Repton Primary School

Calculation Policy

Working document

Updated January 2022

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For ease of movement, many items have been hyperlinked. If they are underlined, please click and it will take you to that specific page.

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Introduction

At Repton Primary School, we follow a mastery scheme of learning from the White Rose Hub, with this policy being developed by them to coincide with the strategies and methods taught. It is a scheme of learning that is used within Years 1 – 6 and introduces a mixture of fluency, problem solving and reasoning around the objectives. It is expected that all children will have access to these varied activities, with the National Curriculum stating that, *"All children need to be fluent, problem solve and reason mathematically*." Repton Primary School is very proud to not put a cap on children's learning and therefore implements 'chilli challenges' for children to choose their own level of challenge in many of the lessons. This is overseen by the teachers, but promotes 'no ceiling' learning and allows children to achieve at their level. The lessons are taught in discrete blocks and objectives will be recapped in consolidation weeks across the year.

Mastery

Mastering Maths means acquiring a deep, long-term, secure and adaptable understanding of the subject through a mixture of concrete, pictorial and abstract strategies, which will be outlined throughout the policy. Children are actively encouraged to develop a personal style and think creatively about how to solve questions and calculations, not just learn through rote procedures. The strategies outlined in the policy are used the teach objectives from Years 1 – 6 that match the 2014 National Curriculum.

Mathematical vocabulary

The 2014 National Curriculum is explicit in articulating the importance of children using the correct mathematical language as a central part of their learning (*reasoning*). Indeed, in certain year groups, the non-statutory guidance highlights the requirement for children to extend their language around certain concepts. It is therefore essential that teaching using the strategies outlined in this policy is accompanied by the use of appropriate and precise mathematical vocabulary. New vocabulary should be introduced in a suitable context (for example, with relevant real objects, apparatus, pictures or diagrams) and explained carefully. High expectations of the mathematical language used are essential, with teachers only accepting what is correct. The list of school agreed terminology will be in Appendix A, at the end of this document.

How to use this policy

This mathematics policy is a guide for all staff at Repton Primary School and is adapted from the White Rose Maths Hub. It is purposely set out as a progression of mathematical skills and not into year group phases to encourage a flexible approach to teaching and learning. It is expected that teachers will use their professional judgement as to when consolidation of existing skills is required or if to move onto the next concept. However, the **focus must always remain on breadth and depth rather than accelerating through concepts.** Children should not be extended with new learning before they are ready, they should deepen their conceptual understanding by tackling challenging and varied problems. All teachers have been given the scheme of work from the White Rose Maths Hub and are required to base their planning around their year groups modules and not to move onto a higher year groups scheme work. These modules use the Singapore Maths Methods and are affiliated to the workings of the 2014 Maths Programme of Study.

Teachers can use any teaching resources that they wish to use and the policy does not recommend one set of resources over another, rather that, a variety of resources are used. For each of the four rules of number, different strategies are laid out, together with examples of what concrete materials can be used and how, along with suggested pictorial representations. The principle of the concrete-pictorial-abstract (CPA) approach [Make it, Draw it, Write it] is for children to have a true understanding of a mathematical concept, they need to master all three phases within a year group's scheme of work.

Structure and Expectations

Children have five 60 minute sessions per week for the teaching of Maths, with each lesson being supported by a teaching assistant. Children will have their work marked for the next lesson, with the learning objective (WALT) and success criteria (Steps to success) being highlighted as appropriate. The teacher may place a 'next steps' stamp for corrections or to extend the learning further. This is to be completed by the child when they next see their book and sufficient time is to be allocated to complete them, these are then to be marked by an adult to ensure misconceptions are being addressed as appropriate.

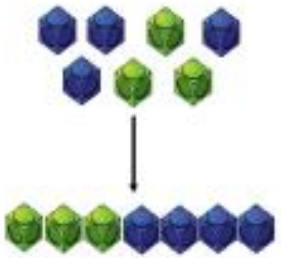
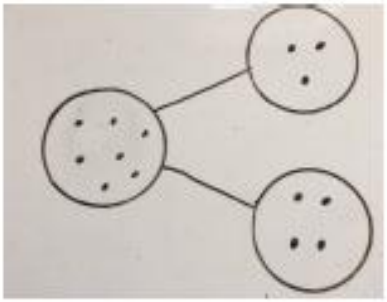
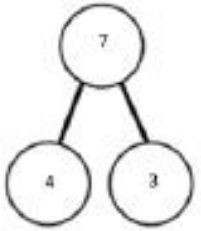
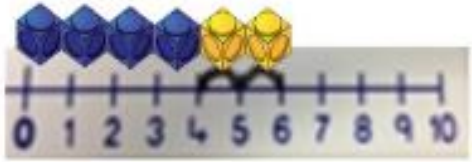
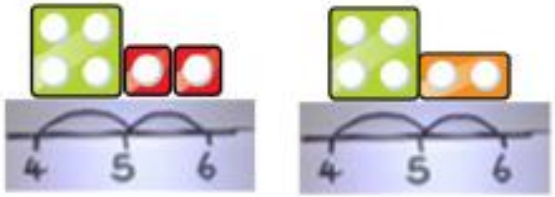
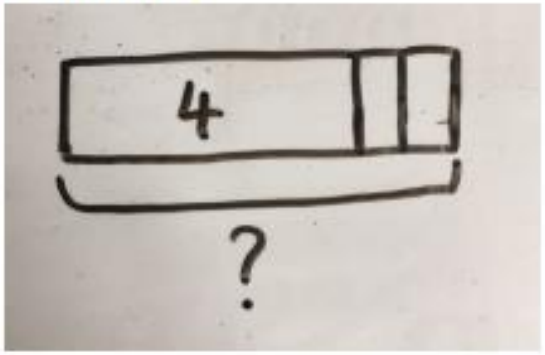
Calculation policy: Guidance

