The Gates Primary School - Calculations Overview

Notes:

- All children should be exposed to concrete, pictorial and abstract methods as they secure their understanding.
 Some children will spend more time with different approaches.
- Following a CPA approach will allow children to deepen their understanding, understand the why and make links.
- Regular oral counting forwards and backwards from any starting number (inc decimals) to be done regularly.
- Continue to embed **arithmetic / mental skills** in starters, SUMS time, morning registration and through weekly arithmetic tests and feedback. Times tables should be the priority for SUMS time in Y2-4.
- Following our school LTPs & MTPs (WRM) & use of Test Analysis will indicate what objectives should be taught and when.
- **Bar Models** should be used alongside other presented forms as a way of helping with understanding. If chn are very familiar with Bar Model as they come through school, they will be able to use it to better effect to help with reasoning later on.



Addition + C P A Combining two parts to make a whole (use other resources too e.g. eggs, shells, teddy bears, cars). Children to represent the cubes using dots or crosses. They could put each part on a part whole model too. 4+3=7 Four is a part, 3 is a part and the whole is seven. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part whole model too. Image: Could put each part on a part and the whole part on a part and the whole part on a part and the whole part on a part on

Counting on using number lines using cubes or Numicon.	A bar model which encourages the children to count on, rather than count all.	The abstract number line: What is 2 more than 4? What is the sum of 2 and 4? What is the total of 4 and 2? 4 + 2
Regrouping to make 10; using ten frames and counters/cubes or using Numicon. 6 + 5	Children to draw the ten frame and counters/cubes.	Children to develop an understanding of equality e.g. $6 + \Box = 11$ $6 + 5 = 5 + \Box$ $6 + 5 = \Box + 4$
TO + O using base 10. Continue to develop understanding of partitioning and place value. 41 + 8	Children to represent the base 10 e.g. lines for tens and dot/crosses for ones.	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$



Children may also use deines and exchange when 10 or more. Chn should start with the ones.

Children may not spend long here before moving to the abstract. Chn could always use deines alongside the abstract method



С	onc	ept	ual Variation – differer	nt w	ays	to ask children to solv	ve 21	L + 34			
			Word problems: In year 3, there are 21 children and in year 4, there are 34 children. How many children in total? 21 + 34 = 55. Prove it			21 <u>+34</u> 21+34=				+	
_						= 21 + 34			Missi	ng digit p 10s	1s
						and thirty-four.				2 0 ?	?

Subtraction -

С

Physically taking away and removing objects from a whole (ten frames, Numicon, cubes and other items such as beanbags could be used).

4 - 3 = 1



Counting back (using number lines or number tracks) children start with 6 and count back 2.

6 - 2 = 4



Children to draw the concrete resources they are using and cross out the correct amount. The bar model can also be used.

Ρ



Children to represent what they see pictorially e.g.

12345678910

Finding the difference (using cubes, Numicon or Cuisenaire rods, other objects can also be used).

Calculate the difference between 8 and 5.



Children to draw the cubes/other concrete objects which they have used or use the bar model to illustrate what they need to calculate.





Children to represent the calculation on a number line or number track and show their jumps. Encourage children to use an empty number line





Find the difference between 8 and 5.

8 – 5, the difference is

Children to explore why 9 - 6 = 8 - 5 = 7 - 4 have the same difference.



 Column method using place value counters.

 234 - 88

 100s
 10s
 1s

 Image: Column method using place value counters.

 100s
 10s
 1s

 Image: Column method using place value counters.
 Image: Column method using place value counters.

 100s
 10s
 1s

 Image: Column method using place value counters.
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 Image: Column method using place value counters.
 Image: Column method using place value counters.

 Image: Column method using place value counters.
 Image: Column method using place value count

Children to present the ten frame pictorially and discuss what they did to make 10.



Children to represent the base 10 pictorially.



Represent the base 10 pictorially, remembering to show the exchange.



Represent the place value counters pictorially; remembering to show what has been exchanged.



Children to show how they can make 10 by partitioning the subtrahend.



14 - 4 = 10 10 - 1 = 9

Column method or children could count back 7.



Formal column method. Children must understand that when they have exchanged the 10 they still have 41 because 41 = 30 + 11.



Formal colum method. Children must understand what has happened when they have crossed out digits.



Conceptual Variation – different ways to ask children to solve 391 - 186



186.

