Live life, Love learning, Guided by God St Mary's C of E Primary and Nursery School Chessington



Calculation Policy 2022

Date policy produced	April 2022
Date policy agreed	April 2022
Next review date	September 2022

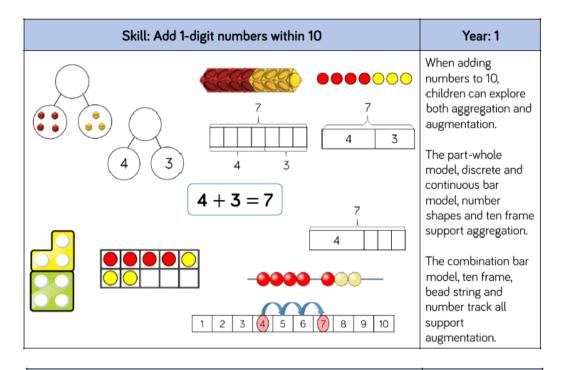
At St. Mary's C of E Primary School, we follow the White Rose Maths scheme of learning which is supplemented in KS2 with Third Space learning 'ready to go' teaching slides. This mastery approach uses a concrete, pictorial, abstract method and our calculations policy underpins how we teach each of the four operations. Resources and representations are selected carefully to ensure that all learners are able to understand new concepts and build on prior learning.

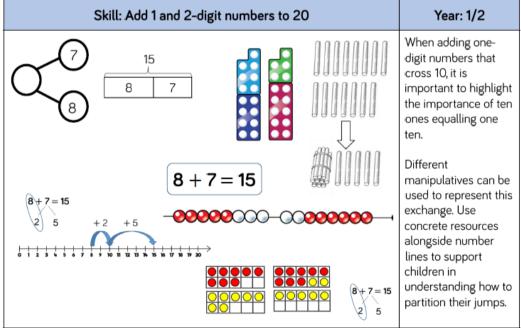
Please see the appendices for the glossary of key vocabulary and the benefits of using each representation.

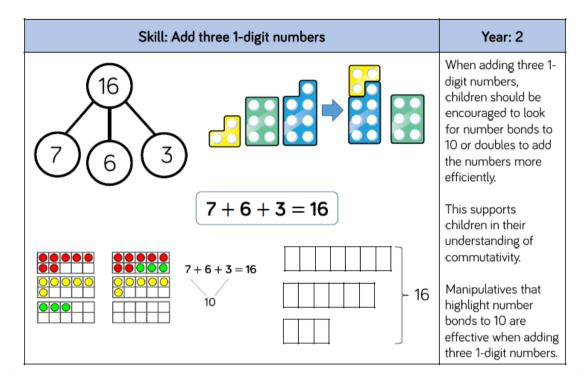
<u>Addition</u>

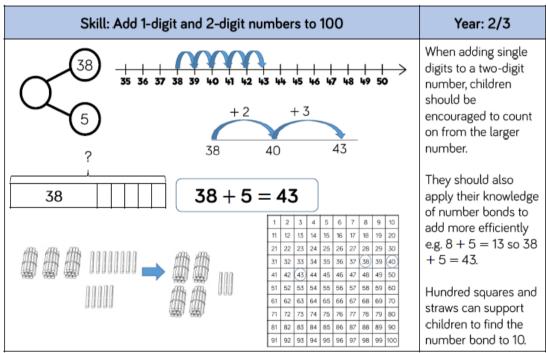
Skill	Year	Representations and models						
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks					
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws					
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes					
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square					
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition					
Add with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition					
Add with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition					
Add with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition					
Add with up to 3 decimal places		Part-whole model Bar model	Place value counters Column addition					

