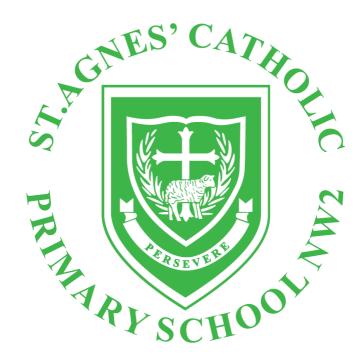
St Agnes' Catholic Primary School



Calculation Policy

-The family of St Agnes loves, learns and grows together as followers of Jesus

The following calculation policy has been devised to meet requirements of the National Curriculum 2014 for the teaching and learning of mathematics, and is also designed to give pupils a consistent and smooth progression of learning in calculations across the school.

The National Curriculum for mathematics aims to ensure that all pupils:

- •become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately
 - reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- •can solve problems by applying their mathematics to a variety of routine and non-routine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions

At St Agnes, we are particularly focusing on the progression of calculation using concrete resources and pictorial representations, before progressing on to the abstract. Concrete, pictorial, abstract (CPA) is a highly effective approach to teaching, that develops a deep and sustainable understanding of maths. Developed by American psychologist, Jerome Bruner, the CPA approach is the mainstay of maths teaching in Singapore. The CPA approach is a gradual and systematic approach, which builds on a child's existing understanding, and provides children with a conceptual understanding of maths.



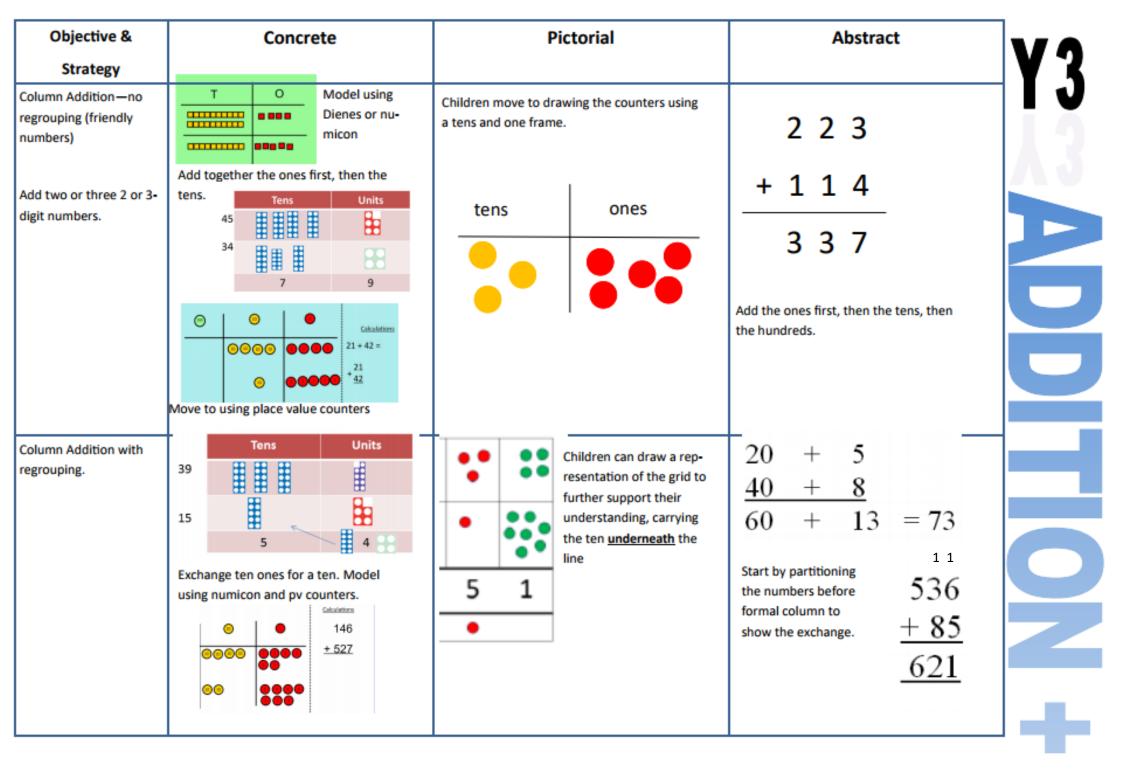
-The family of St Agnes loves, learns and grows together as followers of Jesus