/ place value and of



Year Group Guidance ADDITION EYFS/Y1 **Y2 Y3 Y4 Y5 Y6** Combining two parts to Adding three single Column method-Column method-Column method-Column methodmake a whole: part digits. regrouping. regrouping. regrouping. regrouping. whole model. Use of base 10 to Abstract methods. Bridging using (up to 4 digits) combine two numbers. knowledge of Use of place value Starting at the bigger number and counting numberbonds within including pictorial counters for adding Place value counters to on-using cubes. be used for adding representations of this. 10. decimals. *E.q.* 17 + 8 = decimal numbers. Regrouping to make 10 Regrouping / Bridging 17 + 3 (20) + 5 = 25 using ten frame. using knowledge of numberbonds within Using place value Regrouping / 10. counters and deines partitioning to make *E.q.* 17 + 8 = (up to 3 digits), numbers to 10 (2, 3, 4, 17 + 3 (20) + 5 = 25 including pictorial 5, 6, 7, 8, 9) representations of this. Numicon, cubes, Column method*regrouping* – *if secure* counters etc.. knowledge on number

	previous methods.				
		SUBTR	ACTION		
EYFS/Y1	Y2	Y3	Y4	Y5	Y6
Taking away ones	Counting back	Column method with	Column method with	Column method with	Column method with
Counting back	Find the difference	(up to 3 digits using	(up to 4 digits)	Abstract for whole	Abstract methods.
Find the difference	Part whole model & Bar Model	place value counters)	Present problems using	numbers.	Can use Place value
Make 10 using the ten frame	Make 10 (bridging backwards)	Present problems using Part whole model & Bar Model	Part whole model & Bar Model	Start with place value counters for decimals- with the same amount of decimal places.	counters for decimals- with different amounts of decimal places. Calculation
Present problems in Part whole model & Bar Model	Use of base 10 Column method with				
	regrouping - <i>if secure</i> knowledge after base 10 method				
		Multip	lication		
(2	ſ	D		4
Repeated grouping/repeated $3 \times 4 + 4 + 4$ There are 3 each group.	ated addition 8 equal groups, with 4 in	Children to represent the picture and use a bar mod	practical resources in a del.	3 X 4 = 12 4 + 4 + 4 = 12	



		4 x 15 10 5 10 x 4 = 40 5 x 4 = 20 40 + 20 = 60
Formal column method with place value counters (base 10 can also be used.) 3×23	Children to represent the counters pictorially. $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	Children to record what it is they are doing to show understanding. 3×23 $3 \times 20 = 60$ $3 \times 3 = 9$ 20 3 $60 + 9 = 6923\times 369$
Formal column method with place value counters. 6 x 23	Children to represent the counters/base 10, pictorially e.g. the image below.	Formal written method $6 \times 23 =$ 23 $\times 6$ 138 11 $Answer: 3224$

Conceptual variation; different ways to ask children to solve 6 × 23

23 23 23 23 23 23	Mai had to s a week. How swim in one With the cou 138	wim 23 lengths, 6 time w many lengths did she week? unters, prove that 6 x 2	s Find the	e product of 6 $6 \times 23 =$ $\begin{bmatrix} - \\ - \end{bmatrix} = 6 \times 2$ 6 $\times 23$	23 23 <u>× 6</u>	3. 8 9	What is the p	alculation? roduct?	1s 000 000 000 000 000
		D	VISION						
С			Р				Α		
Sharing using a range of objects. 6 ÷ 2		Represent the sharing	g pictorially.		e E C t	5 ÷ 2 = 3 3ar Model: 3 Children sho imes tables	ould also be end facts.	s couraged to) use their 2
Short Division / Sharing using place valu or deines. 42 ÷ 3 = 14 42	ue counters	Ch to replace deines v	with T & ones	5 T	E L i a	Bus stop me Use pictorial ntroducing f across – bec	thod: l approach alor to explain why ause we are ex	ngside bus s numbers a schanging.	top when re carried



Can't put last T in a column – otherwise 1 column would have more Ts than the others.

So, exchange the T for 10 ones. Added to the 2 existing ones, there are now 12 ones. Share these out, making sure all columns have the same.



1111	1111	1111

T + 2 = 12

Encourage children to use their x tables when dividing – particularly left over ones. E.G.

12 ÷ 3 = 4

Children can then just write 4 in each column instead of the ones.





Long Multiplication: -Chunking Method

Also look into:

We can't group 2 thousands into groups of 12 so will exchange them.

