



Emmaville Primary School Calculation Policy A whole School Approach to Mental and Written Calculations A Guide for Teachers and Parents

Aims of the policy.

This policy is designed to create a common way of teaching calculation strategies at Emmaville Primary School, and to provide detailed guidance and information to staff and parents to enable them to effectively support the development of children's calculation skills. It has been devised to meet the requirements of the National Curriculum 2014 for the teaching and learning of mathematics, and is designed to give pupils a consistent and smooth progression of learning in calculations across the school. Please note that the early learning in number and calculation in Reception follows the 'Development Matters' Early Years Foundation Stage document, and this calculation policy is designed to build on progressively from the content and methods established in the EYFS. The consistent use of CPA (Concrete, Pictorial, Abstract) approach helps children develop mastery in both written and mental methods across all the operations in an efficient, reliable way and develops children's confidence in their understanding of methods we use.

Reception

Mathematics involves providing children with opportunities to develop and improve their skills in counting, understanding and using numbers, calculating simple addition and subtraction problems; and to describe shapes, spaces, and measures.

Year 1 & 2

Children develop the core ideas that underpin all calculation. They begin by connecting calculation with counting on and counting back, but they also learn that understanding wholes and parts will enable them to calculate efficiently and accurately, and with greater flexibility. They learn how to use an understanding of 10s and 1s to develop their calculation strategies, especially in addition and subtraction.

Year 3 & 4

Children develop the basis of written methods by building their skills alongside a deep understanding of place value. They should use known addition/subtraction and multiplication/division facts to calculate efficiently and accurately, rather than relying on counting. Children use place value equipment to support their understanding, but not as a substitute for thinking.

Year 5 & 6

Children build on secure foundations in calculation, and develop fluency, accuracy and flexibility in their approach to the four operations. They work with whole numbers and adapt their skills to work with decimals, and they continue to develop their ability to select appropriate, accurate and efficient operations.

Key Language:

- Addition: sum, total, parts and wholes, add, altogether, more, 'is equal to', 'is the same as'
- Subtraction: take away, less than, the difference, subtraction, minus, fewer, decrease
- Multiplication: double, times, multiplied by, the product of, lots of, equal groups
- Division: share, group, divide, divided by, half.

