Bude Primary Academy - Infants

KS1 Calculation Policy

Addition and Subtraction

and

Multiplication and Division

Calculation Policy

Welcome to our Calculation policy. This incorporates elements of the White Rose Maths Calculation Policy for KS1 and into early KS2.

This document is broken down into addition and subtraction, and multiplication and division.

At the start of each section there is an overview of the different models and images that can support the teaching of different concepts.

Each operation is then broken down into skills and each skill has a dedicated page showing the different models and images that could be used to effectively teach that concept.

There is an overview of skills linked to year groups to support consistency through the school.

We understand that for children to become competent mathematicians they must be given the opportunity to embed their learning using concrete resources, then develop their understanding of pictorial representations before they are able to solve abstract problems.





Pictorial

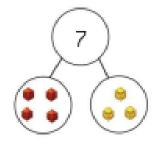


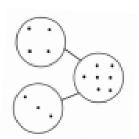
Abstract

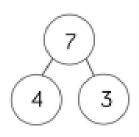
Calculation Policy

Addition and Subtraction

Part-Whole Model





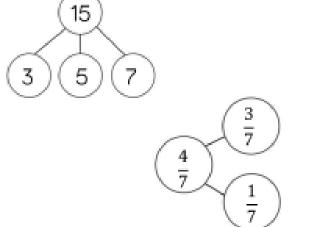


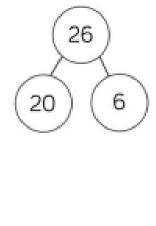
$$7 = 4 + 3$$

$$7 - 3 = 4$$

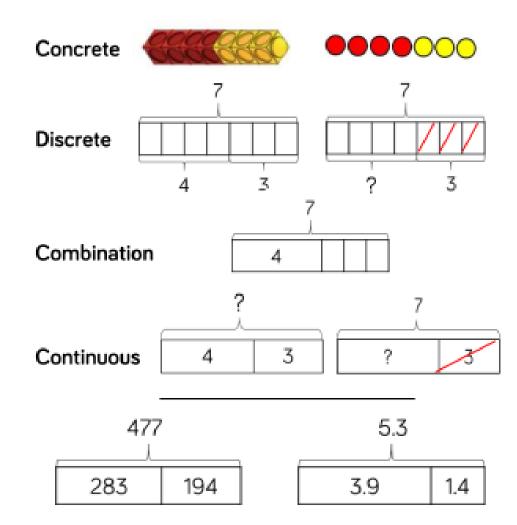
$$7 = 3 + 4$$

$$7 - 4 = 3$$





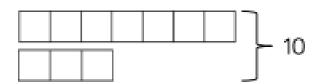
Bar Model (single)



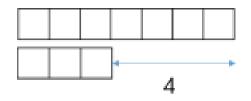
Bar Model (multiple)

Number Shapes

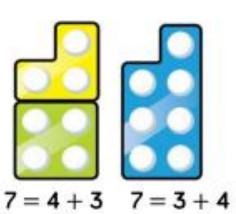
Discrete



$$7 + 3 = 10$$

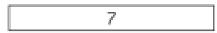


$$7 - 3 = 4$$



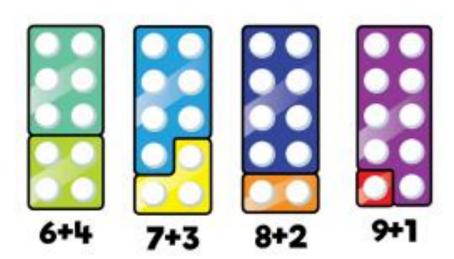


Continuous



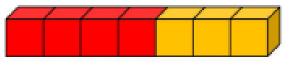
$$7 - 3 = 4$$





Cubes

Ten Frames (within 10)



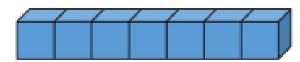
$$7 = 4 + 3$$

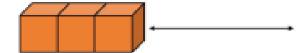


$$7 = 3 + 4$$

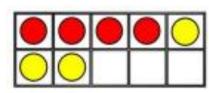


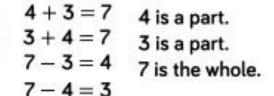
$$7 - 3 = 4$$

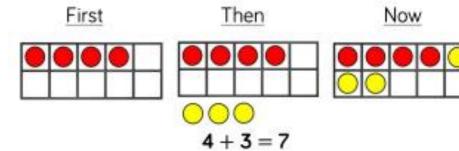


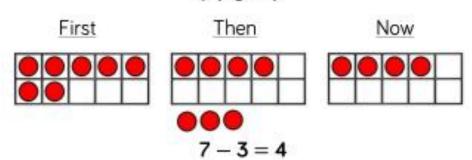


$$7 - 3 = 4$$

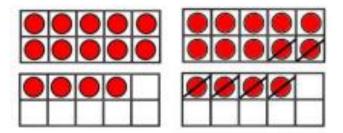


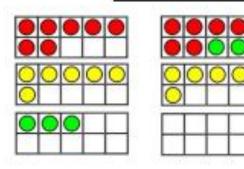


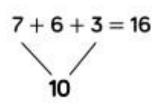




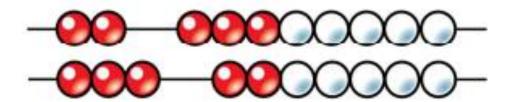
Ten Frames (within 20)