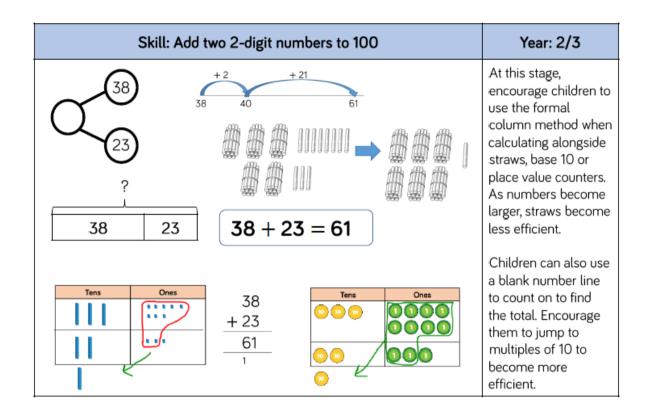
Key Stage 1

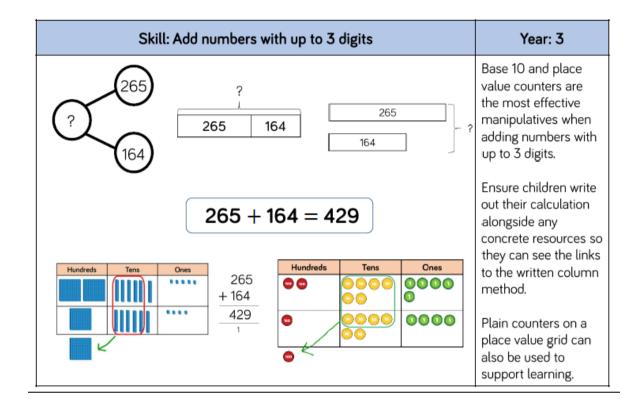


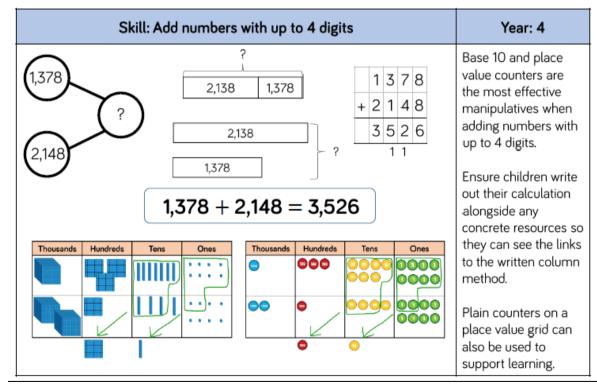




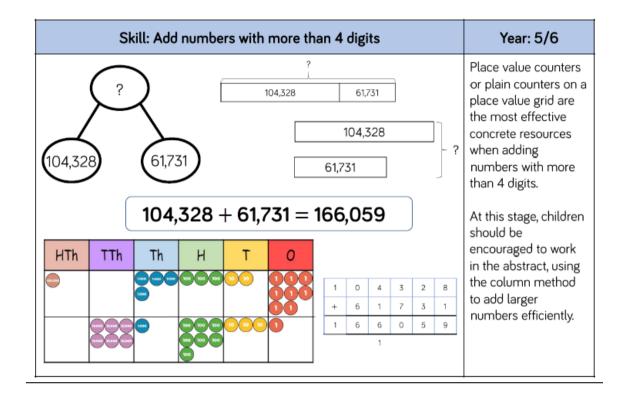


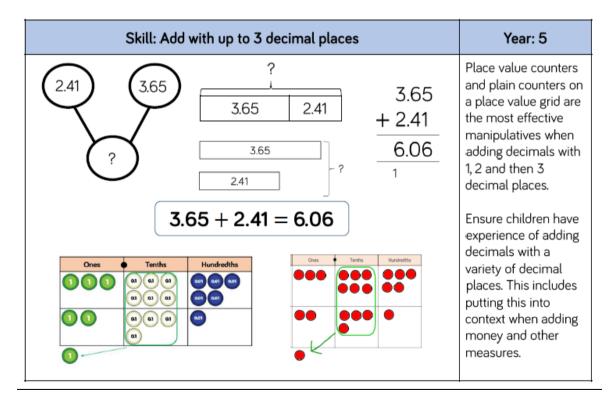






Upper Key Stage 2

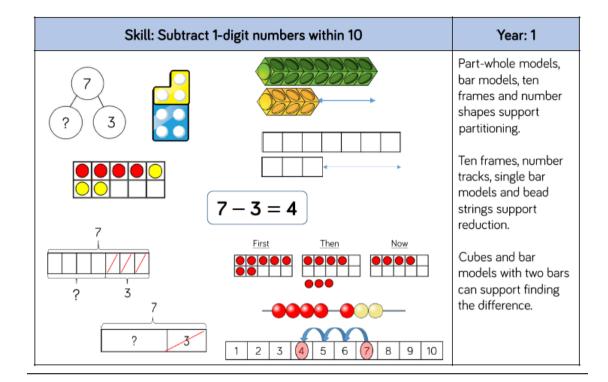


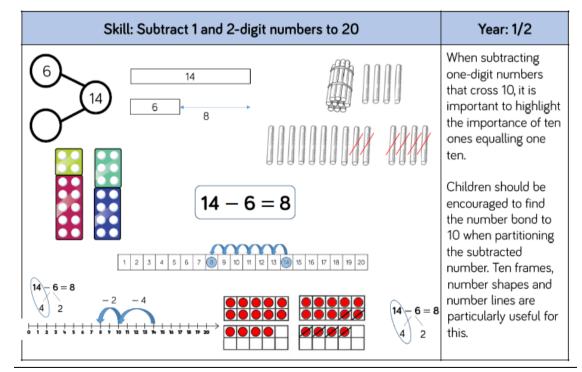


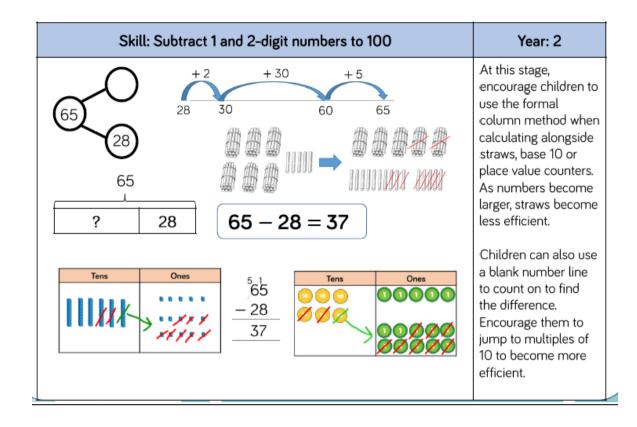
<u>Subtraction</u>

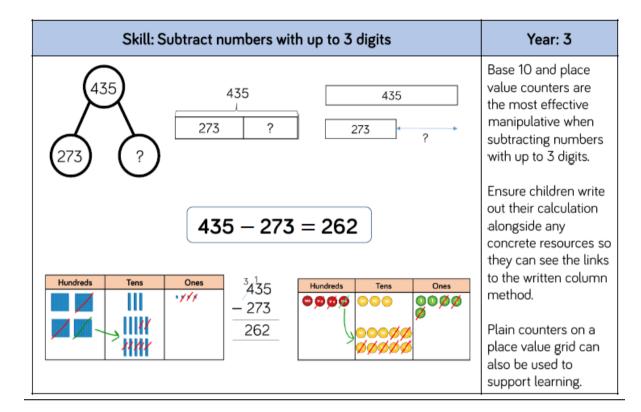
Skill	Year	Representations and models					
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks				
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws				
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square				
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition				
Subtract with up to 3- digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition				
Subtract with up to 4- digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition				
Subtract with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition				
Subtract with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition				