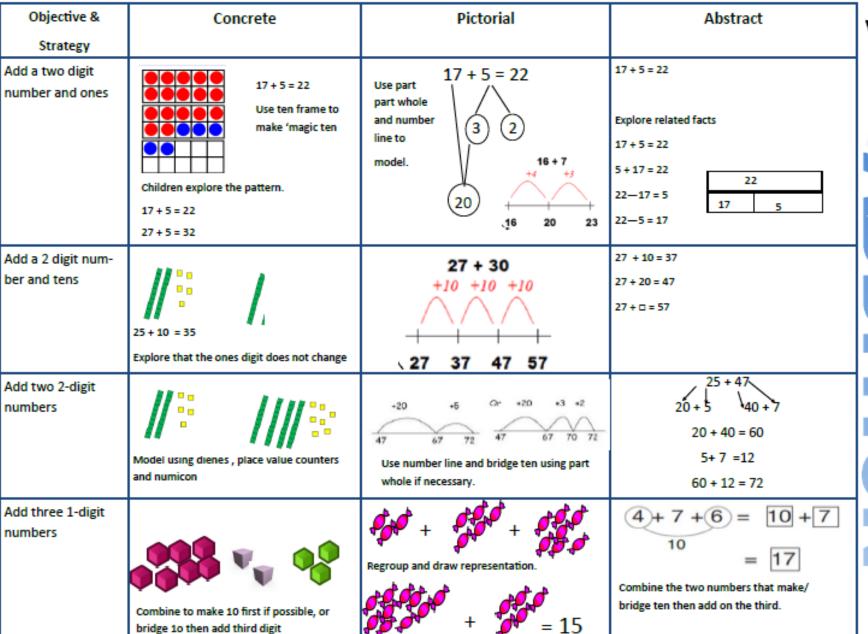
Overview of progression in calculation

	EYFS / Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Combining two parts to	Adding three single digits.	Column method-	Column method –	Column method –	Column method –
	make a whole: part whole		regrouping.	regrouping.	regrouping.	regrouping.
_	model.	Use of base 10 to combine				
Addition		two numbers.	Using place value counters	(up to 4 digits)	Use of place value counters	Abstract methods.
l Ë	Starting at the bigger		(up to 3 digits).		for adding decimals.	
þ	number and counting on –					Place value counters to be
< <	using cubes.					used for adding decimal numbers.
	Regrouping to make 10					numbers.
	using ten frame.					
	Taking away ones	Counting back	Column method with	Column method with	Column method with	Column method with
			regrouping.	regrouping.	regrouping.	regrouping.
<u>_</u>	Counting back	Find the difference				
Ęį			(up to 3 digits using place	(up to 4 digits)	Abstract for whole	Abstract methods.
390	Find the difference	Part whole model	value counters)		numbers.	
Subtraction	Part whole model	Make 10			Start with place value	Place value counters for decimals – with different
Su	Part whole model	IVIARE 10			counters for decimals –	amounts of decimal places.
	Make 10 using the ten	Use of base 10			with the same amount of	amounts of decimal places.
	frame				decimal places.	
_	Recognising and making	Arrays showing	Arrays	Column multiplication	Column multiplication	Column multiplication
<u>.</u>	equal groups.	commutative	2digit x 1digit using base	introduced with place value		
at		multiplication.	10	counters.	Abstract only but might	Abstract methods (multi-
1 12	Doubling			(0. 10 11 11 11 11	need a repeat of year 4 first	digit up to 4 digits by a 2
Multiplication	Counting in multiples. Use			(2 and 3 digit multiplied by	(up to 4 digit numbers multiplied by 1 or 2 digits)	digit number)
]	cubes, Numicon and other			1 digit)	inditiplied by 1 of 2 digits)	
2	objects in the classroom.					
	Sharing objects into groups	Division as grouping	Division with remainder –	Division with a remainder	Short division	Short division
			using lollipop sticks, times			
_	Division as grouping e.g. I	Division with arrays linking	tables facts and repeated	Short division (up to 3	(up to 4 digits by a 1 digit	Long division with place
<u>.</u> <u>Ö</u>	have 12 sweets and put	to multiplication	subtraction.	digits by 1 digit – concrete	number including	value counters (up to 4
Division	them in groups of 3, how			and pictorial)	remainders)	digits by a 2 digit number)
Ö	many groups?	Repeated subtraction	2 digit divided by 1 digit			Children ob avid avabar ===
	Use cubes and draw round		using base 10 or place value counters			Children should exchange into the tenths and
	3 cubes at a time.		value couliters			hundredths column too
	J capes at a tille.		l	l		Harrareatris columni too

Objective & Strategy	Concrete	Pictorial	Abstract	V 4
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 together 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 big- ger 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 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.	Start with the bigger number and use the smaller number to make 10. Use ten frames.	3 + 9 = Use pictures or a number line. Regroup or partition the smaller number using the part part whole model to make 10. 9 + 5 = 14	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.	CXW Z (NOME TOUS)	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.'	Z

Objective &	Concrete	Pictorial	Abstract
Strategy			
Adding multiples of	50= 30 = 20		20 + 30 = 50
ten	11111		70 = 50 + 20
		3 tens + 5 tens = tens 30 + 50 =	40 + 🗆 = 60
	Model using dienes and bead strings	Use representations for base ten.	
Use known number facts	Children explore ways of	20	+ 1 = 16
Part part whole	making num-		1 + = 16 16 - = 1
	bers within 20	+ = 20 20 - =	
		+ = 20 20 - =	
Using known facts		∵ + ⊹ = ∴	3 + 4 = 7
	որը Որը որորոր	+ =	leads to
			30 + 40 = 70
			leads to
		Children draw representations of H,T and O	300 + 400 = 700
Bar model			
		3333333333	23 25
	2 . 4 - 7		?
	3 + 4 = 7	7 + 3 = 10	23 + 25 = 48