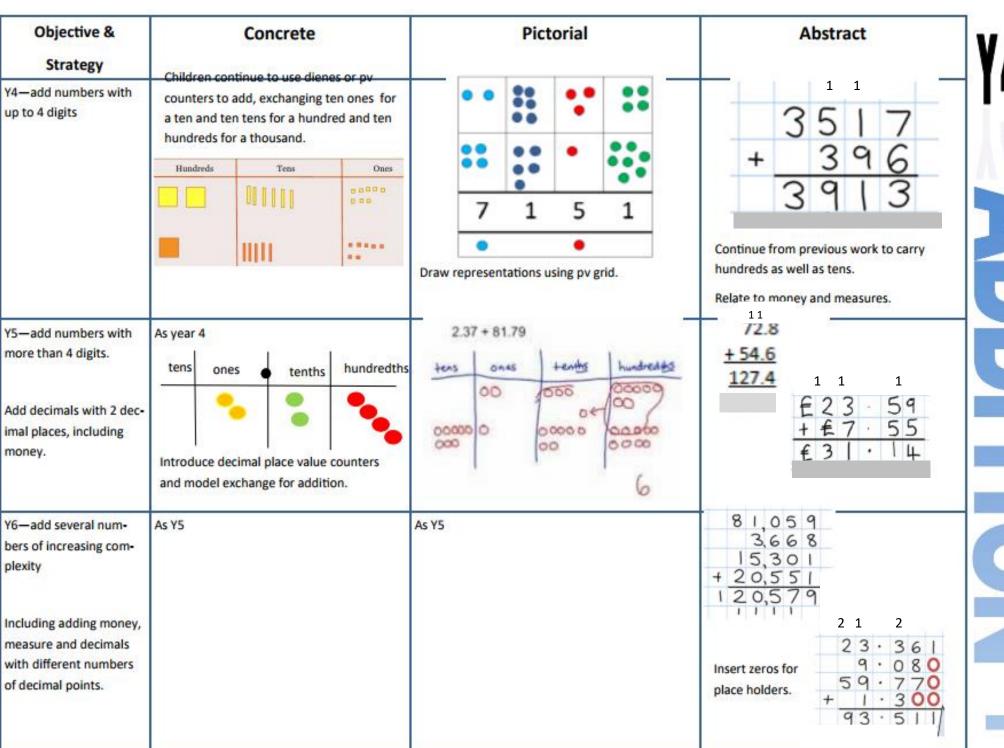
Objective & Strategy	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part- whole model	Use part part whole model. Use cubes to add two numbers together as a group or in a bar.	Use pictures to add two numbers together as a group or in a bar.	4 + 3 = 7 Use the part-part whole diagram as 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.	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.'

Y1

Objective & Strategy	Concrete	Pictorial	Abstract
Adding multiples of ten	50= 30 = 20 Model using dienes and bead strings	3 tens + 5 tens = tens 30 + 50 = Use representations for base ten.	20 + 30 = 50 70 = 50 + 20 40 + \square = 60
Use known number facts Part part whole	Children explore ways of making numbers within 20	20	+ 1 = 16
Using known facts		∴ + ∴ = ∴	3 + 4 = 7 leads to 30 + 40 = 70 leads to 300 + 400 = 700
Bar model	3+4=7	7 + 3 = 10	23 25 ? 23 + 25 = 48

Objective &	Concrete	Pictorial	Abstract
Strategy Adding multiples of ten	50= 30 = 20 Model using dienes and bead strings	3 tens + 5 tens = tens 30 + 50 = Use representations for base ten.	20 + 30 = 50 70 = 50 + 20 40 + \square = 60
Use known number facts Part part whole	Children explore ways of making numbers within 20	20	☐ + 1 = 16
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Bar model	3 + 4 = 7	7+3=10	23 25 ? 23 + 25 = 48





