

Perton Primary Academy Calculation Policy 2023 -2024

Reception to Year 4

Maths calculation Policy 2022-2023

This policy supports the White Rose maths scheme used throughout the school alongside Numicon, Nrich and NCTEM.

Progression within each area of calculation is in line with the programme of study in the 2014 National Curriculum.

This calculation policy should be used to support children to develop a deep understanding of number and calculation. This policy has been designed to teach children through the use of concrete, pictorial and abstract representations.

Concrete representation— a pupil is first introduced to an idea or skill by acting it out with real objects. This is a 'hands on' component using real objects and is a foundation for conceptual understanding.

Pictorial representation - a pupil has sufficiently understood the 'hands on' experiences performed and can now relate them to representations, such as a diagram or picture of the problem.

Abstract representation—a pupil is now capable of representing problems by using mathematical notation, for example $12 \times 2 = 24$.

It is important that conceptual understanding, supported by the use of representation, is secure for all procedures. Reinforcement is achieved by going back and forth between these representations.

Reception



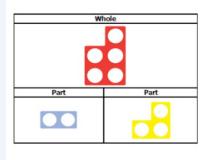
Addition (Reception)

Explore part part whole relationship— combining two parts to make a whole.



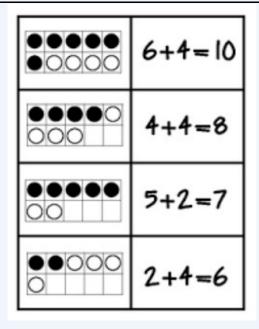






Using the ten frame and Numicon to support addition of single digits—counting all/combining two groups.

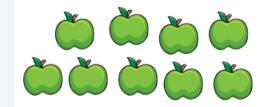
Children combine Numicon to look for known shapes.





Solving problems using concrete, pictorial images.

Children use a range of concrete resources including counters, rods, numicon and









Subtraction (Reception)

Using concrete strategies for counting.

Subtraction by finding the difference.

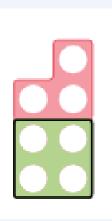
Step 1—Cover larger Numicon with smaller Numicon to find the difference.

Step 2—cover the holes you are subtracting.

Step 3 -

Look for the shape and calculate the





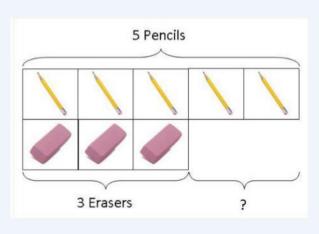
Taking away after counting out practical equipment. . Children would be encouraged to physically remove these using touch counting.



By touch counting and dragging in this way, it allows children to keep track of how many they are removing so they don't have to keep recounting. They will then touch count the amount that are left to find the answer.

Those who are ready may record their own calculations

Using the ten frames to support subtraction by taking away



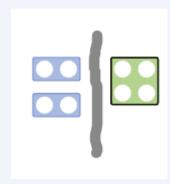


Multiplication (Reception)

Experiencing equal groups of objects

They will think about doubling when solving practical problems.





Division (Reception)

Sharing practical objects.

Finding half of a collection.

Hearing and being exposed to language to describe half and seeing visual representations.

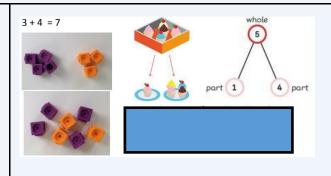




Addition (Year 1)

Combining two parts to make a whole: part whole model. Joining two groups and then recounting all objects (lots of practice making 10 and numbers to 10 e.g. 6 + 4 =10 or 3 + 5 = 8)

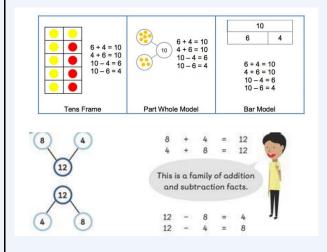
Combining Numi-



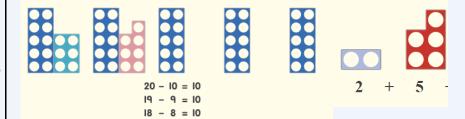


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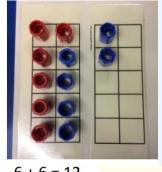
Number Bonds Learn number bonds to 20 and demonstrate related facts. Addition and subtraction taught alongside each other as pupils need to see the relationship between the facts.

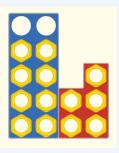


Add and subtract one digit numbers and two digit numbers to 20, including zero

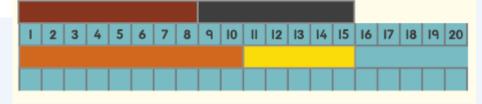


Bridging 10; 6 + 6 = 12 Make 9 in one and 3 in the other. Take one from the 3 to make the 9 into a ten...10+2 = 12use ten frames, Singapore bars, Children should start with the larger number and add the smaller number seeing what makes ten.