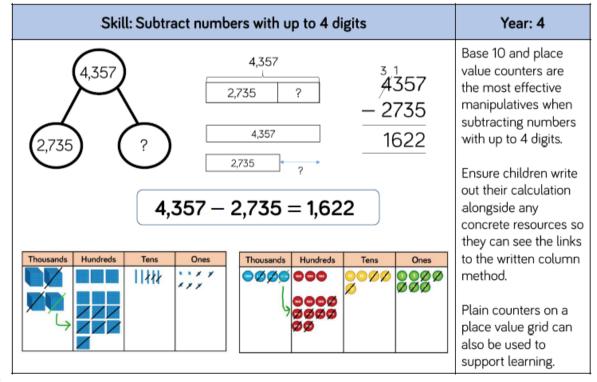
Key Stage 1



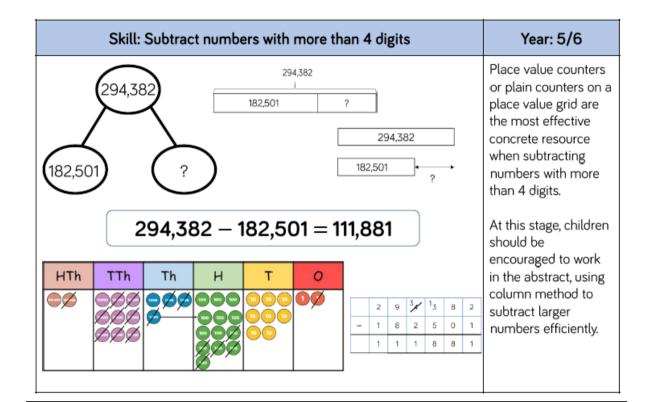


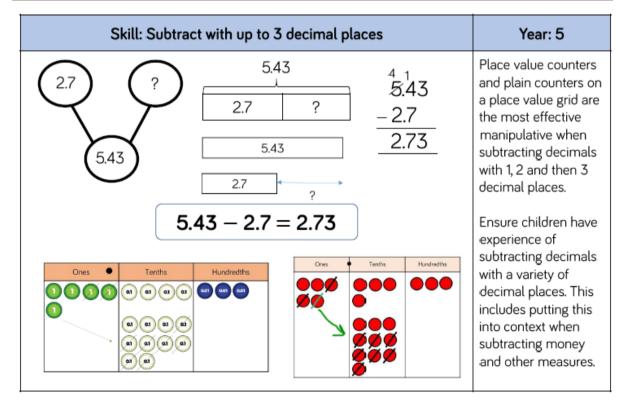






Upper Key Stage 2

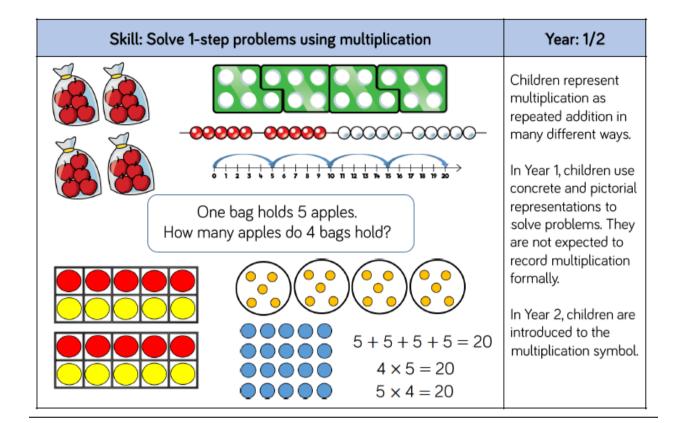


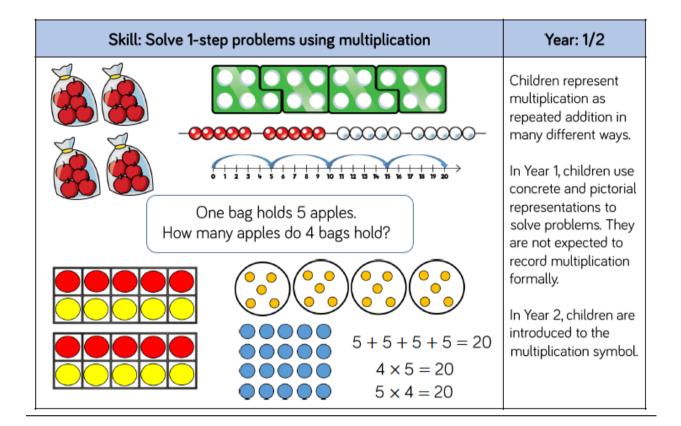


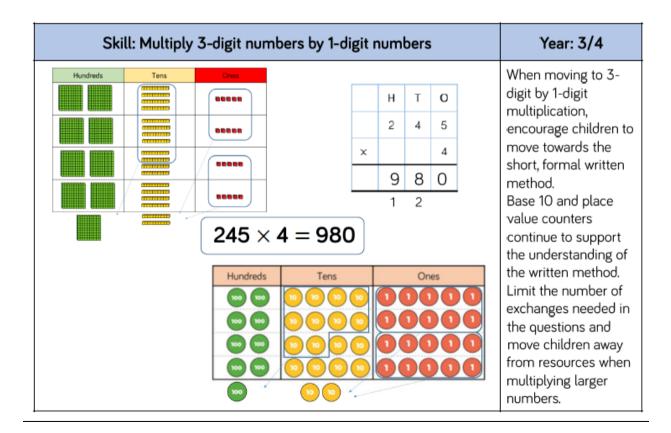
<u>Multiplication</u>

Skill	Year	Representations and models					
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines				
Multiply 2-digit by 1- digit numbers	3/4	Place value counters Base 10	Short written method Expanded written method				
Multiply 3-digit by 1- digit numbers	4	Place value counters Base 10	Short written method				
Multiply 4-digit by 1- digit numbers	5	Place value counters	Short written method				
Multiply 2-digit by 2- digit numbers	5	Place value counters Base 10	Short written method Grid method				
Multiply 2-digit by 3- digit numbers	5	Place value counters	Short written method Grid method				
Multiply 2-digit by 4- digit numbers	5/6	Formal written method					

<u>Key Stage 1</u>



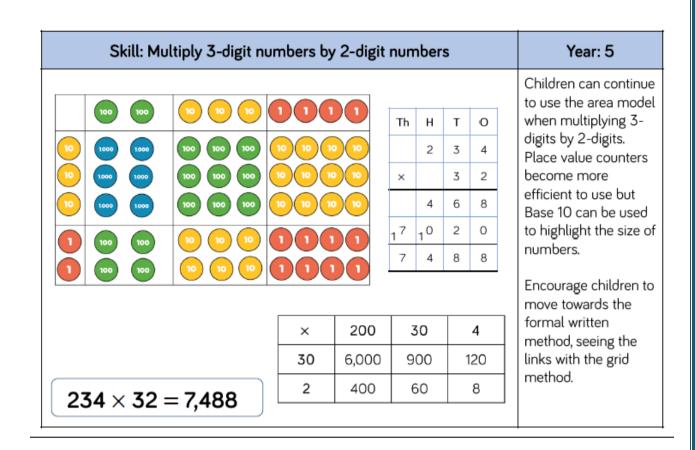




<u>Upper Key Stage 2</u>

Skill: Multiply 4	digit	nur	nbe	rs b	y 1-c	ligit numbers	Year: 5
Tressends 100 100 100 100 100 100 100 10	Hundreds 100 100 100 100 10				,47	8	When multiplying 4- digit numbers, place value counters are the best manipulative to use to support children in their understanding of the formal written method. If children are multiplying larger numbers and
		Th	н	т	0	-	struggling with their
		1	8	2	6	-	times tables, encourage the use of
	×				3		multiplication grids so
		5	4	7	8		children can focus on
		2		1		•	the use of the written method.