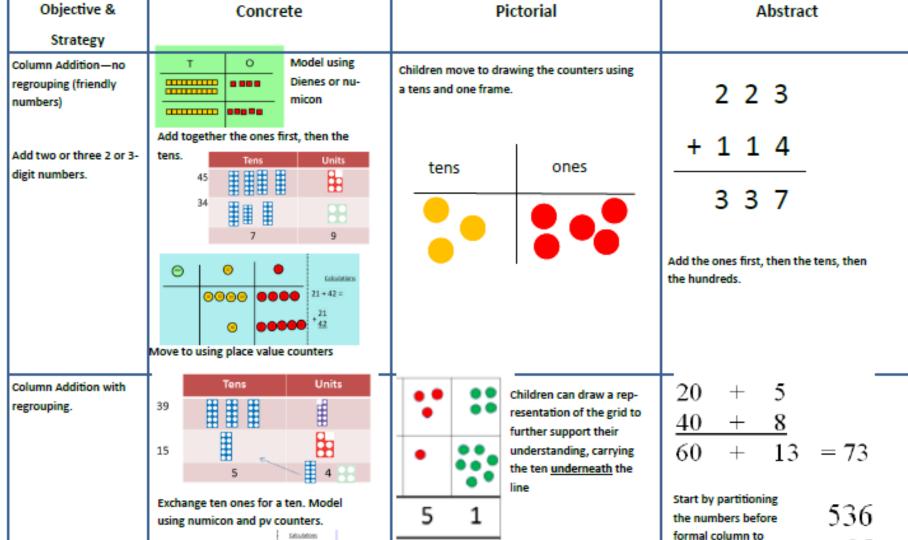
Y2





<u>+ 85</u>

show the exchange.

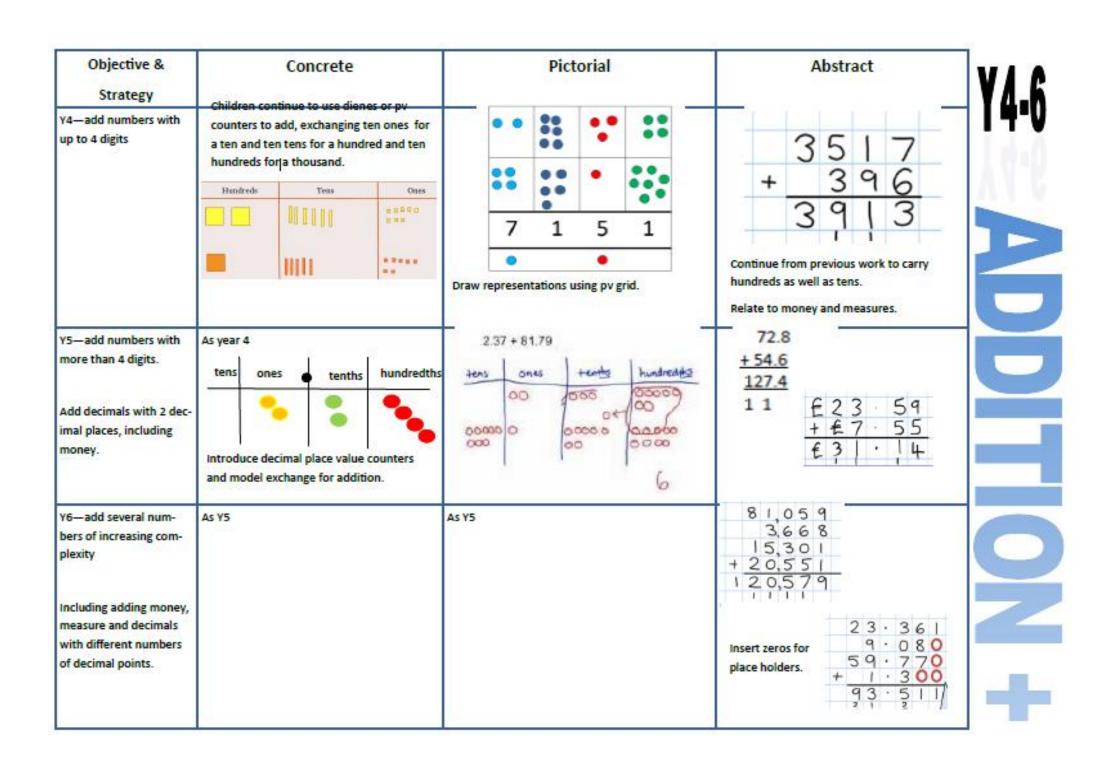


146

+ 527

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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 4-2 = 2	$ \begin{array}{cccc} & \uparrow & $	7—4 = 3 16—9 = 7
Counting back	Move objects away from the group, counting backwards. Move the beads along the bead string as you count backwards.	$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	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' 3 Pancis	Count on using a number line to find the difference.	Hannah has12 sweets and her sister has 5. How many more does Hannah have than her sister.?
	3 transn 7 Lay objects to represent bar model.	0 1 2 3 4 5 6 7 8 9 10 11 12	