	EYFS/Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition	Combining two parts to make a whole: part whole model. Starting at the bigger number and counting on- using cubes. Regrouping to make 10 using ten frame.	Adding three single digits. Use of base 10 to combine two numbers.	Column method- regrouping. Using place value counters (up to 3 digits).	Column method- regrouping. (up to 4 digits)	Column method- regrouping. Use of place value counters for adding decimals.	Column method- regrouping. Abstract methods. Place value counters to be used for adding decimal numbers.
Subtraction	Taking away ones Counting back Find the difference Part whole model Make 10 using the ten frame	Counting back Find the difference Part whole model Make 10 Use of base 10	Column method with regrouping. (up to 3 digits using place value counters)	Column method with regrouping. (up to 4 digits)	Column method with regrouping. Abstract for whole numbers. Start with place value counters for decimals- with the same amount of decimal places.	Column method with regrouping. Abstract methods. Place value counters for decimals- with different amounts of decimal places.

Multiplication	Recognising and making equal groups. Doubling Counting in multiples Use cubes, Numicon and other objects in the classroom	Arrays- showing commutative multiplication	Arrays 2d × 1d using base 10	Column multiplication- introduced with place value counters. (2 and 3 digit multiplied by 1 digit)	Column multiplication Abstract only but might need a repeat of year 4 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)
Division	Sharing objects into groups 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.	Division as grouping Division within arrays- linking to multiplication Repeated subtraction	Division with a remainder-using lollipop sticks, times tables facts and repeated subtraction. 2d divided by 1d using base 10 or place value counters	Division with a remainder Short division (up to 3 digits by 1 digit- concrete and pictorial)	Short division (up to 4 digits by a 1 digit number including remainders)	Short division Long division with place value counters (up to 4 digits by a 2 digit number) Children should exchange into the tenths and hundredths column too

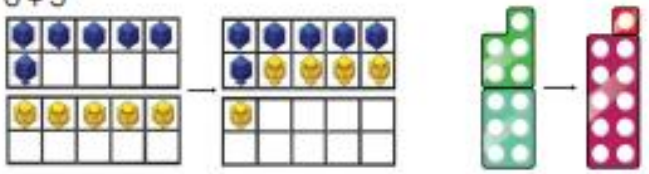
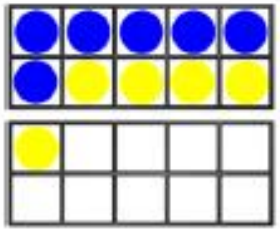
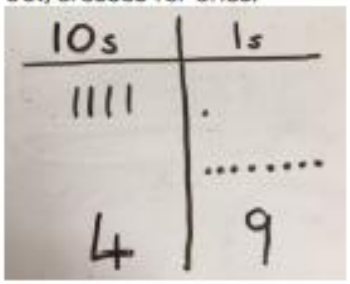
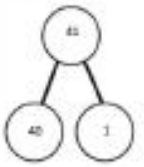
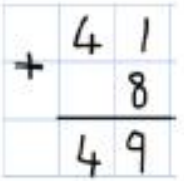
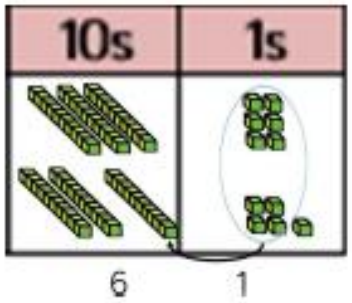
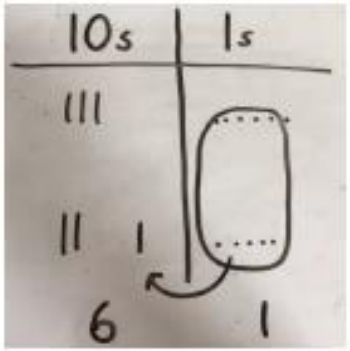
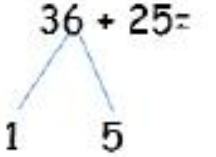
Calculation policy: Addition

Key language: sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

Concrete	Pictorial	Abstract
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. 
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 

Calculation policy: Addition

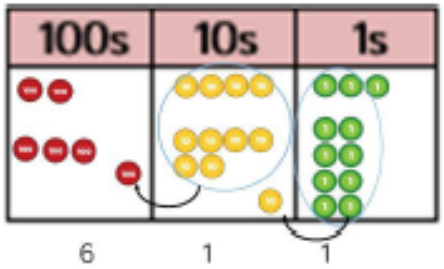
Key language: sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

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. $6 + \square = 11$ $6 + 5 = 5 + \square$ $6 + 5 = \square + 4$
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. 	41 + 8  1 + 8 = 9 40 + 9 = 49 
TO + TO using base 10. Continue to develop understanding of partitioning and place value. 36 + 25 	Chidlren to represent the base 10 in a place value chart. 	Looking for ways to make 10.  30 + 20 = 50 5 + 5 = 10 50 + 10 + 1 = 61 Formal method: 36 +25 61 1