We can group 24 hundreds into groups of 12 which leaves with 1 hundred.	
After exchanging the hundred, we have 14 tens. We can group 12 tens into a group of 12, which leaves 2 tens. $\begin{array}{r} 021\\ 12 \\ 2544\\ 24\\ 14\\ 12\\ 2\end{array}$	
After exchanging the 2 tens, we 12 2544 have 24 ones. We can group 24 ones 24 into 2 group of 12, which leaves no remainder. 14 12 24 24 24 24 0	

= 14

				Children should also be ta numbers to divide enablin to be used. E.g. 2544 ÷ 24 = 2544 ÷ 6 ÷ 4 2 short bus stops can be u	nught to spot factors of ng short division/bus stop used this way.
		Multip	lication		
EYFS/Y1	Y2	Y3	Y4	Y5	Y6
Recognising and making equal groups. Doubling Counting in multiples Use cubes, Numicon and other objects in the classroom	Arrays- showing commutative multiplication Arrays	Arrays 2d × 1d using base 10 Column multiplication- introduced with place value counters. (before removing and using column in abstract way)	Column multiplication- Children will initially need to recap Y3 place value counters before moving to abstract only. (2 and 3 digit multiplied by 1 digit	Column multiplication Abstract only, but some children might need a repeat of year 3 first (up to 4 digit numbers multiplied by 1 or 2 digits)	Column multiplication Abstract methods (multi-digit up to 4 digits by a 2 digit number)
	-	Divi	sion		-
EYFS/Y1	Y2	Y3	Y4	Y5	Y6
Sharing objects into groups	Division as grouping Division within arrays-	2d divided by 1d using base 10 / deines, or place value counters –	Division with a remainder Short division (up to 3	Short division (up to 4 digits by a 1	Short division Long division –

Division as grouping e.g. I have 12 sweets and put them in groups of 3, how many groups? Use cubes and draw round 3 cubes at a time.	linking to multi Repeated sub Short Divisio Deines / Pic method (q's su ÷ 2)	tiplication otraction on using ctorial uch as 90	before movin pictorial appr Some examp have remain Using x table Ch can move to stop if secure understanding deines/picto method.	ng to roach. les to ders. facts. to bus e with behind orial	digits by 1 digit- concrete and pictorial)	digit number including remainders)	chunking method (up to 4 digits by a 2 digit number) Children should exchange into the tenths and hundredths column too
Y1: Place Value: Number Zero, one, two, twenty, and bey None Count (on/up/to down) Before, after More, less, mar fewer, least, few smallest, greate Equal to, the sa Odd, even Pair Units, ones, ten Ten more/less Digit Numeral Figure(s) Compare (n) order/a diff	Active to Active three to Active to	Addition & Sub Jumber bonds, add, more, plus otal, altogethe nverse Double, near de lalf, halve quals, is the sa including equa Difference betw low many mor ow many mor ow much mor ubtract, take a low many few low much less	otraction , number line s, make, sum, er ouble ame as als sign) ween re to make?, re is than? re is? away, minus rer isthan?, is?	Co Co (Y N Ra e) Co to Te Ra E) Ro Se Co SU	punting on/back in 1s/10s to punting in 2s, 5s and 10s (Y1 (2). umber bonds to 10 (Y1) & 20 apid recall of number bonds stend to numbers between 2 punting forwards and backw o multiples of 10 (Y1/2) each 'biggest number first/ir apid recall of 2, 5, 10 x table ecure. (Y2) ecall of doubles to 10 (Y1) & stend to near doubles & halve elate to fractions for known ecure) (Y2). pommutative principle: 3+5=5 ubtraction)	 100 (starting at different r). Extend to 20s 50s and 10 0 (Y2) (Extend to 100 – mull of numbers within 10 (2, 3) 10 & 20. (Y2) vards using appropriate times thead' (Y1) is (less than 5 secs). Extend 20 (Y2) (eg 18 + 18) and the ves (Y2). times tables eg: 2s, 5s and 5+3 (Y1) & 3x5=5x3 (Y2)(no 	numbers) (Y2 consolidate) Nos where appropriate tiples of 5) , 4, 5, 6, 7, 8, 9) (Y1) – es tables and extending to 3x & 4x tables when heir corresponding halves. 10s (3s and 4s when t true for division &

Size Value Between, halfway between Above, below	
Multiplication & Division:	Fractions:
Odd, even	Whole
Count in twos, threes, fives	Equal parts, four equal parts
Count in tens (forwards	One half, two halves
from/backwards from)	A quarter, two quarters
How many times?	
Lots of, groups of	
Once, twice, three times, five	
times	
Multiple of, times, multiply,	
multiply by	
Repeated addition	
Array, row, column	
Double, halve	
Share, share equally	
Group in pairs, threes, etc.	
Equal groups of	
Divide, divided by, left, left	
over	

Y2:

Number & PV:	Fractions:
Numbers to one	Three guarters,
hundred	one third, a third
Hundreds	Equivalence.
Partition.	equivalent
recombine	Numerator
Hundred	Denominator
more/less	
	Number & PV: Numbers to one hundred Hundreds Partition, recombine Hundred more/less

Y3/4

New Vocabulary:

Number & PVAddition & SubtractionMultiplicatio n & DivisionFractionNumbers to one thousandColumnProductUnit nonSubtraction addition and thousandMultiples of four, eight, fifty and onenon	
Numbers to one thousandColumn addition and subtractionProduct Multiples of four, eight, fifty and oneUnit non four fractor	ctions
hundred ord Scale up Ten	t fraction, unit tion npare and er ths

Y4:

Number & PV	Multiplication & Division	Fractions
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Non-negotiables:

Number bonds to 100 (extend & apply to 1000)

Continue to consolidate and apply place value and number bonds to decimals/larger numbers

Number bonds for decimals/money

Y3

Consolidation of recall of doubles to 20 (eg 18 + 18) and their corresponding halves

To use near doubles and halves to 20 to support mental calculation To be able to quickly half multiples of 10 (including odd multiples) Counting forwards and backwards in appropriate times tables and extending to multiples of 10/100 plus decimals including tenths Mental strategies for finding the difference. (count on / bridging) Rapid recall of 2, 5, 10, 3, 4, 8 x tables up to 12x by end of Y3. Extending to 6x x/÷ 10 explore patterns Rapid recall of number bonds to 100

	Tenths, hundredths Decimal (places) Round (to nearest) Thousand more/less than Negative integers Count through zero Roman numerals (I to C)	Multiplication facts (up to 12x12) Division facts Inverse Derive	Equivalent decimals and fractions	 Rapid recall of times tables up to 12x12 by end of Y4 Consolidate rapid recall of number bonds to 100 (link to money) Counting in appropriate times tables and extending to multiples of 10/100/1000 plus decimals including tenths and hundredths. Use double and halving to make multiplications simpler. E.g. 16 x 4 = 8 x 8 x/÷ 10/100 – extend to 1000 - linked to units of measure Doubles to 50 and their corresponding halves. To be able to find halves and quarters of even numbers to 100 using mental strategies (quarters with whole numbers as answers) To know equivalent fractions and decimals for halves and quarters (extending to fifths)
Y5/6:	New Vocabulary			Non-negotiables:
key skills & Vocab	Number & Ad PV Sul	dition & Multiplic otraction n & Divis	atio Fractions, ion Decimals & Percentages	 Y5: Consolidate rapid recall of all times tables up to 12x12 Use related multiplication facts to support with mental multiplying and dividing. E.g. 2700 / 9 = 300 Consolidate number bonds, including decimals (0.45 + 0.55 = 1) and extend to decimals & larger numbers (thousands) Consolidate use of doubling and halving to make multiplications simpler. E.g. 16 x 4 = 8 x 8. Consolidate doubles to 50 & corresponding halves and extend to 100 Consolidate quickly finding halves and quarters of even numbers to 100 using mental strategies (quarters with whole numbers as answers) To know equivalent fractions and decimals for halves, quarters & fifths by heart.

Powers of	Efficient	Factor pairs	Proper	
10	written	Composite	fractions,	
	method	numbers,	improper	
		prime	fractions,	
		number,	mixed	
		prime	numbers	
		factors,	Percentage	
		square	Half,	
		number,	quarter,	
		cubed	fifth <i>,</i> two	
		number	fifths, four	
		Formal	fifths	
		written	Ratio,	
		method	proportion	

Y6:

Number & PV	Addition & Subtraction	Multiplicatio n & Division	Fractions, Decimals & Percentages
Numbers to	Order of	Order of	Degree of
ten million	operations	operations	accuracy
		Common	Simplify
		factors,	
		common	
		multiples	

To be able to use mental strategies to find halves, quarters and eighths of numbers (E.g. quarter by halving & halving again)

Y6:

Doubles to 100 and corresponding halves.

To quickly find half or a quarter of any number to 100 (including decimals (half of 97 = 48.5)

To be able to mentally calculate 25% 50% 10% 5% of multiples of 10.

To know equivalent fraction, decimal, percentages for halves, quarters, fifths, thirds, eighths.

To know rules such as $7 + 8 + 9 = 8 \times 3$

To know patterns for multiplication tables to be able to quickly check divisibility of large numbers (E.g. when adding the digits of all multiples of nines, they add up to 9, or 18 which adds to 9 or 27 which adds to 9 etc..)