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
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 13—7 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	22222 22222 22222 22222 22222 22222 2222	8 2 10 = 8 + 2 10 = 2 + 8 10-2 = 8 10-8 = 2

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'	Use Dienes to show how to partition the number when subtracting without regrouping.	Children draw representations of Dienes and cross off.	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

Y2 BIRACIE O

	AMEDIE (SW. 1 T)	Pictorial	Abstract
Column subtraction without regrouping friendly numbers)	Use base 10 or Numicon to model	Darw representations to support understanding	$47-24=23$ $-\frac{40+7}{20+3}$ Intermediate step may be needed to lead to clear subtraction understanding. 32 -12
Column subtraction with regrouping	Tens Units	45 -29 Tens 10nes	836-254*582 836-254*582 Begin by partitioning into pv columns
	Begin with base 10 or Numicon. Move to pv counters, modelling the exchange of a ten into tten ones. Use the phrase 'take and make' for exchange.	Children may draw base ten or PV counters and cross off.	7 28 - 582 = 146 Then move to formal method. 5 8 2 1 4 6

Y3 SUBTRACTION 1

Objective & Strategy	Concrete	Pictorial	Abstract
Subtracting tens and ones Year 4 subtract with up to 4 digits. Introduce decimal subtraction through context of money	234 - 179	Children to draw pv counters and show their exchange—see Y3	2 × 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 dig- its, 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	*8 *X '0 *8 '6 - 2 2 8 2 8,9 2 8 Use zeros for place- holders 3 7 2 · 5 6 7 9 6 · 5
Year 6—Subtract with increasingly large and more complex numbers and decimal values.			* * * * * * * * * * * * * * * * * * *

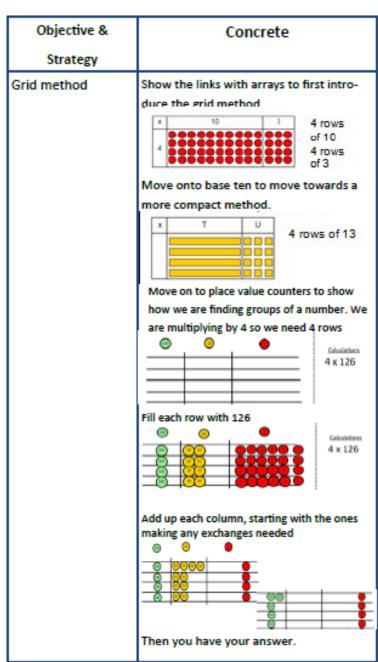
Y4-6

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Objective &	Concrete	Pictorial	Abstract	V
Strategy				T
Doubling	Use practical activities using manip-	Draw pictures to show how to double numbers	Partition a number and then double each part	•
	ultives including cubes and Numicon		before recombining it back together.	
	to demonstrate doubling		16	
		Davible 4 is 8	10 6	
		Double 4 is 8	1 x2 1 x2	
	00+00=00		20 + 12 = 32	
			10 . 11 02	
	double 4 is 8			
	4×2=8	_		
Counting in multi-	Count the groups as children are skip		Count in multiples of a number aloud.	
ples	counting, children may use their fin-		Write sequences with multiples of num-	
	gers as they are skip counting.		bers.	
		Children make representations to show		
		counting in multiples.	2, 4, 6, 8, 10	
			2, 4, 6, 6, 10	
		10 010 010 010 010 010 010 010 010 010		
		2 4 4 8 10 12 14 16 18 ZD	5, 10, 15, 20, 25 , 30	
Making equal	B B SHOW SHOW		2 x 4 = 8	
groups and		Draw 😂 to show 2 x 3 = 6		
counting the total	1 1 1 1 TH THE			
	x = 8	Draw and make representations		
	Use manipulatives to create equal groups.			