Skill: Multiply 2-digit	Skill: Multiply 2-digit numbers by 2-digit numbers													
20 2 x 30-			10 10 100 100 100 100 100 100 100 100 100 100))))		When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the numbers they are using. This links to finding the area of a rectangle by finding						
					н	т	0	the space covered by						
	×	20	2			2	2	the Base 10.						
	30	600	60	×		3	1	The grid method matches the area						
	1	20	2			2	2	model as an initial						
					6	6	0	written method before moving on to						
22 × 31 = 682					6	8	2	the formal written multiplication method.						

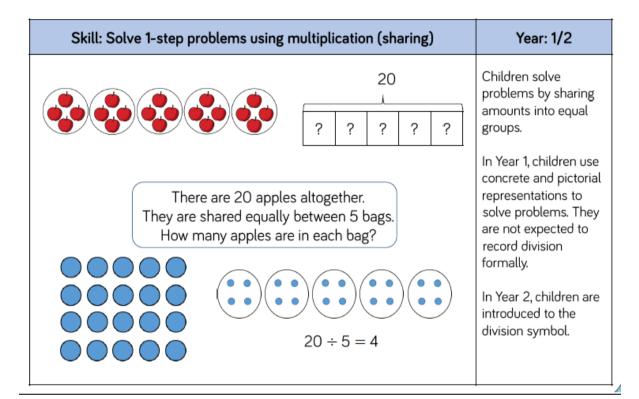


Skill: Multiply 4	-digit nu	mbers	s by 2-	digit n	umbers	Year: 5/6				
ГТ	h Th	Н	т	0	Ť	When multiplying 4- digits by 2-digits, children should be				
	2	7	3	9	-	confident in the written method.				
×	:		2	8		If they are still struggling with times				
2	2 1 5	9 3	1 7	2		tables, provide multiplication grids to				
1	5 4	7 1	8	0		support when they are focusing on the use of the method.				
7	' 6	6	9	2		Consider where				
2,739 × 28 = 76	6,692	1				exchanged digits are placed and make sure this is consistent.				

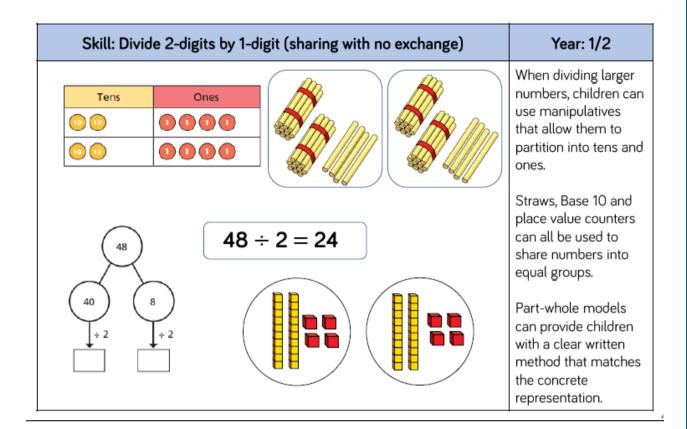
<u>Division</u>

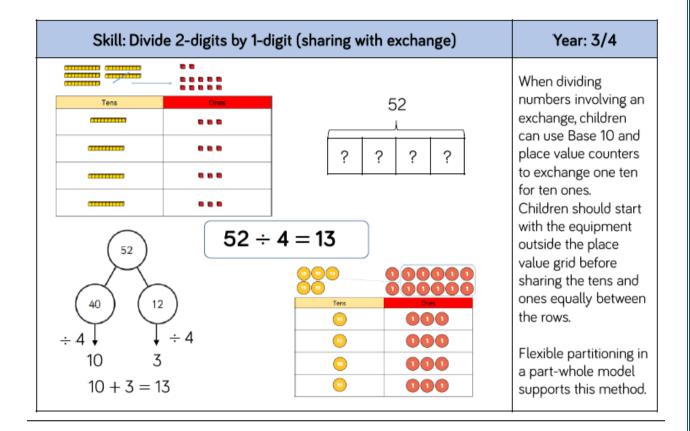
Skill	Year	Representatio	ns and models
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters
Divide 2-digits by 1- digit (no exchange sharing)	3	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1- digit (sharing with	3	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1- digit (sharing with remainders)	3/4	Straws Base 10 Bar model	Place value counters Part-whole model
Divide 2-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division
Divide 3-digits by 1- digit (sharing with exchange)	4	Base 10 Bar model	Place value counters Part-whole model
Divide 3-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division
Divide 4-digits by 1- digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long division	List of multiples

