### **Clutton Primary School**

### **Calculation Policy**





This policy has been largely adapted from the White Rose Maths Hub Calculation Policy with further material added. It is a working document and will be revised and amended as necessary.

Objective & Strategy	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part- whole model	Use part part whole model. Use cubes to add two numbers together as a group or in a bar.	Use pictures to add two numbers to get her as a group or in a bar.	4 + 3 = 7  Use the part-part whole diagram as shown above to move into the abstract.
Starting at the bigger number and counting on	Start with the larger number on the bead string and then count on to the smaller number 1 by 1 to find the answer.	12 + 5 = 17  1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20  Start at the larger number on the number line and count on in ones or in one jump to find the answer.	5+ 12 = 17  Place the larger number in your head and count on the smaller number to find your answer.
Regrouping to make 10. This is an essential skill for column addition later.	6 + 5 = 11 Start with the bigger number and use the smaller number to make 10. Use ten frames.	Use pictures or a number line. Regroup or partition the smaller number using the part part whole model to make 10.  9 + 5 = 14  1 4  1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20	7 + 4= 11  If I am at seven, how many more do I need to make 10. How many more do I add on now?
Represent & use number bonds and related subtraction facts within 20	2 more than 5.	Oraw 2 more hata  S + 2 =	Emphasis should be on the language '1 more than 5 is equal to 6.' '2 more than 5 is 7.' '8 is 3 more than 5.'

ADDITION +

## ADDITION

## ADDITION

## ADDITION

Objective &	Concrete	Pictorial	Abstract
Strategy	Contrete	Pictorial	Abstract
Y4—add numbers with up to 4 digits	counters to add, exchanging ten ones for a ten and ten tens for a hundred and ten hundreds for a thousand.  Hundreds Tens Ones		Continue from previous work to carry hundreds as well as tens. Relate to money and measures.
Y5—add numbers with more than 4 digits.  Add decimals with 2 decimal places, including money.	As year 4  Tens ones tenths hundredths  Introduce decimal place value counters and model exchange for addition.	t o te hundr e n nt edths n oes ohs o oooo	72.8 +54.6 127.4 11 +£7.55 £31.14 11 1
Y6—add several numbers of increasing complexity  Including adding money, measure and decimals with different numbers of decimal points.	As Y5	As Y5 Jan 2019	81059 3668 15301 +20551 120579 23.361 9.080 59.770 Insert zeros for place holders.  93.511 21 2

Y4-6

Objective & Strategy	Concrete	Pictorial	Abstract
Taking away ones.	Use physical objects, counters, cubes etc to show how objects can be taken away.  6-4 = 2		7—4 = 3 16—9 = 7
	4-2=2	15 - 3 = 12 Cross out drawn objects to show what has been taken away.	
Counting back	Move objects away from the group, counting backwards.  Move the beads along the bead string as you count backwards.	5 - 3 = 2  Count back in ones using a number line.	Put 13 in your head, count back 4. What number are you at?
Find the Difference	Compare objects and amounts  7 'Seven is 3 more than four'  4 'I am 2 years older than my sister'  5 Pencils	Count on using a number line to find the difference.  +6  0 1 2 3 4 5 6 7 8 9 10 11 12	Hannah has12 sweets and her sister has 5. How many more does Hannah have than her sister.?
	Lay objects to represent bar model.	Jan 2019	

### **Y1** SUBTRACTION

Objective & Strategy	Concrete	Pictorial	Abstract
Represent and use number bonds and related subtraction facts within 20 Part Part Whole model	Link to addition. Use PPW model to model the inverse.  If 10 is the whole and 6 is one of the arts, what s the other part? $10-6=4$	Use pictorial representations to show the part.	Move to using numbers within the part whole model.  5 12 7
Make 10	14—9  Make 14 on the ten frame. Take 4 away to make ten, then take one more away so that you have taken 5.	13—7  13—7 = 6  3 4  Jump back 3 first, then another 4. Use ten as the stopping point.	16—8 How many do we take off first to get to 10? How many left to take off?
Bar model	5—2 = 3	. 10-2 =8	8 2 10 = 8 + 2 10 = 2 + 8 10-2 = 8

Y1 SUBTRACTION

Objective & Strategy	Concrete	Pictorial	Abstract
Regroup a ten into ten ones	Use a PV chart to show how to change a ten into ten ones, use the term 'take and make'	20 – 4 =	20—4 = 16
Partitioning to sub- tract without re- grouping. 'Friendly numbers'	34—13 = 21  Use Dienes to show how to par- tition the number when subtracting without regroup- ing.  □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	Children draw representations of Dienes and cross off.  43—21 = 22	43—21 = 22
Make ten strategy  Progression should be crossing one ten, crossing more than one ten, cross- ing the hundreds.	34—28 Use a bead bar or bead strings to model counting to next ten and the rest.	76 80 90 93 'counting on' to find 'difference'  Use a number line to count on to next ten and then the rest.	93—76 = 17