6 + 6 = 12



Year 1



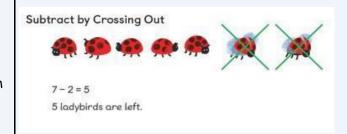
Subtraction (Year 1)

Taking away should begin with physical objects: counters, cubes, Dienes etc

Drawing Numicon.



Subtracting a single digit number from a single digit number and a single digit from a two digit by crossing out pictures





Subtracting using the part part whole model (include problem solving with missing digits). ? - 5 = 2

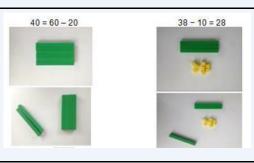


When subtracting using Dienes children should be taught to regroup (rename) a ten rod for 10 ones and then subtract from those ones



Subtracting Multiples of 10.

Using the vocabulary of 1 ten, two tens, etc, alongside 10, 20, 30 is important





Multiplication (Year 1)

Counting in Multiples of 2, 5 and 10 from zero.

Children should count the number of groups on their fingers as they are skip counting.

2







4 groups of 2 = 8

 $4 \times 2 = 8$



 $2 \times 4 = 8$









2

2

2

2

When moving to pictorial/written calculations the language is important

Use arrays to illustrate commutativity counters and other objects can also be used.

 $2 \times 5 = 5 \times 2$





2 lots of 5

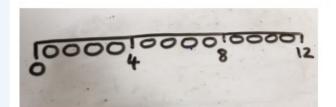
5 lots of 2

Solving Multiplication Problems using repeated addition

 3×4



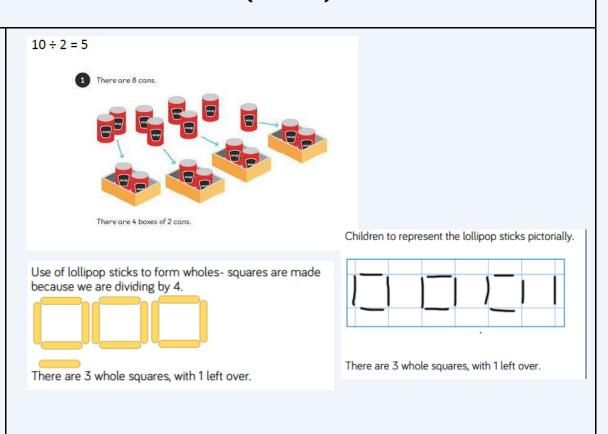
Represent this pictorially alongside a number line e.g.:





Division (Year 1)

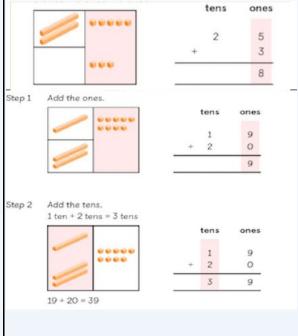
Pupils should be taught to divide by working practically and the sharing should be shown below the whole to familiarise children with the concept of the whole.

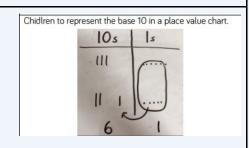


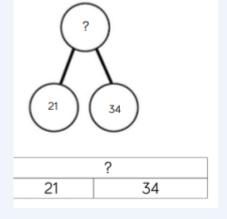


Addition (Year 2)

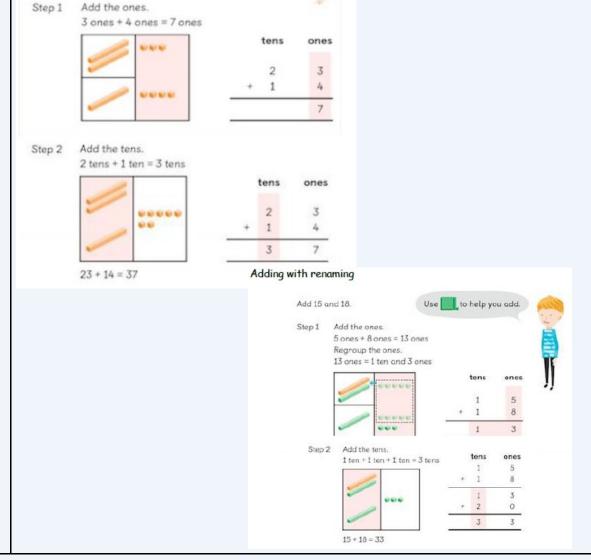
Using concrete and pictorial representations to add a 2 digit number to a 1 digit number and a 2 digit number to a tens number.