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
	4-2=2	$15 - 3 = \boxed{12}$ Cross out drawn objects to show what has been taken away.	16—9 = 7
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'	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.?
	Lay objects to represent bar model.	0 1 2 3 4 5 6 7 8 9 10 11 12	

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 7
Make 10	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 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	**************************************	8 2 10 = 8 + 2 10 = 2 + 8 10-2 = 8 10-8 = 2

St Agries Calculation Policy				
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, crossing 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	

Strategy	Concrete	Pictorial	Abstract
Column subtraction without regrouping (friendly numbers)	47—32 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 20
Column subtraction with regrouping	Tens Units	45 -29 Tens 10nes 16	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 7 12 8 5 8 2 1 4 6

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 O O O O O O O O O O O O O O O O O O O	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 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 1 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

Objective & Strategy	Concrete	Pictorial	Abstract
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 1 x2 20 + 12 = 32
Counting in multi- ples	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
Making equal groups and counting the total	□ x □ = 8 Use manipulatives to create equal groups.	Draw	2 x 4 = 8

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 & Strategy	Concrete	Pictorial	Abstract
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. 16 10 10 10 1 12 20 + 12 = 32
Counting in multi- ples 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+5=40	Number lines, counting sticks and bar models should be used to show representation of counting in multiples. 3 3 3 3 3	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 4 × 3 =

Objective &	
Strategy	

Concrete

Pictorial

Abstract

Multiplication is commutative

Create arrays using counters and cu-

bes and

Numicon.

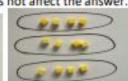




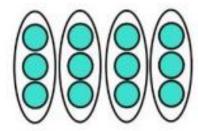


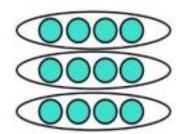
Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the answer.





Use representations of arrays to show different calculations and explore commutativity.





$$12 = 3 \times 4$$

$$12 = 4 \times 3$$

Use an array to write multiplication sentences and reinforce repeated addition.

$$5 + 5 + 5 = 15$$

$$3+3+3+3+3=15$$

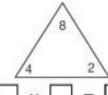
$$5 \times 3 = 15$$

$$3 \times 5 = 15$$

Using the Inverse

This should be taught alongside division, so pupils learn how they work alongside each other.





$$2 \times 4 = 8$$

$$8 = 4 \times 2$$

$$2 = 8 + 4$$

$$4 = 8 \div 2$$

Show all 8 related fact family sentences.

Objective & Strategy	Concrete	Pictorial	Abstract
Grid method	Show the links with arrays to first intro-	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.	Start with multiplying by one digit num- bers and showing the clear addition alongside the grid.
	4 rows of 3		× 30 5
	Move onto base ten to move towards a		7 210 35
	Move on to place value counters to show how we are finding groups of a number. We are multiplying by 4 so we need 4 rows Fill each row with 126 Add up each column, starting with the ones making any exchanges needed Then you have your answer.	Bar model are used to explore missing numbers $4 \times $	Moving forward, multiply by a 2 digit number showing the different rows within the grid method. 10 8 10 80 3 30 24