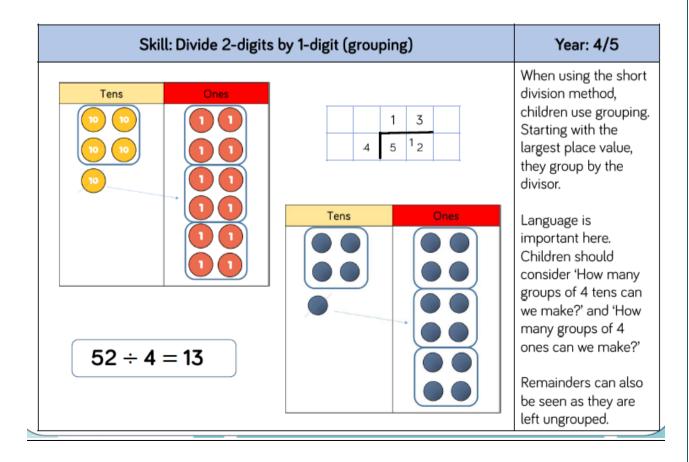
Key Stage 1

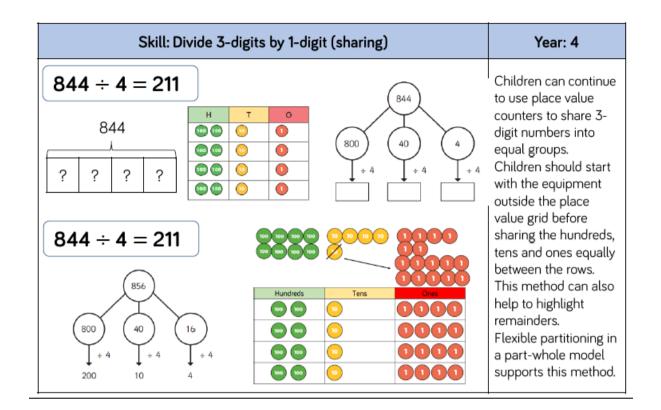


Skill: Solve 1-step problems using division (grouping)	Year: 1/2
There are 20 apples altogether. They are put in bags of 5. How many bags are there?	Children solve problems by grouping and counting the number of groups. Grouping encourages children to count in multiples and links to repeated subtraction on a number line. They can use concrete
$20 \div 5 = 4$	representations in fixed groups such as number shapes which helps to show the link between multiplication and division.