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.
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 under- standing	3 x 2 = 6 2 x 5 = 10

Objective &	Concrete	Pictorial	Abstract	V۸
Strategy				Y Z
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 multi-	Count the groups as children are skip	Number lines, counting sticks and bar	Count in multiples of a number aloud.	
ples of 2, 3, 4, 5, 10	counting, children may use their fin-	models should be used to show repre-		
from 0 (repeated addition)	gers as they are skip counting. Use bar models.	sentation of counting in multiples.	Write sequences with multiples of numbers.	5
	5+5+5+5+5+5+5=40	ALL ALL ALL	0, 2, 4, 6, 8, 10	
	5+5+5+5+5+5+5+5=40	0 5 10 15 20 25 30	0, 3, 6, 9, 12, 15	
		i ulululuiiiii	0, 5, 10, 15, 20, 25 , 30	
		3 3 3 3	4 × 3 =	N X

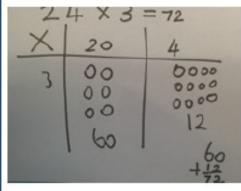
Objective & Strategy	Concrete	Pictorial	Abstract	Y2
Multiplication is commutative	Create arrays using counters and cubes and Numicon. Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the 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.		x =	2 x 4 = 8 4 x 2 = 8 8 ÷ 2 = 4 8 ÷ 4 = 2 8 = 2 x 4 8 = 4 x 2 2 = 8 ÷ 4 4 = 8 ÷ 2 Show all 8 related fact family sentences.	SAII ON X



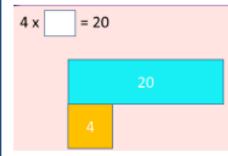
Pictorial

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 the different columns to show their thinking as shown below.



Bar model are used to explore missing numbers



Abstract

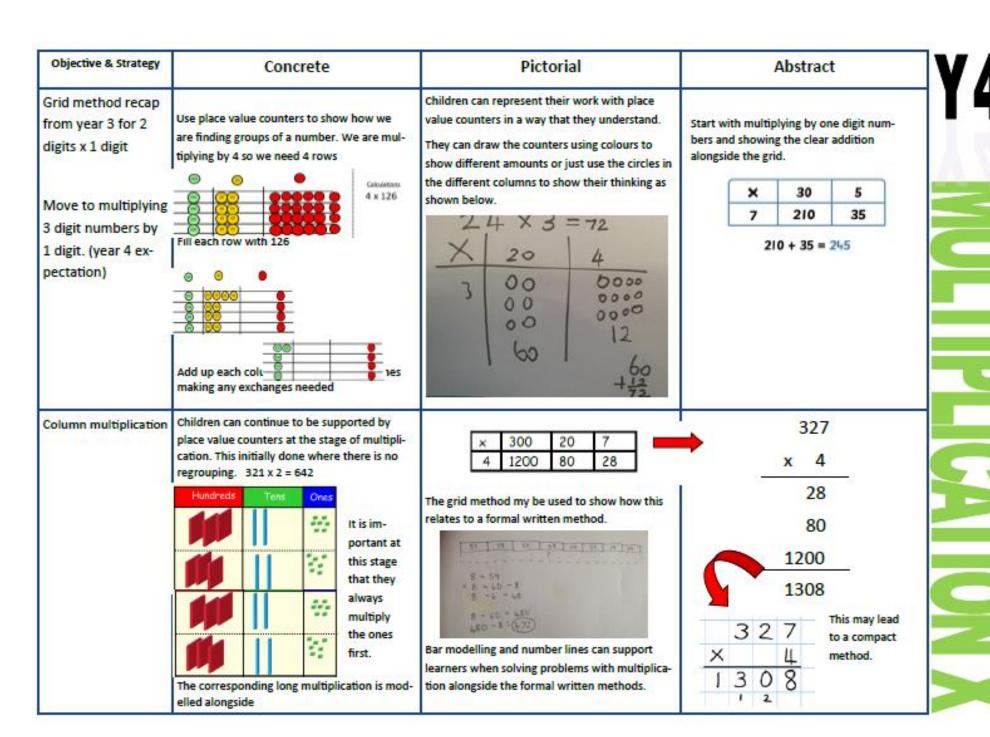
Start with multiplying by one digit numbers and showing the clear addition alongside the grid.