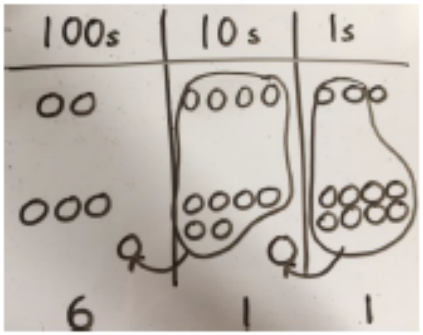
Calculation policy: Addition

Key language: sum, total, parts and wholes, plus, add, altogether, more, 'is equal to' 'is the same as'.

Use of place value counters to add HTO + TO, HTO + HTO etc. When there are 10 ones in the 1s column- we exchange for 1 ten, when there are 10 tens in the 10s column- we exchange for 1 hundred.

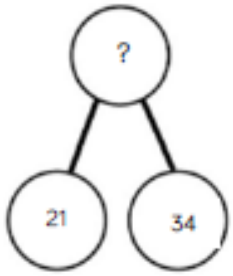


Chidren to represent the counters in a place value chart, circling when they make an exchange.



$$\begin{array}{r} 243 \\ +368 \\ \hline 611 \\ \hline 1\ 1 \end{array}$$

Conceptual variation; different ways to ask children to solve 21 + 34



?	
21	34

Word problems:
In year 3, there are 21 children and in year 4, there are 34 children.
How many children in total?

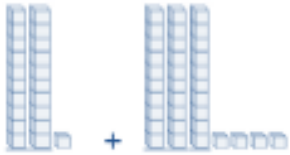
21 + 34 = 55. Prove it

$$\begin{array}{r} 21 \\ +34 \\ \hline \\ \hline \end{array}$$

21 + 34 =

$\square$ = 21 + 34

Calculate the sum of twenty-one and thirty-four.

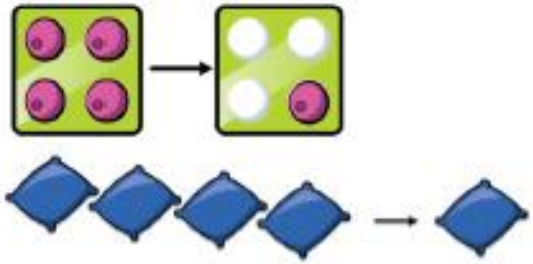
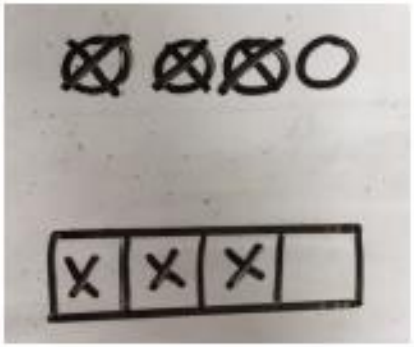
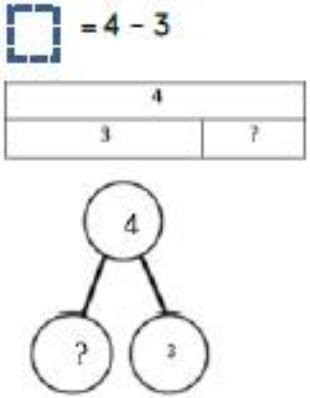
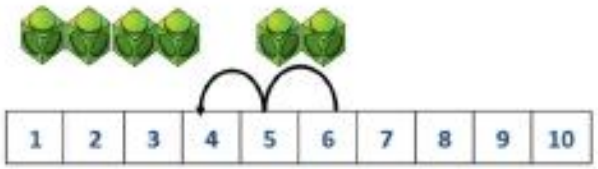
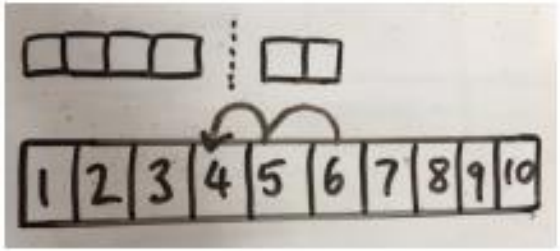
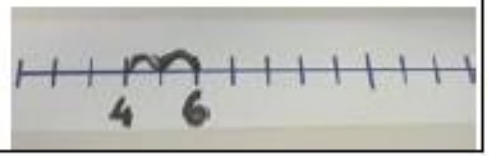


Missing digit problems:

10s	1s
	?
?	5

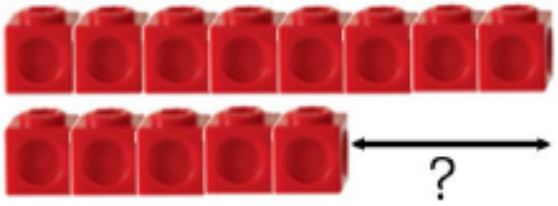
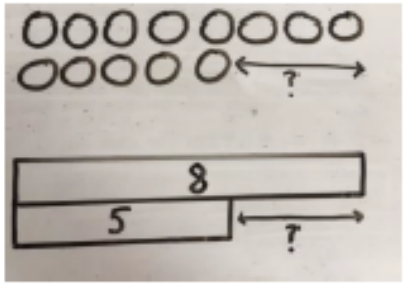
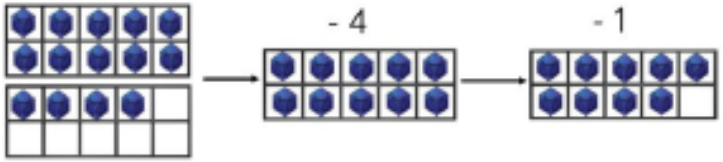
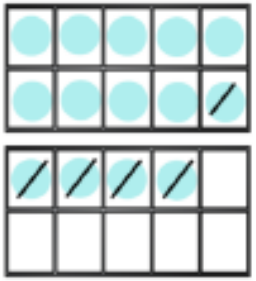
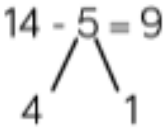
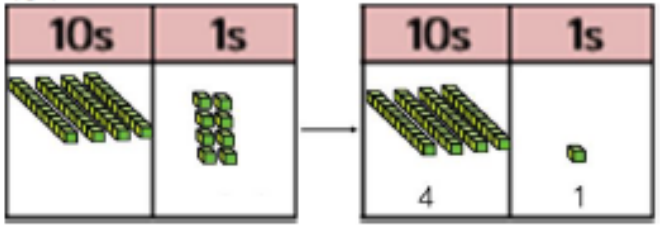
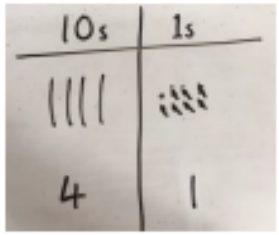
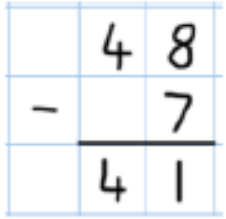
Calculation policy: Subtraction

Key language: take away, less than, the difference, subtract, minus, fewer, decrease.

Concrete	Pictorial	Abstract
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 	Children to draw the concrete resources they are using and cross out the correct amount. The bar model can also be used. 	4- 3 = 
Counting back (using number lines or number tracks) children start with 6 and count back 2. 6 – 2 = 4 	Children to represent what they see pictorially e.g. 	Children to represent the calculation on a number line or number track and show their jumps. Encourage children to use an empty number line  

Calculation policy: Subtraction

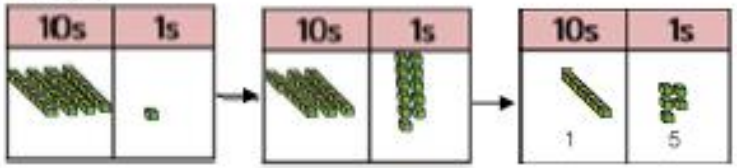
Key language: take away, less than, the difference, subtract, minus, fewer, decrease.

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. 	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.
Making 10 using ten frames. 14 – 5 	Children to present the ten frame pictorially and discuss what they did to make 10. 	Children to show how they can make 10 by partitioning the subtrahend.  14 – 4 = 10 10 – 1 = 9
Column method using base 10. 48-7 	Children to represent the base 10 pictorially. 	Column method or children could count back 7. 

Calculation policy: Subtraction

Key language: take away, less than, the difference, subtract, minus, fewer, decrease.

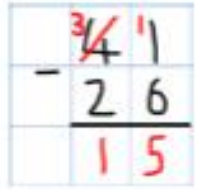
Column method using base 10 and having to exchange.
41 – 26



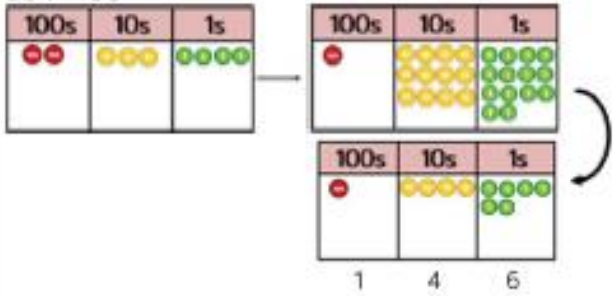
Represent the base 10 pictorially, remembering to show the exchange.



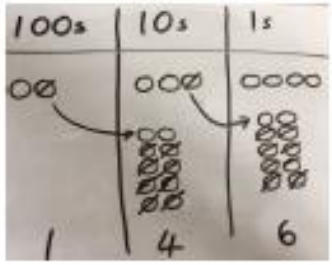
Formal column method. Children must understand that when they have exchanged the 10 they still have 41 because 41 = 30 + 11.



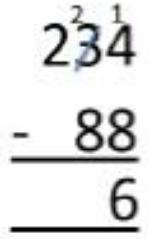
Column method using place value counters.
234 – 88



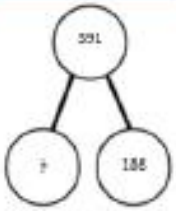
Represent the place value counters pictorially; remembering to show what has been exchanged.



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



391	
186	?

Raj spent £391, Timmy spent £186.
How much more did Raj spend?