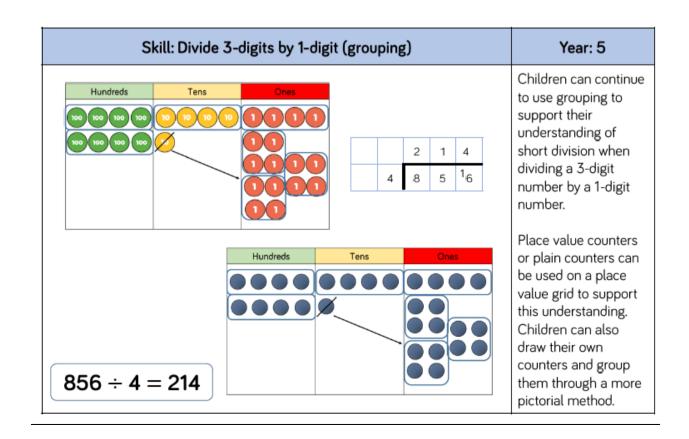


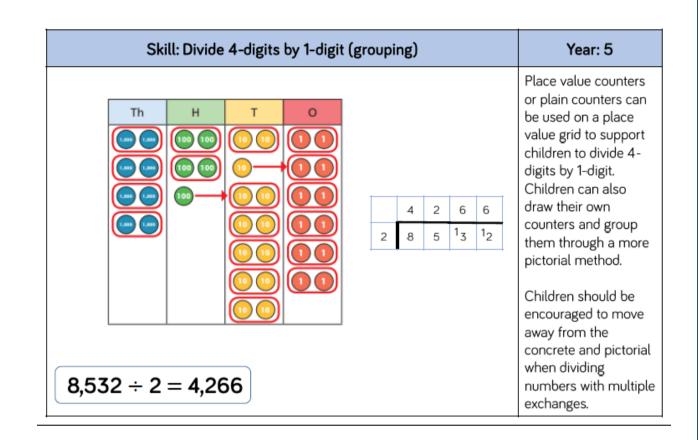




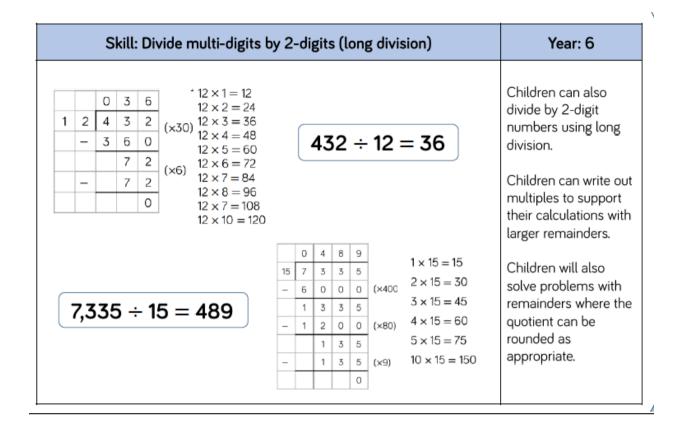


Upper Key Stage 2





	Ş	Skill:	Year: 6								
		12	0 4	3 ⁴ 3	6 7 ₂		432	÷ 12	2 = 3	6	When children begin to divide up to 4- digits by 2-digits, written methods become the most accurate as concrete and pictorial representations become less effective. Children can write out multiples to support their calculations with
_							0	4	8	9	larger remainders.
7	7,33	5 ÷	15 -	= 48	39	15	7	73	133	¹³ .5	Children will also solve problems with remainders where the
1	15	30	45	60	75	90	105	120	135	150	quotient can be rounded as appropriate.

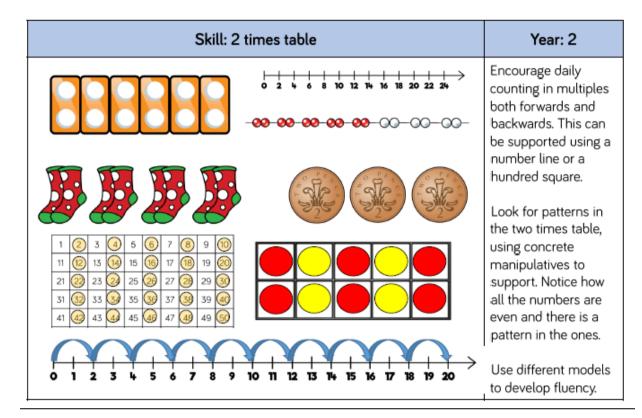


S	Skill: Divide multi digits by 2-digits (long division)										Year: 6			
-	5 3 - 3	2	2 4 2 0 2 0 2 2	r12	1	5 -	3 3 72	2 7 0 7 6 1	4 2 0 2 2	r 5		2	$1 \times 15 = 15$ $2 \times 15 = 30$ $3 \times 15 = 45$ $4 \times 15 = 60$ $5 \times 15 = 75$ $10 \times 15 = 150$ $4 \times \frac{4}{5}$	When a remainder is left at the end of a calculation, children can either leave it as a remainder or convert it to a fraction. This will depend on the context of the question. Children can also answer questions where the quotient needs to be rounded according to the context.