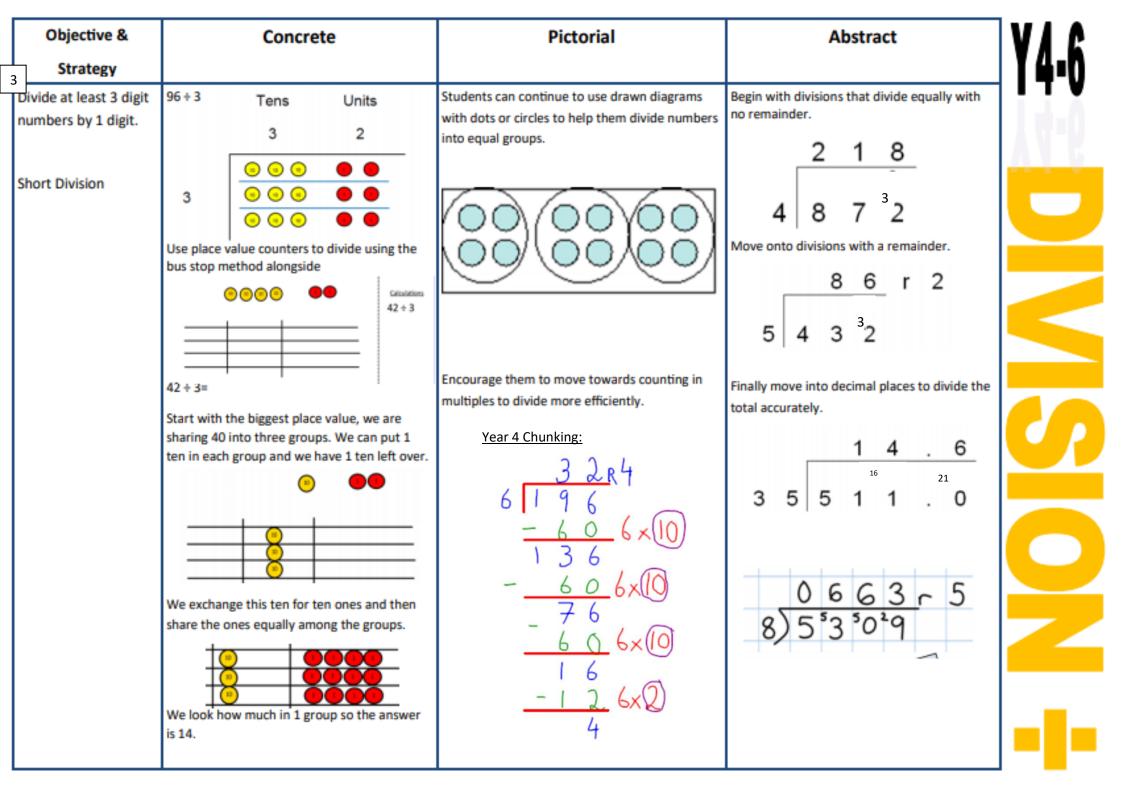
Objective & Strategy	Concrete	Pictorial	Abstract	Y5.6
Column Multiplication for 3 and 4 digits x 1 digit.	Hundreds Tens Ones It is important at this stage that they always multiply the ones first. Children can continue to be supported by place value counters at the stage of multiplication. This initially done where there is no regrouping. 321 x 2 = 642	x 300 20 7 4 1200 80 28	327 x 4 28 80 1200 1308 2 7 This will lead to a compact method.	
Column multiplication	Manipulatives may still be used with the corresponding long multiplication modelled alongside.	Continue to use bar modelling to support problem solving	18 x 3 on the first row (8 x 3 = 24, carrying the 2 for 20, then 1 x 3) 18 x 10 on the 2nd row. Show multiplying by 10 by x	ICATION X

Objective &	Concrete	Pictorial	Abstract
Strategy			
Multiplying decimals			Remind children that the single digit belongs
up to 2 decimal plac-			in the units column. Line up the decimal
es by a single digit.			points in the question and the answer.
			0 1/2 1/2
			J. 11
			0 % % 3 · 1 9 x 2 5 · 5 2
			\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
			1 2.5 5 2
			Ō • J

Y6

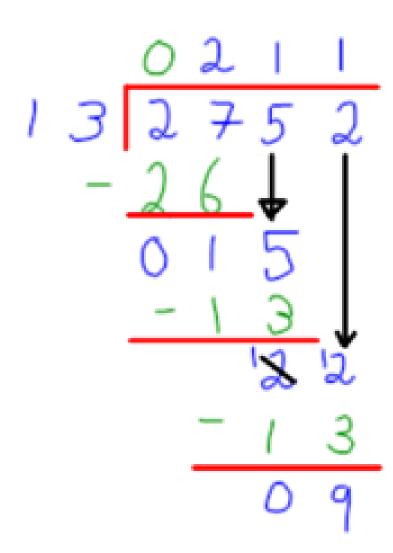
Objective & Strategy	Concrete	Pictorial	Abstract
Strategy Division as sharing Use Gordon ITPs for modelling	10	Children use pictures or shapes to share quantities. 8 Shareu petween 2 is 4 Sharing: 12 shared between 3 is 4	12 shared between 3 is 4
	ive 10 cubes, can you share them equally in roups?		