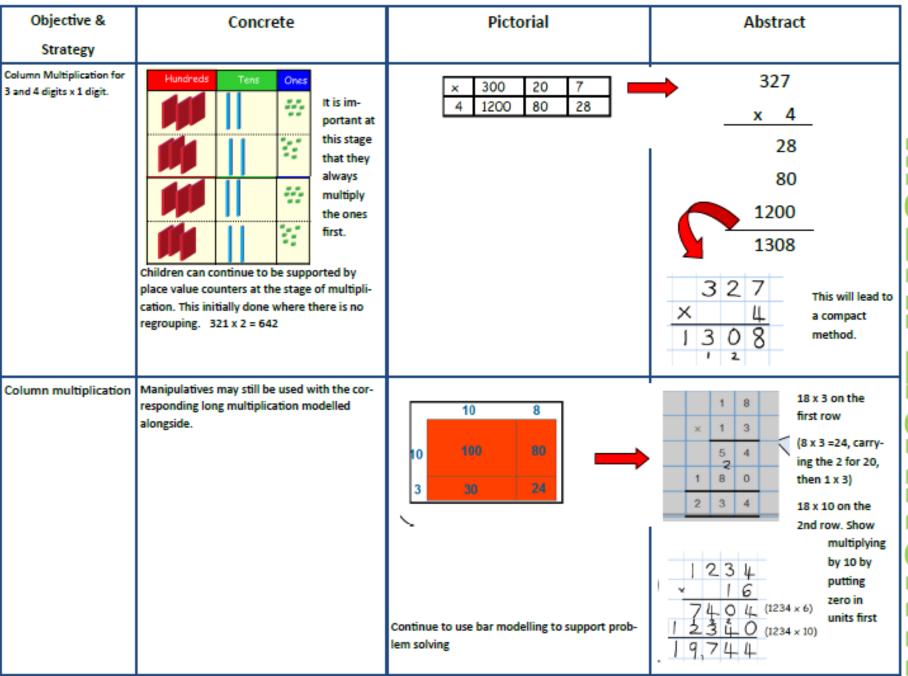
×	30	5
7	210	35

$$210 + 35 = 245$$

Moving forward, multiply by a 2 digit number showing the different rows within the grid method.

	10	ŏ
10	100	80
3	30	24





Objective &	Concrete	Pictorial	Abstract	
Strategy Multiplying decimals up to 2 decimal plac- es 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 · 1 9 × 8 2 5 · 5 2	

Y6

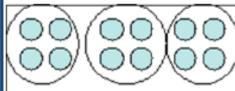
Concrete	Pictorial	Abstract
	Children use pictures or shapes to share quantities. Sharing:	12 shared between 3 is 4
10	12 shared between 3 is 4	
e 10 cubes, can you share them equally in oups?		
	e 10 cubes, can you share them equally in	Children use pictures or shapes to share quantities. 8 Sharing: Sharing: 12 Shared between 3 is 4

then see how many more you need to jump to find a remainder. Divide objects between groups and see how much is left over The see how many more you need to jump to find a remainder. 29 + 8 = 3 REMAINDER 5	Objective &	Concrete	Pictorial	Abstract
then see how many more you need to jump to find a remainder. Divide objects between groups and see how much is left over The see how many more you need to jump to find a remainder. 29 + 8 = 3 REMAINDER 5	Strategy			
Divide objects between groups and see how much is left over The property of t	Division with remain- ders.	14 ÷ 3 =		
Draw dots and group them to divide an amount and clearly show a remainder. Use bar models to show division with remainders. Use bar models to show division with remainders.	uers.			
and clearly show a remainder. Use bar models to show division with remainders. 37 10 10 10 10 10 10 10 10 10 1			0 4 8 12 13	\uparrow \uparrow \uparrow
Example without remainder: $40 + 5$ Ask "How many 5s in 40?" $5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 8 \text{ fives}$ Example with remainder: $38 + 6$ $6 + 6 + 6 + 6 + 6 + 6 + 2 = 6 \text{ sixes with a remainder of 2}$ For larger numbers, when it becomes inefficient to count in single multiples, bigger		4		
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40 + 5 Ask "How many 5s in 40?" Example with remainder. 38 + 6 $6+6+6+6+6+6+2 = 6 \text{ sixes with a remainder of 2}$ $0 = 12 + 18 + 24 + 30 + 36 + 38$ For larger numbers, when it becomes inefficient to count in single multiples, bigger				
38 + 6 6 + 6 + 6 + 6 + 6 + 6 + 2 0 6 12 18 24 30 36 38 For larger numbers, when it becomes inefficient to count in single multiples, bigger		40 ÷ 5 Ask "How many	5s in 40?" 5+5+5+5+5+5+5 = 8 fi	ves
For larger numbers, when it becomes inefficient to count in single multiples, bigger		38 + 6	6+6+6+6+6+6+2 = 6 sixes with	a remainder of 2
jumps can be recorded using known facts.		For larger numbe jumps can be rec	ers, when it becomes inefficient to count in single must corded using known facts.	ultiples, bigger