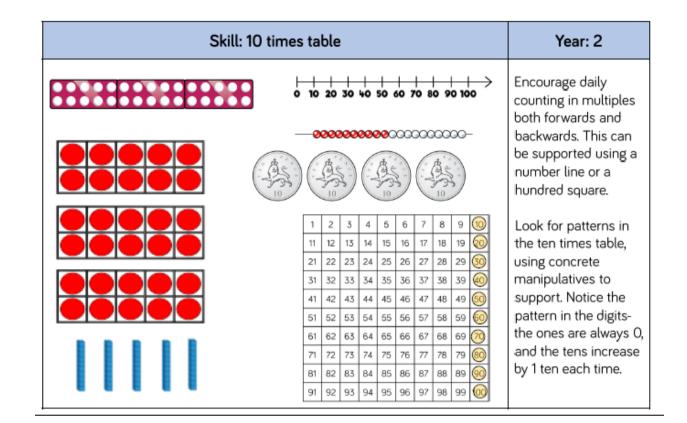
<u>Times tables</u>

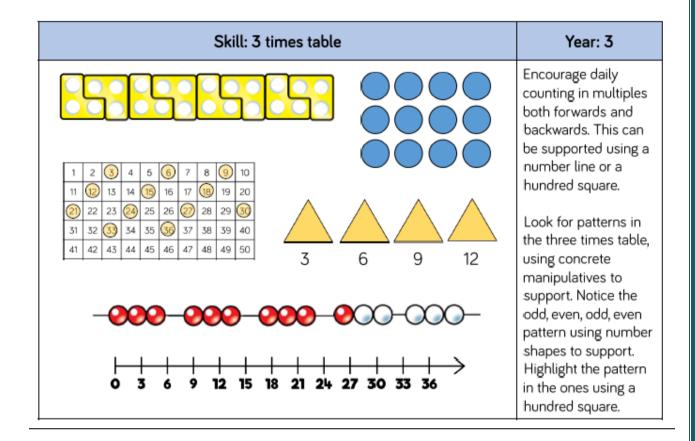
Skill	Year	Representatio	ns and models
Recall and use multiplication and division facts for the 2-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 5-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 10-times table	2	Hundred square Number shapes Counters Money	Ten frames Bead strings Number lines Base 10
Recall and use multiplication and division facts for the 3-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 4-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 8-times table	3	Hundred square Number shapes	Bead strings Number tracks Everyday objects
Recall and use multiplication and Recall and use multiplication and division facts for the 7-times table	4	Hundred square Hundred square Number shapes	Bead strings Bead strings Number lines
Recall and use multiplication and division facts for the 9-times table	4	Hundred square Number shapes	Bead strings Number lines
Recall and use multiplication and division facts for the 11-times table	4	Hundred square Base 10	Place value counters Number lines
Recall and use multiplication and division facts for the 12-times table	4	Hundred square Base 10	Place value counters Number lines