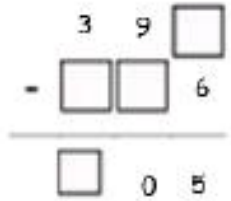
Calculate the difference between 391 and 186.

□ = 391 – 186

391
-186
———

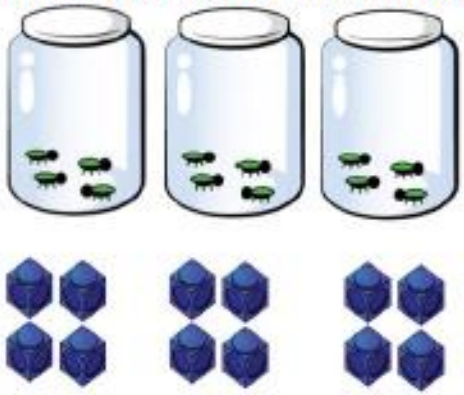
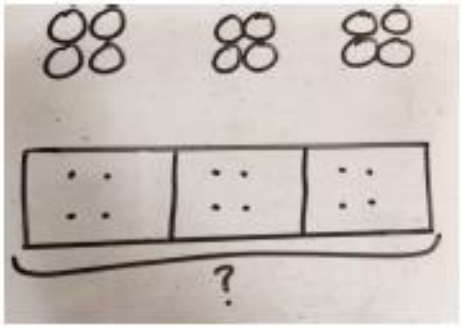
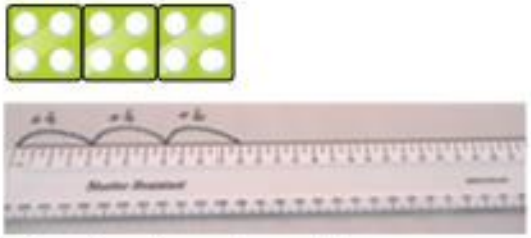
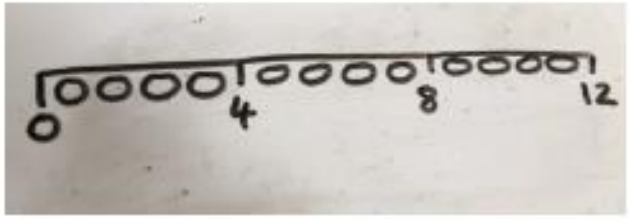
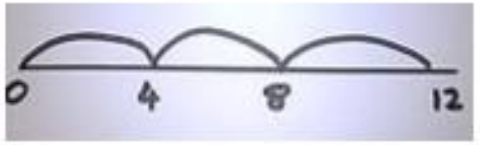
What is 186 less than 391?

Missing digit calculations



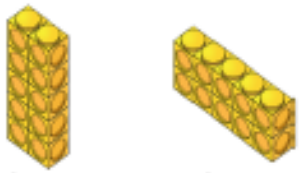
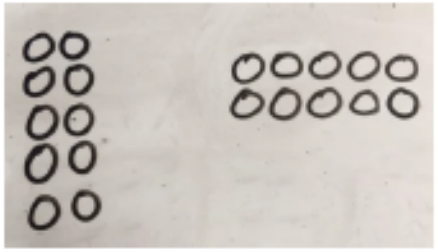
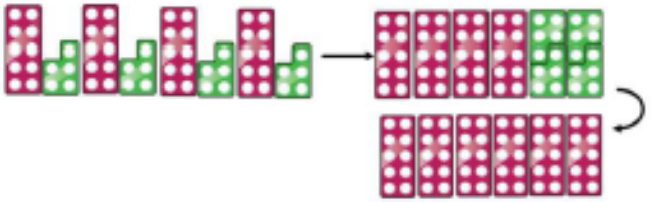
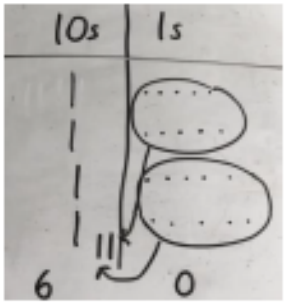
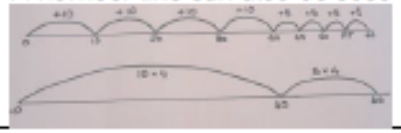
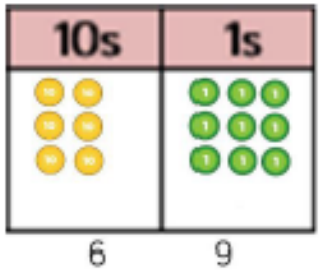
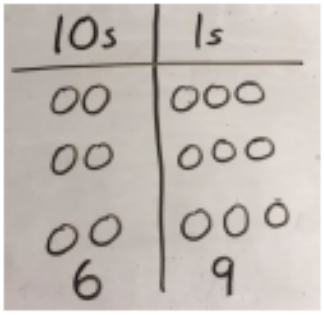
Calculation policy: Multiplication

Key language: double, times, multiplied by, the product of, groups of, lots of, equal groups.

