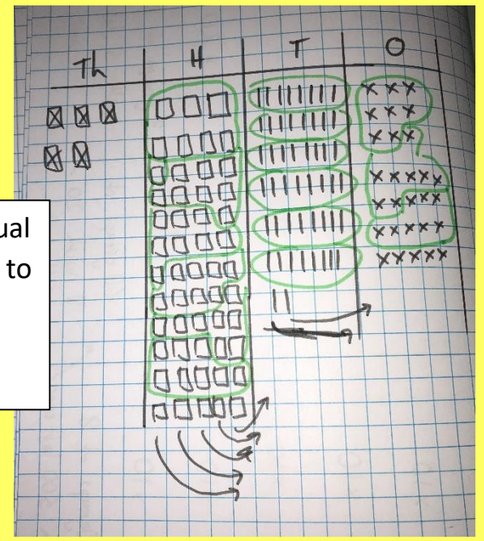
Build it



Build with PV counters

Tips: Make exchanges where necessary

Draw it



Use agreed visual maths symbols to represent bus stop method

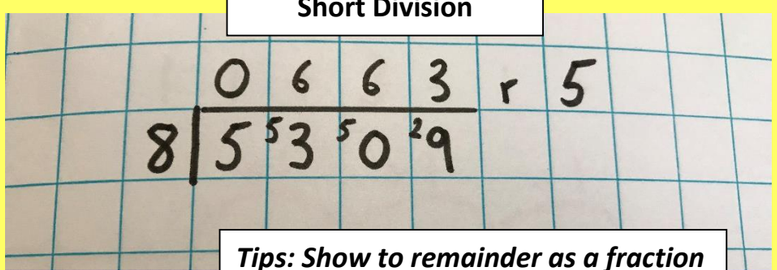
Year 5

Divide at least 4 digits by single-digit numbers

Write it

Bus Stop Method

Short Division



Tips: Show to remainder as a fraction 663 5/8 or rounded as appropriate to the problem involved

Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division, carry, remainder, multiple, divisible by, factor, quotient, prime number, prime factors, composite number (non-prime)

Berrycoombe School Maths Calculation Policy 2021

Statutory Requirements

1. Divide numbers up to 4 digits by a two -digit number using the formal written method of long division
2. Interpret remainders as whole number remainders, fractions, or by rounding as appropriate for the context.
3. Divide numbers up to 4 digits by a two -digit number using the formal written method of short division as appropriate.

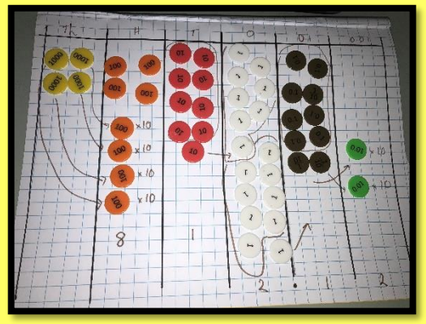
What I need to know already

- Recall division facts for multiplication tables up to 12 × 12
- Use knowledge of multiplication tables when dividing
- Know how to use short division

Key Resources

Cubes, Dienes, Bar Model, Visual Maths Symbols, Place Value Chart, Place Value Counters, Numicon

Build it



Build with PV counters

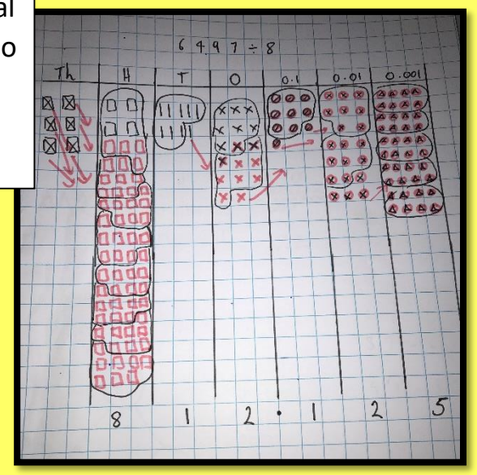
Tips: Make exchanges where necessary

Year 6

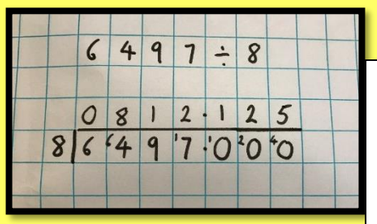
Divide at least 4 digits by single-digit numbers and 2-digit numbers

Draw it

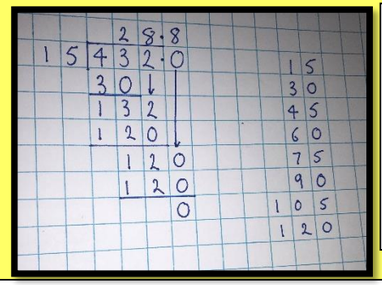
Use agreed visual maths symbols to represent bus stop method



Write it



Understand how to express remainders as fractions or decimals or rounding where appropriate to the problem



Long Division

Tip: Write the multiples next to the sum

Discuss it

÷

Division is sharing or grouping a number into equal parts.

Share, share equally, one each, two each…, group, groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division, carry, remainder, multiple, divisible by, factor, quotient, prime number, prime factors, composite number (non-prime), common factor