Objective &	Concrete	Pictorial	Abstract
Strategy			
Division with remainders.	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 7	Complete written divisions and show the remainder using r. 29 ÷ 8 = 3 REMAINDER 5 ↑ ↑ ↑ ↑ dividend divisor quotient remainder
	Example withou 40 + 5 Ask "How many	5s in 40?" 5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 8 ft 0 5 10 15 20 25 30 35 40	īves
	Example with re 38 ÷ 6	6+6+6+6+6+6+2 = 6 sixes with 0 6 12 18 24 30 36 38	a remainder of 2
		ers, when it becomes inefficient to count in single me corded using known facts.	uitipies, bigger



Long Division

- Divide
- Multiply
- Subtract
- Bring Down
- (Repeat if needed)



Key Facts:

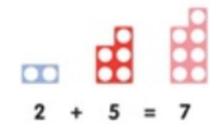
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Addition:

Concrete Resources:

- •100 square
- Number lines
- Bead strings
- Straws
- Dienes
- Place value cards
- Place value dice
- Place value counters
- Numicon





Early Years:

- ✓ Count reliably with numbers from 1 to 20, place them in order.
- ✓ Say which number is one more than a given number.
- ✓ Using quantities and objects, they add two single-digit numbers and count on to find the answer.

Year 1 Statutory requirements:

- ✓ Count to and across 100, forwards beginning with 0 or 1, or from any given number.
- ✓ Given a number, identify one more.
- ✓ Read, write and interpret mathematical statements involving addition (+), and equals (=) signs.
- ✓ Represent and use number bonds and related subtraction facts within 20
- ✓ Add one-digit and two-digit numbers to 20, including zero.
- ✓ Solve one-step problems that involve addition using concrete objects and pictorial representations, and missing number problems.

Year 2 statutory requirements:

- ✓ Recall and use addition and subtraction facts to 20 fluently, and derive and use related facts to 100.
- ✓ Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

- ✓ Add numbers using concrete objects, pictorial representations, and mentally, including:
 - two-digit number and ones
 - a two-digit number and tens
 - two two-digit numbers
 - Adding three one-digit numbers.
- ✓ Solve problems with addition including those involving numbers, quantities and measures.

Year 3 statutory requirements:

- ✓ Find 10 or 100 more than a given number.
- ✓ Recognise the place value of each digit in a three-digit number (hundreds, tens, and ones).
- ✓ Add numbers with up to three digits, using formal written methods of columnar addition.

Year 4 statutory requirements:

- ✓ Find 1000 more than a given number.
- ✓ Add numbers with up to 4 digits using the formal written methods of columnar addition where appropriate.
- ✓ Solve addition two-step problems in contexts, deciding which operations and methods to use and why.

Year 5 statutory requirements:

- ✓ Add whole numbers with more than 4 digits using formal written methods of columnar addition.
- ✓ Add numbers mentally, with increasingly large numbers.
- ✓ Solve addition multi-step problems in contexts, deciding which operations and methods to use and why.

Solve problems involving numbers up to three decimal places

Year 6 statutory requirements:

✓ Pupils are expected to solve more complex addition and subtraction problems

Subtraction

Concrete resources:

100 square

Number lines

Bead strings

Straws

Dienes

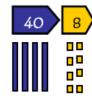
Counting stick

Place value dice

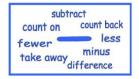
Place value cards

Place value counters









Early learning goals:

- ✓ Say which number is one less than a given number.
- ✓ Using quantities and objects, they subtract two single-digit numbers and count back to find the answer.

Year 1 statutory requirements:

- ✓ Say which number is one less than a given number.
- ✓ Represent and use number bonds and related subtraction facts within 20.
- ✓ Read, write and interpret mathematical statements involving subtraction (-) and equals (=) signs.
- ✓ Subtract one-digit and two-digit numbers to 20, including zero.
- ✓ Solve one-step problems that involve subtraction using concrete objects and pictorial representations, and missing number problems.