Concrete	Pictorial	Abstract
Repeated grouping/repeated addition 3 × 4 4 + 4 + 4 There are 3 equal groups, with 4 in each group. 	Children to represent the practical resources in a picture and use a bar model. 	3 × 4 = 12 4 + 4 + 4 = 12
Number lines to show repeated groups- 3 × 4  Cuisenaire rods can be used too.	Represent this pictorially alongside a number line e.g.: 	Abstract number line showing three jumps of four. 3 × 4 = 12 

Calculation policy: Multiplication

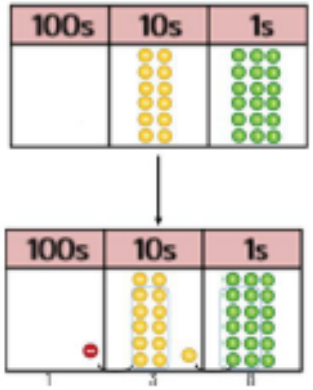
Key language: double, times, multiplied by, the product of, groups of, lots of, equal groups.

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	Children to represent the arrays pictorially. 	Children to be able to use an array to write a range of calculations e.g. $10 = 2 \times 5$ $5 \times 2 = 10$ $2 + 2 + 2 + 2 + 2 = 10$ $10 = 5 + 5$
Partition to multiply using Numicon, base 10 or Cuisenaire rods. 4×15 	Children to represent the concrete manipulatives pictorially. 	Children to be encouraged to show the steps they have taken. 4 x 15 10 5 10 x 4 = 40 5 x 4 = 20 40 + 20 = 60 A number line can also be used 
Formal column method with place value counters (base 10 can also be used.) 3×23 	Children to represent the counters pictorially. 	Children to record what it is they are doing to show understanding. 3×23 20 3 $3 \times 20 = 60$ $3 \times 3 = 9$ $60 + 9 = 69$ $\begin{array}{r} 23 \\ \times\ 3 \\ \hline 69 \end{array}$

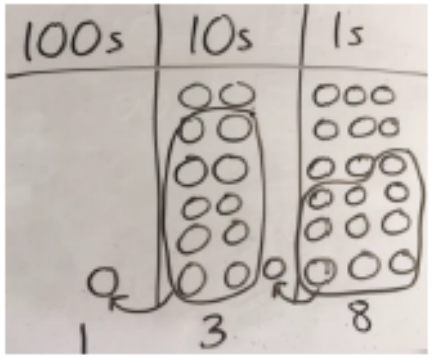
Calculation policy: Multiplication

Key language: double, times, multiplied by, the product of, groups of, lots of, equal groups.

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

$$\begin{array}{r} 6 \times 23 = \\ 23 \\ \times\ \ 6 \\ \hline 138 \\ \hline 1\ 1 \end{array}$$

When children start to multiply 3d × 3d and 4d × 2d etc., they should be confident with the abstract:

To get 744 children have solved 6 × 124.
To get 2480 they have solved 20 × 124.

$$\begin{array}{r} 1\ 2\ 4 \\ \times\ \ \ 2\ 6 \\ \hline 7\ 4\ 4 \\ 2\ 4\ 8\ 0 \\ \hline 3\ 2\ 2\ 4 \\ \hline 1\ 1 \end{array}$$

Answer: 3224

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



Mai had to swim 23 lengths, 6 times a week.
How many lengths did she swim in one week?

With the counters, prove that 6 x 23 = 138

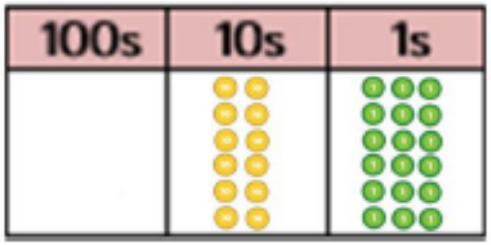
Find the product of 6 and 23

6 × 23 =

☐ = 6 × 23

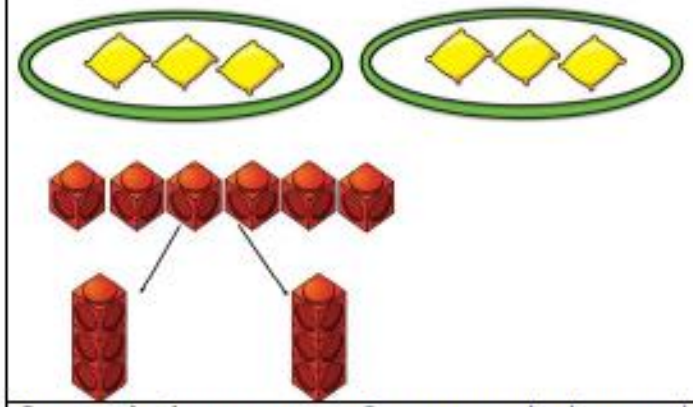
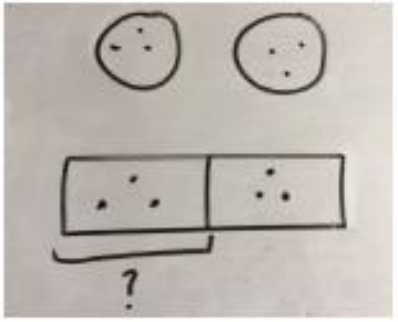
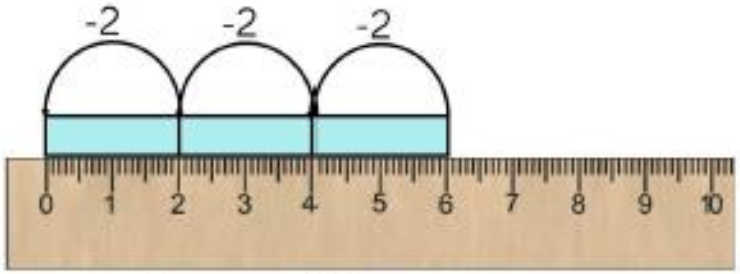
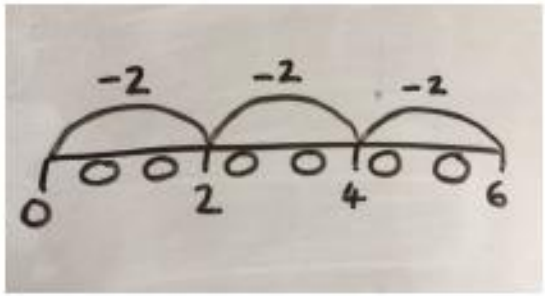
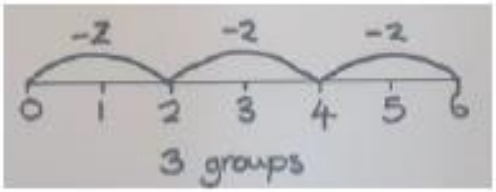
$$\begin{array}{r} 6 \\ \times\ 23 \\ \hline \\ \hline \end{array} \qquad \begin{array}{r} 23 \\ \times\ 6 \\ \hline \\ \hline \end{array}$$