Objective &	Concrete	
Strategy		
Divide at least 3 digit numbers by 1 digit.	96÷3 Tens Units 3 2	Students with dots into equa
Short Division	3 O	00
	Calculations 42 ÷ 3 = Start with the biggest place value, we are	Encourag multiples
	sharing 40 into three groups. We can put 1 ten in each group and we have 1 ten left over.	
	We exchange this ten for ten ones and then share the ones equally among the groups. We look how much in 1 group so the answer is 14.	

Pictorial

Students can continue to use drawn diagrams with dots or circles to help them divide numbers into equal groups.



Encourage them to move towards counting in multiples to divide more efficiently.

Abstract

Begin with divisions that divide equally with no remainder.

Move onto divisions with a remainder.

Finally move into decimal places to divide the total accurately.





- 4 does not go into 1 (hundred). So combine the 1 hundred with the 6 tens (160).
- 4 goes into 16 four times.
- 4 goes into 5 once, leaving a remainder of 1.

8 does not go into 3 of the thousands. So combine the 3 thousands with the 2 hundreds (3,200).

- 8 goes into 32 four times $(3,200 \div 8 = 400)$
- 8 goes into 0 zero times (tens).
- 8 goes into 7 zero times, and leaves a remainder of 7.

Long Division

Step 1 continued...

When dividing the ones, 4 goes into 7 one time. Multiply $1 \times 4 = 4$, write that four under the 7, and subract. This finds us the remainder of 3.

Check: $4 \times 61 + 3 = 247$

When dividing the ones, 4 goes into 9 two times. Multiply $2 \times 4 = 8$, write that eight under the 9, and subract. This finds us the remainder of 1.

Check: $4 \times 402 + 1 = 1,609$

Long Division

Step 2—a remainder in the tens

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
t o 2	t o 2	t o 2 9
2)58	2)58 -4 1	2)5 <mark>8</mark> -4 18
Two goes into 5 two times, or 5 tens ÷ 2 = 2 whole tens but there is a remainder!	To find it, multiply 2 × 2 = 4, write that 4 under the five, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the leftover 1 ten. You combine the remainder ten with 8 ones, and get 18.

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
t o	t o	t o
2 9 2) 5 8	29	2 2 9 2) 5 8
- <u>4</u>	<u>- 4</u> 1 8	- <u>4</u> 18
	<u>- 1 8</u>	- 1 8 0
Divide 2 into 18, Place 9 into the	Multiply 9 × 2 = 18, write that 18	The division is over since there are
quotient.	under the 18, and subtract.	no more digits in the dividend. The quotient is 29.

Long Division

Step 2—a remainder in any of the place values

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
h t o 1 2)278 Two goes into 2 one time, or 2 hundreds ÷ 2 = 1 hundred.	h t o 1 2)278 -2 0 Multiply 1 × 2 = 2, write that 2 under the two, and subtract to find the remainder of zero.	h t o 18 2)278 -21 07 Next, drop down the 7 of the tens next to the zero.
Divide.	Multiply & subtract.	Drop down the next digit.
h t o 1 3 2) 2 7 8 -2 0 7 Divide 2 into 7. Place 3 into the	h t o 1 3 2) 2 7 8 -2 0 7 - 6 1 Multiply 3 x 2 = 8, write that 6 under	h t o 1 3 2) 2 7 8 -2 0 7 - 6 1 8 Next, drop down the 8 of the ones
quotient.	the 7, and subtract to find the remainder of 1 ten.	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 18	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.