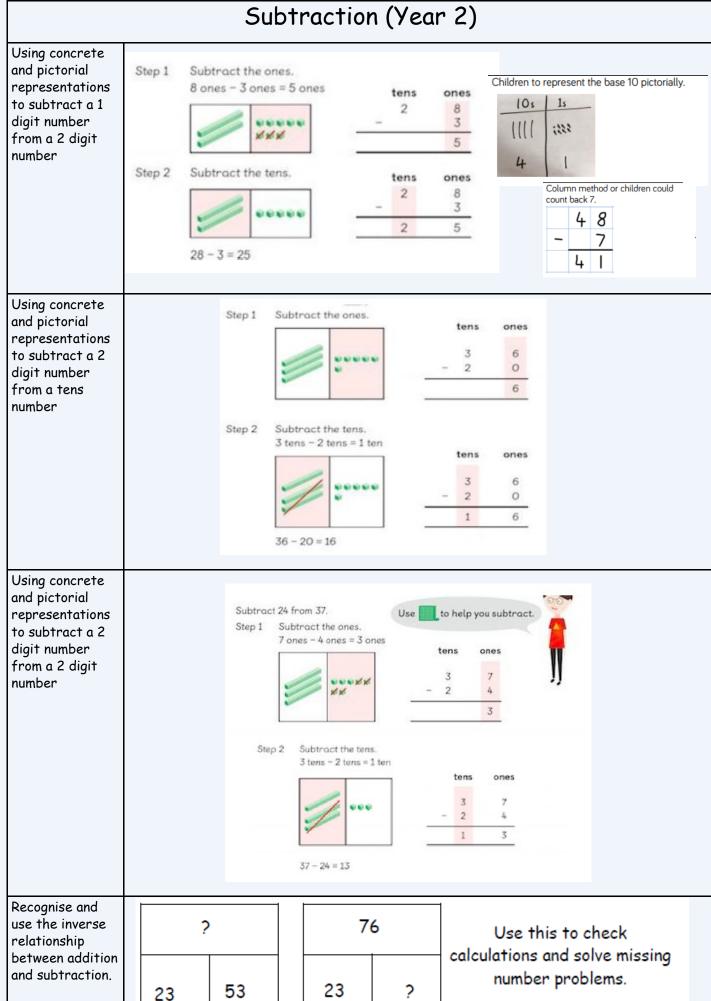
Using concrete and pictorial representations to add two 2 digit numbers.





Addition (Year 2) Using concrete and pictorial 7+3+2 = leads to 10 + 2 = representations to add 3 single digit numbers. Using the bar model to find missing digits: Helen has 14 breadsticks. Her friend has It is important for the children 17. How many do they 17 to use the bar have altogether? model in this way to encourage the use of it to aid problem solving.





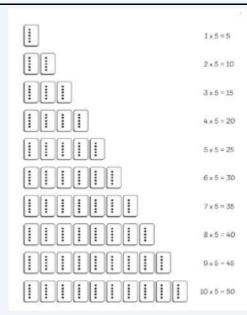


Multiplication (Year 2)

Skip counting in multiples of 2, 3, 5 and 10 from zero.



Recall and reuse multiplication facts for the 2, 5 and 10 times tables.





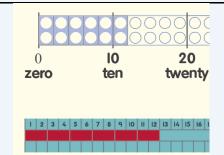




Use multiplication sign (X) and equals sign (=) when writing out multiplication tables.

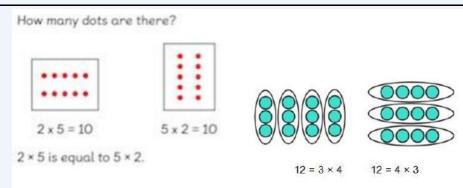


 $6 \times 2p$



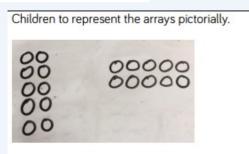
Understand that multiplication is commutative

Pupils should understand that an array can represent different equations and that as multiplication is commutative the order doesn't affect the answer.



Use arrays to illustrate commutativity counters and other objects can also be used. $2 \times 5 = 5 \times 2$

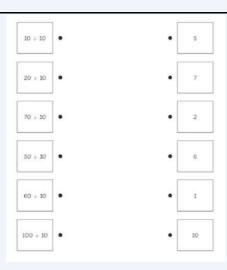




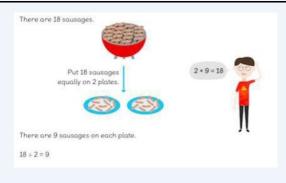


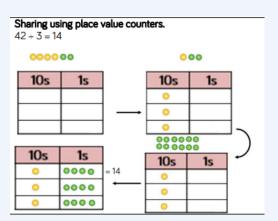
Division (Year 2)

Recall and use the division facts for 2, 5 and 10 multiplication tables.

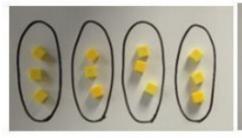


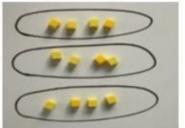
Solve division problems in context by using concrete objects by sharing.



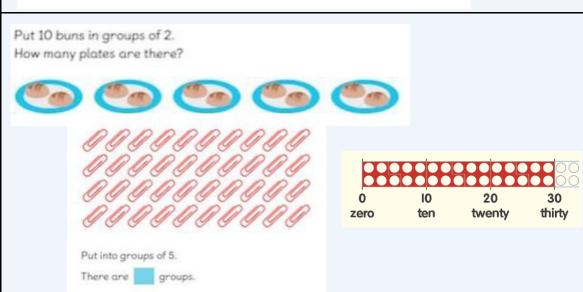


Solve division problems in context using arrays.





Solve division using grouping.





Division (Year 2)

Use the inverse This should be taught alongside both multiplication and division.

