# **Emscote Infant School Calculation Policy**

This policy supports the White Rose maths scheme used throughout the school.

Progression within each area of calculation is in line with the programmes 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.

# Overview at a glance:

	Addition	Subtraction	Multiplication	Division
	Combining two parts to	Taking away ones.	Recognising and making	Sharing objects into
	make a whole: part		equal groups.	groups.
	whole model.	Counting back.		
			Doubling.	Division as grouping e.g. I
EYFS/	Starting at the bigger	Find the difference.		have 12 sweets and put
	number and counting on-		Counting in multiples. Use	them in groups of 3, how
Year 1	using cubes.	Part whole model.	cubes, Numicon and other	many groups?
			objects in the classroom.	
	Regrouping to make 10	Make 10 using the ten		Use cubes and draw
	using ten frame.	frame.		round 3 cubes at a time.
	Adding three single	Counting back.	Arrays- showing	Division as grouping.
	digits.		commutative multiplication.	
		Find the difference.		Division within arrays-
	Use of base 10 to			linking to multiplication.
Year 2	combine two numbers.	Part whole model.		
				Repeated subtraction.
		Make 10.		
		Use of base 10.		

### **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
	?	4 5 6





### **Calculation policy: Subtraction**

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

Concrete	Pictorial Abstra	
Physically taking away and removing objects from a whole (ten frames, Numicon, cubes and other items such as beanbags could be used).	Children to draw the concrete resources they are using and cross out the correct amount. The bar model can also be used.	4-3=
4 - 3 = 1	00000	
Counting back (using number lines or number tracks)	Children to represent what they see pictorially e.g.	? 3 Children to represent the calculation
children start with 6 and count back 2. 6 - 2 = 4		on a number line or number track and show their jumps. Encourage children to use an empty number line
	12345678910	012345678910
		46111111

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 - 4 - 1 - 4 - 1 - 4 - 1 - 4 - 1 - 4 - 1	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 - 5 = 9 4 1 14 - 4 = 10 10 - 1 = 9
Column method using base 10. 48-7 10s 1s 10s 1s 48-7 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7 10s 1s 48-7	Children to represent the base 10 pictorially.	Column method or children could count back 7. 4 8 - 7 4 1



### **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	Represent this pictorially alongside a number line e.g.	Abstract number line showing three jumps of four. $3 \times 4 = 12$	

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. $4 \times 15$ $10 \times 4 = 40$ $5 \times 4 = 20$ $40 \times 20 = 60$ 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. $ \begin{array}{c c c c c c c c c c c c c c c c c c c $	Children to record what it is they are doing to show understanding. $3 \times 23$ $3 \times 20 = 60$ $\land 3 \times 3 = 9$ 20 $3$ $60 + 9 = 6923\times 369$

Formal column method with place value cou	inters. Children to represent	the counters/base 10, pictorially	Formal written m	ethod
6 x 23  100s 10s 1s  88  888	e.g. the image below.	12	6 x 23 =	-
	88	000	23	
100s 10s 1s	000	0000	× 6	
•	200	8	138	-
When children start to multiply 3d × 3d and 4	4d × 2d etc., they should be confident w	vith the abstract:	1 2 4	
To get 744 children have solved 6 × 124.			7 4 4 2 4 8 0	
			3 2 2 4 1 1	
			Answer: 3224	
Conceptual variat	tion; different way	<u>ys to ask childı</u>	ren to so	olve 6 × 23
23 23 23 23 23 23	Mai had to swim 23 lengths, 6 times a week.	Find the product of 6 and 23	What is the calcu What is the produ	lation? uct?
	How many lengths did she swim in one week?	6×23=	100s	10s 1s
?	With the counters, prove that 6 x 23 = 138	6 23 × 23 × 6		00         000           00         000           00         000           00         000           00         000           00         000           00         000

# **Calculation policy: Division**

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

Concrete	Pictorial	Abstract	
Sharing using a range of objects.	Represent the sharing pictorially.	6+2=3	
	$\odot$	3 3	
	· · · · · · · · · · · · · · · · · · ·	Children should also be encouraged to use their 2 times tables facts.	
Repeated subtraction using Cuisenaire rods above a ruler. 6 + 2	Children to represent repeated subtraction pictorially.	Abstract number line to represent the equal groups that have been subtracted.	
$\frac{-2}{0} + \frac{-2}{2} + \frac{-2}{3} + \frac{-2}{5} + \frac{-2}{6} + \frac{-2}{7} + \frac{-2}{8} + \frac{-2}{9} + \frac{10}{10}$ 3 groups of 2	$   \frac{-2}{0} -2 -2 -2 -2 -2}{0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 $	-z -2 -2 0 1 2 3 4 5 6 3 groups	