What is the calculation?
What is the product?



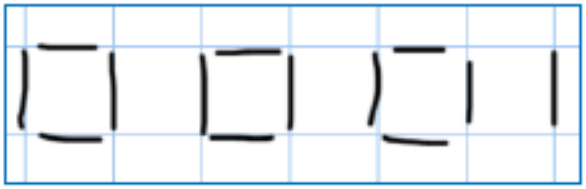
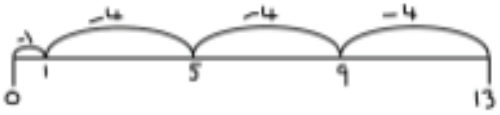
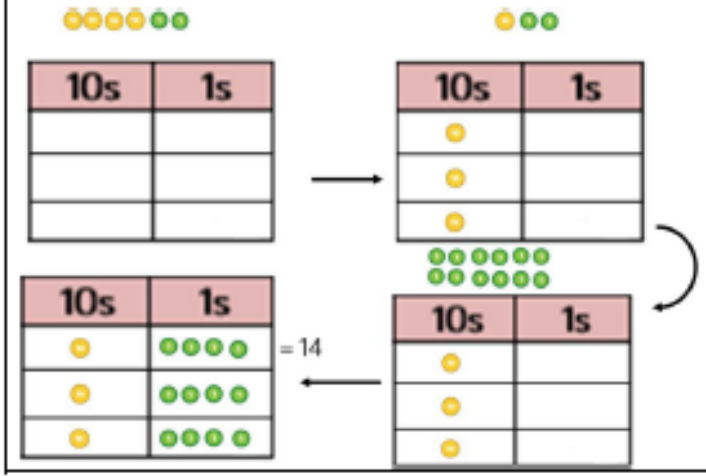
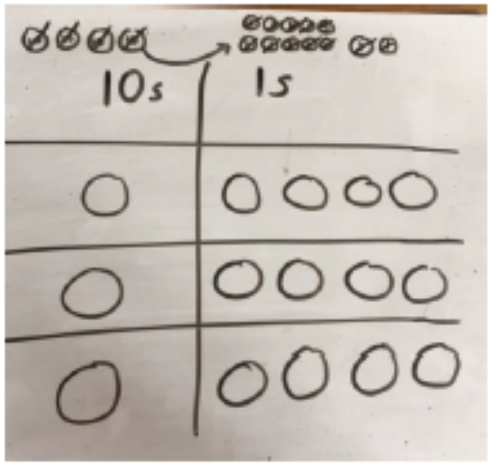
Calculation policy: Division

Key language: share, group, divide, divided by, half.

Concrete	Pictorial	Abstract
Sharing using a range of objects. 6 ÷ 2 	Represent the sharing pictorially. 	6 ÷ 2 = 3  Children should also be encouraged to use their 2 times tables facts.
Repeated subtraction using Cuisenaire rods above a ruler. 6 ÷ 2  3 groups of 2	Children to represent repeated subtraction pictorially. 	Abstract number line to represent the equal groups that have been subtracted. 

Calculation policy: Division

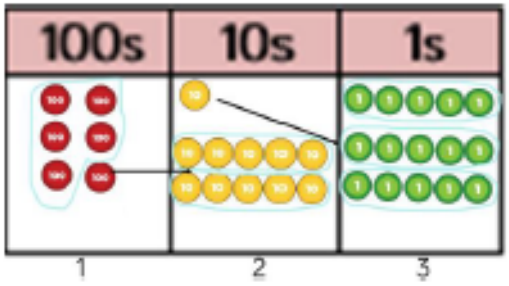
Key language: share, group, divide, divided by, half.