### Objective & **Pictorial** Abstract Concrete Strategy Column subtraction Calculations 47-24=23 without regrouping 47—32 ---40+7 20+4 (friendly numbers) 2.0 + 3Intermediate step may Draw representations to support underbe needed to lead to standing clear subtraction under-Use base 10 or Numicon to model standing. Units Column subtraction Tens Begin by partiwith regrouping tioning into pv 130 6 Tens Ones 50 4 columns 500 80 2 Begin with base 10 or Numicon. Move to 728-582=146 pv counters, modelling the exchange of a Then move to 10 + 6 = 16 H T U 128 582 146 formal method. ten into ten ones. Use the phrase 'take Children may draw base ten or PV counters and make' for exchange. and cross off.

Objective & Strategy	Concrete	Pictorial	Abstract
Subtracting tens and ones  Year 4 subtract with up to 4 digits.  Introduce decimal subtrac- tion through context of money	234 - 179	Children to draw pv counters and show their exchange—see Y3	2 x 5 4 - 1 5 6 2 1 1 9 2 Use the phrase 'take and make' for exchange
Year 5- Subtract with at least 4 digits, including money and measures.  Subtract with decimal values, including mixtures of integers and decimal and aligning the decimal	As Year 4	Children to draw pv counters and show their exchange—see Y3	*3 * 10 * 8 * 6 - 2 1 2 8 2 8 9 2 8 Use zeros for place- holders.
Year 6—Subtract with increasingly large and more complex numbers and decimal values.		Jan 2019	" " " " " " " " " " " " " " " " " " "

Y4-6

## SUBTRACTION

Objective &	Concrete	Pictorial	Abstract
Strategy			
Doubling	Use practical activities using manipultives including cubes and Numicon to demonstrate doubling  + = = = = = = = = = = = = = = = = = =	Double 4 is 8	Partition a number and then double each part before recombining it back together.  16  10 6 20 + 12 = 32
Counting in multiples	Count the groups as children are skip counting, children may use their fingers as they are skip counting.	Children make representations to show counting in multiples.	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  2, 4, 6, 8, 10  5, 10, 15, 20, 25, 30
		Jan 2019	

MULTIPLICATION

Objective & Strategy	Concrete	Pictorial	Abstract
Repeated addition	Use different objects to add equal groups	Use pictorial including number lines to solve prob  There are 3 sweets in one bag. How many sweets are in 5 bags altogether? 3+3+3+3+3=15	Write addition sentences to describe objects and pictures. $2+2+2+2=10$
Understanding ar- rays	Use objects laid out in arrays to find the answers to 2 lots 5, 3 lots of 2 etc.	Draw representations of arrays to show understanding	3 x 2 = 6 2 x 5 = 10

Objective &	Concrete	Pictorial	Abstract
Strategy  Doubling	Model doubling using dienes and PV counters.  40 + 12 = 52	Draw pictures and representations to show how to double numbers	Partition a number and then double each part before recombining it back together. $ \begin{array}{cccccccccccccccccccccccccccccccccc$
Counting in multiples of 2, 3, 4, 5, 10 from 0 (repeated addition)	Count the groups as children are skip counting, children may use their fingers as they are skip counting. Use bar models.  5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	Number lines, counting sticks and bar models should be used to show representation of counting in multiples.  3 3 3 3 3  Jan 2019	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  0, 2, 4, 6, 8, 10  0, 3, 6, 9, 12, 15  0, 5, 10, 15, 20, 25, 30

Y MULTIPLICATION

Objective &	Concrete	Pictorial	Abstract
Strategy			
Multiplication is commutative	Create arrays using counters, cubes and Numicon.  Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the answer.	Use representations of arrays to show different calculations and explore commutativity.	12 = 3 × 4  12 = 4 × 3  Use an array to write multiplication sentences and reinforce repeated addition.  00000 00000 5 + 5 + 5 = 15 3 + 3 + 3 + 3 + 3 = 15 5 x 3 = 15 3 x 5 = 15
Using the Inverse This should be taught alongside division, so pupils learn how they work alongside each other.		8   X	$2 \times 4 = 8$ $4 \times 2 = 8$ $8 \div 2 = 4$ $8 \div 4 = 2$ $8 = 2 \times 4$ $8 = 4 \times 2$ $2 = 8 \div 4$ $4 = 8 \div 2$ Show all 8 related fact family sentences

Y MULTIPLICATION

### Objective & Concrete **Pictorial** Abstract Strategy Show the links with arrays to first intro-Children can represent their work with place Grid method Start with multiplying by one digit numvalue counters in a way that they understand. bers and showing the clear addition duce the grid method. alongside the grid. They can draw the counters using colours to show different amounts or just use the circles in 30 × 5 the different columns to show their thinking as 210 35 shown below. Move onto base ten to move towards a 210 + 35 = 245more compact method. Moving forward, multiply by a 2 digit number showing the different rows within the grid Move on to place value counters to show method. how we are finding groups of a number. We are multiplying by 4 so we need 4 rows 10 100 80 10 Bar model are used to explore missing numbers 24 30 3 Fill each row with 126 4 x = 2020

