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

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.

100,000s	10,000s	1,000s	100s	10s	1s	0.1s	0.01s
Ο	\triangle	\boxtimes		I	X	\oslash	\otimes

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



Pictorial representations of any object

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 = 0 + 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



Statutory Requirements

- 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
- 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
- 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



Draw it 0 XXXXXX XXXXXXX 111 XXXXXX XXXXXX 27 + 30 = 57 Agreed visual maths symbols **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



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

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



Statutory Requirements

- add whole numbers with more than 4 digits, including using formal written methods (columnar addition)
- 2. add numbers mentally with increasingly large numbers
- use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy
- 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





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.



Subtraction





Loca in 2









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



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



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



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



Statutory Requirements

 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.)



Build it

Tips: Practise

making equal

groups first

Key Resources

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

Draw it



Draw the concrete method

Discuss it



Multiplication is repeatedly adding something together

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

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



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



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

product, tens, ones, value, inverse

Statutory Requirements

- 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



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



decimals

Division







20

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 \div 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



Statutory Requirements Build it Draw it 1. Identify multiples and factors, including: - finding all factor pairs of a number Th - common factors of two numbers -Build with PV DDT NNN know and use the vocabulary of counters TILLI RA prime numbers and establish whether a number up to 100 is 11111 Use agreed visual XXXX prime TUUT XXXX maths symbols to 10000 2. Multiply and divide numbers Denoi 1 × 20 represent bus 10 mentally drawing on known facts 10000 stop method 3. Divide numbers up to 4 digits by a 1000 one-digit number using a written 600 groups of TICOL method and interpret remainders with 500 left appropriately for the context Divide Year 5 whole numbers and those involving Tips: Make exchanges decimals by 10, 100 and 1000 where necessary Divide at least 4 digits by single-digit numbers **Discuss it** Write it What I need to know already Recall division facts for **Bus Stop Method** multiplication tables up to 12×12 **Short Division** • Divide a two-digit number by 10, Division is sharing or grouping a number into 100 equal parts. 5 3 0 Share, share equally, one each, two 29 8 3 0 5 each..., group, groups of, lots of, array, divide, divided by, divided into, division, Tips: Show to remainder as a fraction grouping, number line, left, left over, Key Resources 663 5/8 or rounded as appropriate to inverse, short division, carry, remainder, the problem involved Cubes, Dienes, Bar Model, Visual multiple, divisible by, factor, quotient, prime Maths Symbols, Place Value Chart, number, prime factors, composite number Place Value Counters, Numicon (non-prime)