2d ÷ 1d with remainders using lollipop sticks. Cuisenaire rods, above a ruler can also be used. 13 ÷ 4 Use of lollipop sticks to form wholes- squares are made because we are dividing by 4.  There are 3 whole squares, with 1 left over.	Children to represent the lollipop sticks pictorially.  There are 3 whole squares, with 1 left over.	13 ÷ 4 = 3 remainder 1 Children should be encouraged to use their times table facts; they could also represent repeated addition on a number line. '3 groups of 4, with 1 left over' 
Sharing using place value counters. 42 ÷ 3 = 14 	Children to represent the place value counters pictorially. 	Children to be able to make sense of the place value counters and write calculations to show the process. 42 ÷ 3 42 = 30 + 12 30 ÷ 3 = 10 12 ÷ 3 = 4 10 + 4 = 14

Calculation policy: Division

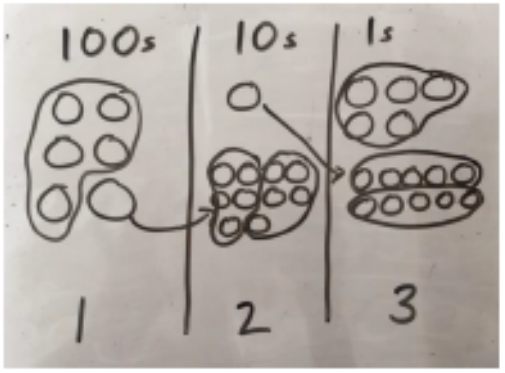
Key language: share, group, divide, divided by, half.

Short division using place value counters to group.
615 ÷ 5



1. Make 615 with place value counters.
2. How many groups of 5 hundreds can you make with 6 hundred counters?
3. Exchange 1 hundred for 10 tens.
4. How many groups of 5 tens can you make with 11 ten counters?
5. Exchange 1 ten for 10 ones.
6. How many groups of 5 ones can you make with 15 ones?

Represent the place value counters pictorially.



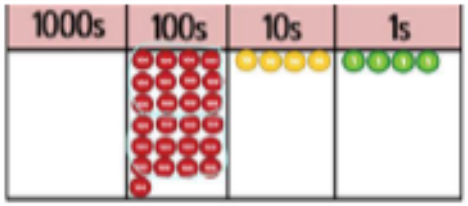
Children to the calculation using the short division scaffold.

$$\begin{array}{r} 123 \\ 5\overline{)\,6^{1}1^{1}5} \end{array}$$

Long division using place value counters
2544 ÷ 12



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

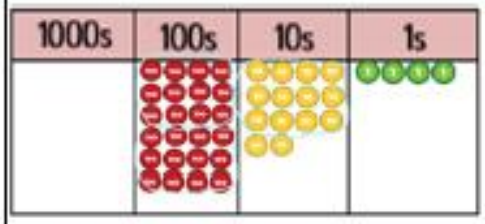


We can group 24 hundreds into groups of 12 which leaves with 1 hundred.

$$\begin{array}{r} 0\,2 \\ 12\overline{)\,2544} \\ \underline{24} \\ 1 \end{array}$$

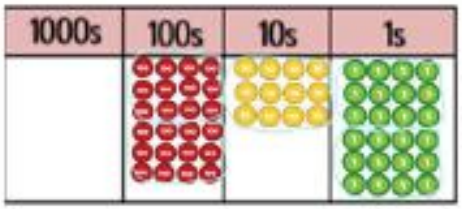
Calculation policy: Division

Key language: share, group, divide, divided by, half.



After exchanging the hundred, we have 14 tens. We can group 12 tens into a group of 12, which leaves 2 tens.

$$\begin{array}{r} 021 \\ 12\overline{)2544} \\ 24 \\ \hline 14 \\ 12 \\ \hline 2 \end{array}$$

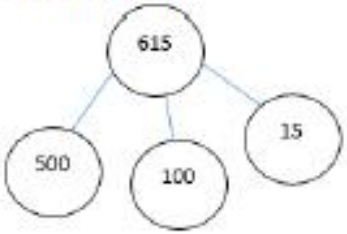


After exchanging the 2 tens, we have 24 ones. We can group 24 ones into 2 group of 12, which leaves no remainder.

$$\begin{array}{r} 0212 \\ 12\overline{)2544} \\ 24 \\ \hline 14 \\ 12 \\ \hline 24 \\ 24 \\ \hline 0 \end{array}$$

Conceptual variation; different ways to ask children to solve 615 ÷ 5

Using the part whole model below, how can you divide 615 by 5 without using short division?



I have £615 and share it equally between 5 bank accounts. How much will be in each account?

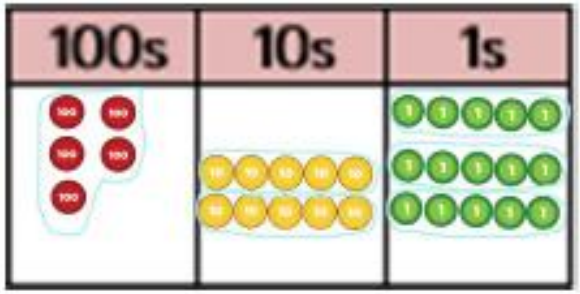
615 pupils need to be put into 5 groups. How many will be in each group?

$5\overline{)615}$

615 ÷ 5 =

□ = 615 ÷ 5

What is the calculation?
What is the answer?



Correct terminology	Incorrect terminology
ones	units
calculation equation	sum
is equal to	equals
zero	oh (the letter ‘o’)
exchange exchanging regrouping	stealing borrowing
product factors	
quotient dividend divisor	
bar model part whole model partitioning	