Year 2 statutory requirements:

- ✓ Recall and use subtraction facts to 20 fluently, and derive and use related facts to 100.
- Recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.
- ✓ Subtract numbers using concrete objects, pictorial representations, and mentally, including:

- a two-digit number and ones
- a two-digit number and tens
- two two-digit numbers
- Adding three one-digit numbers.

Year 3 statutory requirement:

- ✓ Find 10 or 100 less than a given number.
- ✓ Recognise the place value of each digit in a three-digit number (hundreds, tens, and ones).
- ✓ Subtract numbers with up to three digits, using formal written methods of column subtraction.
- ✓ Subtract numbers mentally, including:
 - A three-digit number and ones
 - A three-digit number and tens
 - A three-digit number and hundreds.

Year 4 statutory requirements:

- ✓ Find 1000 less than a given number.
- ✓ Subtract numbers with up to four digits, using formal written methods of columnar subtraction where appropriate.
- ✓ Solve subtraction two-step problems in contexts, deciding which operations and methods to use and why.

Year 5 statutory requirements:

- ✓ Subtract whole numbers with more than 4 digits using formal written methods of columnar subtraction.
- ✓ Subtract numbers mentally, with increasingly large numbers.
- ✓ Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.
- ✓ Solve problems involving numbers up to three decimal places.

Year 6 statutory requirements: pupils are expected to solve more complex addition and subtraction problems.

Multiplication

Concrete resources

Place value counters

Dienes

Place value charts

Arrays

Multiplication squares

100 square

Number lines

Blank number lines

Counting stick

Early learning goal statutory requirement:

✓ They solve problems, including doubling, halving and sharing.

Year 1statutory requirement:

✓ Solve one-step problems involving multiplication by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Year 2 statutory requirement:

- ✓ Recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers.
- ✓ Calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs.
- ✓ Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.

✓ Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.

Year 3 statutory requirements:

- ✓ Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables.
- ✓ Write and calculate mathematical statements for multiplication using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods.
- ✓ Solve problems, including missing number problems, involving multiplication including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Year 4 statutory requirement:

- ✓ Recall multiplication and division facts for multiplication tables up to 12 × 12
- ✓ Use place value, known and derived facts to multiply and divide mentally, including: multiply two-digit and three-digit numbers by a one-digit number using formal written layout.
- ✓ Solve problems involving multiplying and adding, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.

Year 5 statutory requirements:

- ✓ Multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers.
- ✓ Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000

Year 6 statutory requirements:

- ✓ Multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication.
- ✓ Multiply one-digit numbers with up to two decimal places by whole numbers.

Division

Concrete resources:

Arrays
Multiplication squares
100 square
Number lines
Blank number lines
Counting stick
Place value apparatus

Early learning goal statutory requirement:

They solve problems, including halving and sharing

Year 1 statutory requirement:

✓ Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Year 2 statutory requirement:

- ✓ Recall and use division facts for 2, 5 and 10 multiplication tables.
- ✓ Calculate mathematical statements for multiplication and division within the multiplication tables and write then using the multiplication (x), division () and equals (=) signs.
- ✓ Solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts.
- ✓ Find 1/3; 1/4; 2/4; $\frac{3}{4}$ of a length, shape, set of objects or quantity

Year 3 statutory requirement:

✓ Recall and use multiplication and division facts for the 3, 4 and 8 multiplication tables

- ✓ Write and calculate mathematical statements for division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to formal written methods
- ✓ Solve problems, including missing number problems, involving division including positive integer scaling problems and correspondence problems in which n objects are connected to m objects.

Year 4 statutory requirement:

✓ Note - there isn't a statutory objective for division. However, Y4 statutory multiplication objectives are to (1) recall multiplication and division facts for multiplication tables up to 12 × 12 and (2) multiply two-digit and three-digit numbers by a one-digit number using formal written layout so we will build on the connections between multiplication and division.

Year 5 statutory requirement:

✓ Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context.

Year 6 statutory requirement:

✓ divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context