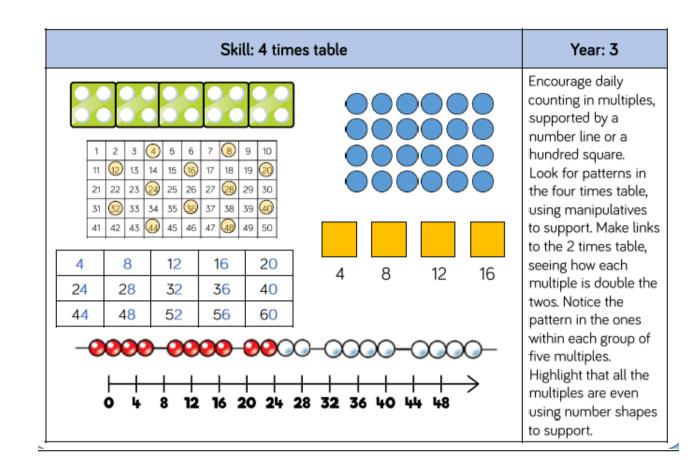
<u>Key Stage 1</u>

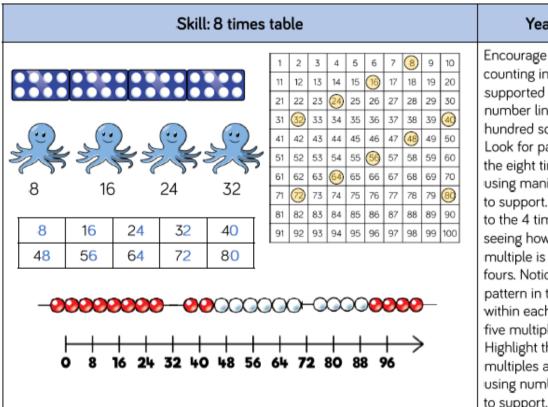


		Year: 2								
	ł	3	2			8				Encourage daily counting in multiples both forwards and backwards. This can
- Alle		Per la construction	n N	2.	Y	n Ce		M A		backwards. This can be supported using a number line or a hundred square. Look for patterns in the five times table,
1	2	3	4	6	6	7	8	9 🔟		using concrete
11	12	13	14	15	16	17	18	19 2		manipulatives to
21	22	23	24	25	26	27	28	29 3		support. Notice the
31	32	33	34	35	36	37	38	39 🕢		pattern in the ones as
41	42	43	44	45	46	47	47 48 49 50 + + + + + 6 7 8 9		well as highlighting the odd, even, odd, even pattern.	



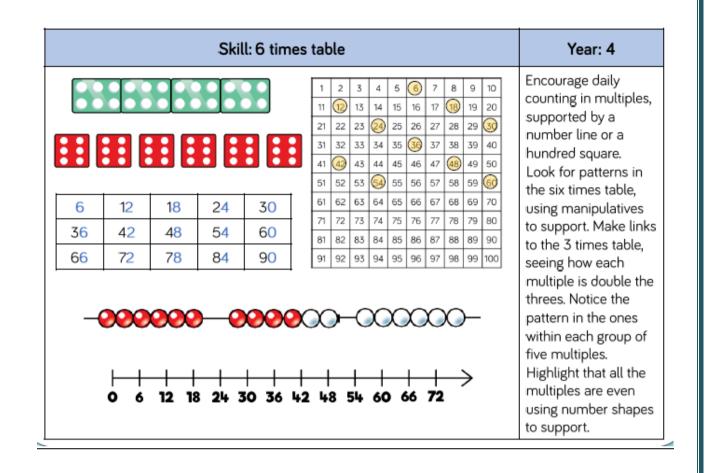






Year: 3

Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the eight times table. using manipulatives to support. Make links to the 4 times table, seeing how each multiple is double the fours. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.



Skill: 9 times		Year: 4								
9 18 27 36 45 54 63 72 81 90 ••••••••••••••••••••••••••••••••••••	11 1 21 2 31 3 41 4 51 5 61 6 71 (8) 8	2 3 12 12 22 22 32 32 42 42 52 53 62 62 72 73 82 83 92 92 92 92 1 1 2 8 2 8 2 8 2 8 2 8 2 8 2 8 2 8 2 8 8 8 8 8 8 8 8 8 8 8 8 8	5 14 5 24 5 34 5 44 5 64 5 74 5 84 5 94	45 55 65 75 85 95	+	 27 37 47 57 67 77 87 97 	38 48 58 68 78 88 98	29 39 49 59 69 79 89 89	-	Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square. Look for patterns in the nine times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support as well as noting the odd, even pattern within the