Objective & Strategy	Concrete	Pictorial			Abstrac	t
Grid method recap from year 3 for 2 digits x 1 digit	Use place value counters to show how we are finding groups of a number. We are multiplying by 4 so we need 4 rows	Children can represent their work with place value counters in a way that they understand.  They can draw the counters using colours to show different amounts or just use the circles in		Start with multiplying by one digit numbers and showing the clear addition alongside the grid.		
	000000	the different columns to show their thinking as shown below.		×	30	5
Move to multiplying	<b>8</b> 8 600000	shown below.		7	210	35
3 digit numbers by 1 digit. (year 4 ex-	Fill each row with 126			21	0 + 35 =	245
pectation)	Add up each co es making any exchanges needed					
Column multiplication	Children can continue to be supported by place value counters at the stage of multiplication. This initially done where there is no regrouping. $327 \times 4 = 1308$	X   300   20   7   4   1200   80   28		_	327 x 4	_
	It is im-	The grid method may be used to show how this relates to a formal written method.			80	
	portant at this stage that they	51 S9 S9 S9 59 59 59 59 59 59 59 59 59 59 59 59 59		_	1200 1308	_
	always multiply the ones first.	Bar modelling and number lines can support learners when solving problems with multiplica-				This may lead to a compact method.
	The corresponding long multiplication is mod- elled alongside	tion alongside the formal written methods.				

4 MULTIPLICATION

### Objective & Concrete **Pictorial** Abstract Strategy Column Multiplication for 327 3 and 4 digits x 1 digit. It is im-300 20 1200 80 portant at 28 this stage 28 that they always 80 multiply 1200 the ones first. 1308 Children can continue to be supported by place value counters at the stage of multipli-This will lead to cation. This initially done where there is no 327 a compact regrouping. 321 x 2 = 642 x 4 method. 1308 Column multiplication | Manipulatives may still be used with the cor-18 x 3 on the first row responding long multiplication modelled 10 (8x3 = 24 carrying thealongside. 2 for 20 100 80 1234 × 16 then 1 x 3) 7404 (1234 x6) 18 x 10 on the 2<sup>nd</sup> row 1 23 40 (1234 × 10) Show multiplying by 19744 10 by putting a zero in the units first

## CATION

Y5-6

Objective &	Concrete Pictorial	Abstract	
Strategy			
Multiplying decimals up to 2 decimal places by a single digit.			Remind children that the single digit belongs in the units column. Line up the decimal points in the question and the answer.   3
		Jan 2019	

# Y5-6 MULTIPLICATION

Objective &	Concrete	Pictorial	Abstract
Strategy			
Division as sharing		Children use pictures or shapes to share quanti- ties.	12 shared between 3 is
	60.60	ties.	4
Use Gordon ITPs for modelling			·
		8 shared between 2 is 4	
	William William		
		Sharing:	
		4 4 4	
		12 shared between 3 is 4	
	10		
	I have 10 cubes, can you share them equally in 2 groups?		
		Jan 2019	

## DIVISION :

Strategy ivision with remain- 14÷3=		
Divide objects between groups and see how much is left over	Jump forward in equal jumps on a number line then see how many more you need to jump to find a remainder.  Draw dots and group them to divide an amount and clearly show a remainder.  Use bar models to show division with remainders.  37  10  10  10  10  10  10  10  10  10  1	Complete written divisions and show the remainder using r.  29 ÷ 8 = 3 REMAINDER 5 ↑ ↑ ↑ ↑  dividend divisor quotient remainder

Y4-6

### **Long Division**

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
1 2)278	1 2)278 -2 0	1 8 2)278 -21 07
Two goes into 2 one time, or 2 hundreds ÷ 2 = 1 hundred.	Multiply $1 \times 2 = 2$ , write that 2 under the two, and subtract to find the remainder of zero.	Next, drop down the 7 of the tens next to the zero.
Divide.	Multiply & subtract.	Drop down the next digit.
13 2)278 -2 07	13 2)278 -2 07 -6	13 2)278 -2 07 -6 18
Divide 2 into 7. Place 3 into the quotient.	Multiply 3 × 2 = 6, write that 6 under the 7, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the 1 leftover ten.
1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
13 <mark>9</mark> 2)278 -2 07 -6	139 2)278 -2 07 -6 18 -18	139 2)278 -2 07 -6 18 -18
Divide 2 into 18. Place 9 into the quotient.	Multiply 9 × 2 = 18, write that 18 under the 18, and subtract to find the remainder of zero.	There are no more digits to drop down. The quotient is 139.

### Y4-6