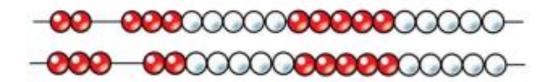






Bead Strings







Number Tracks

5 + 3 = 8

					A	A	1		
1	2	3	4	(5)	6	7	8	9	10

$$10 - 4 = 6$$

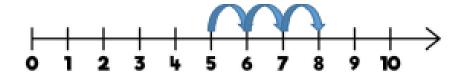
					<u> </u>	1	1	A	1
1	2	3	4	5	6	7	8	9	10

$$8 + 7 = 15$$

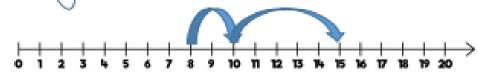


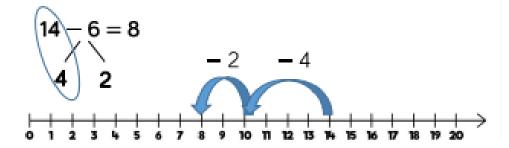
Number Lines (labelled)

$$5 + 3 = 8$$





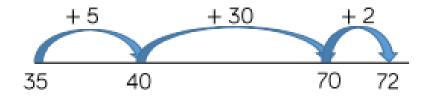




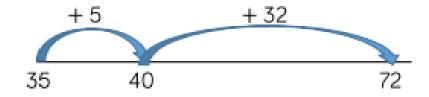
Number Lines (blank)

Straws

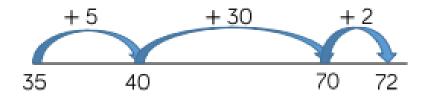
$$35 + 37 = 72$$



$$35 + 37 = 72$$



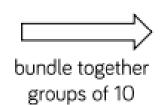
$$72 - 35 = 37$$

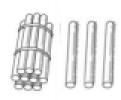




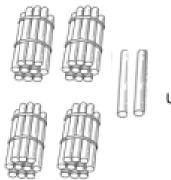
7 + 6 = 13

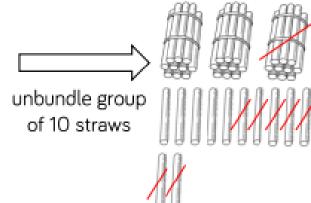






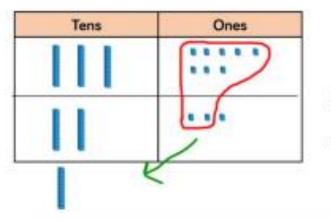
$$42 - 17 = 25$$

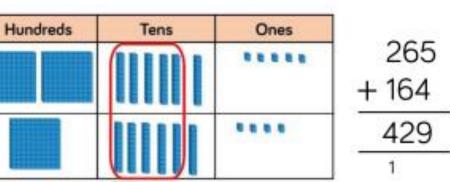


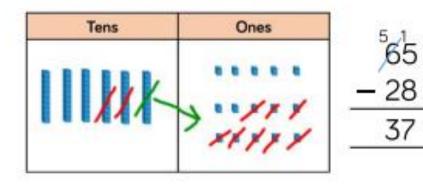


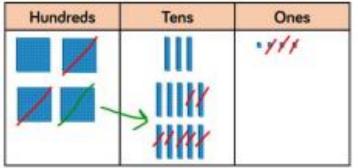
Base 10/Dienes (addition)

Base 10/Dienes (subtraction)





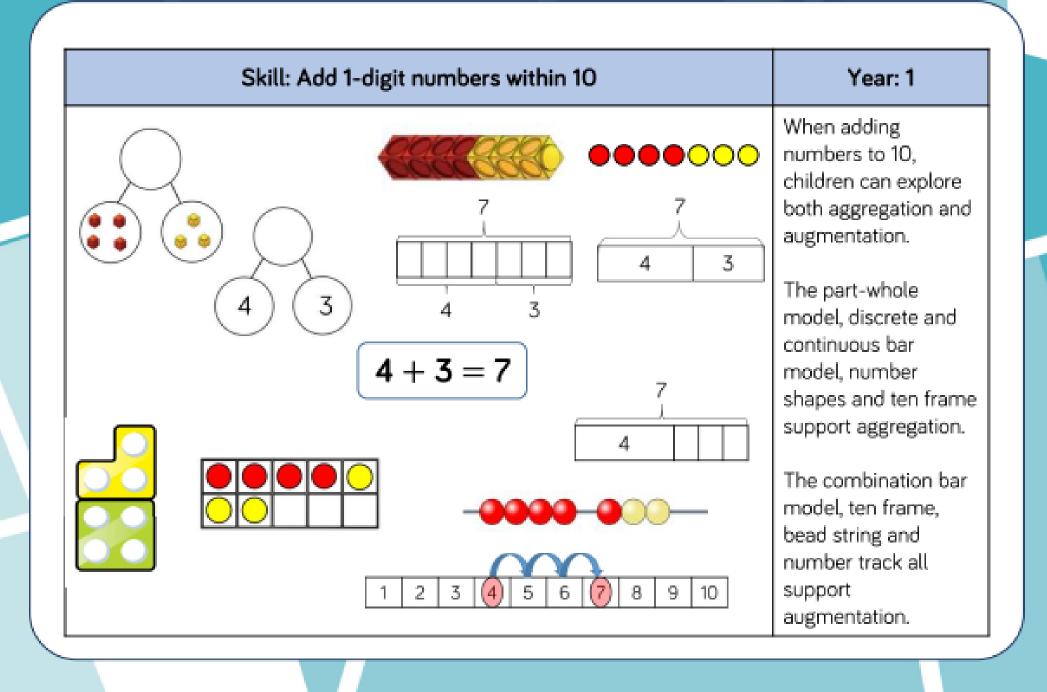


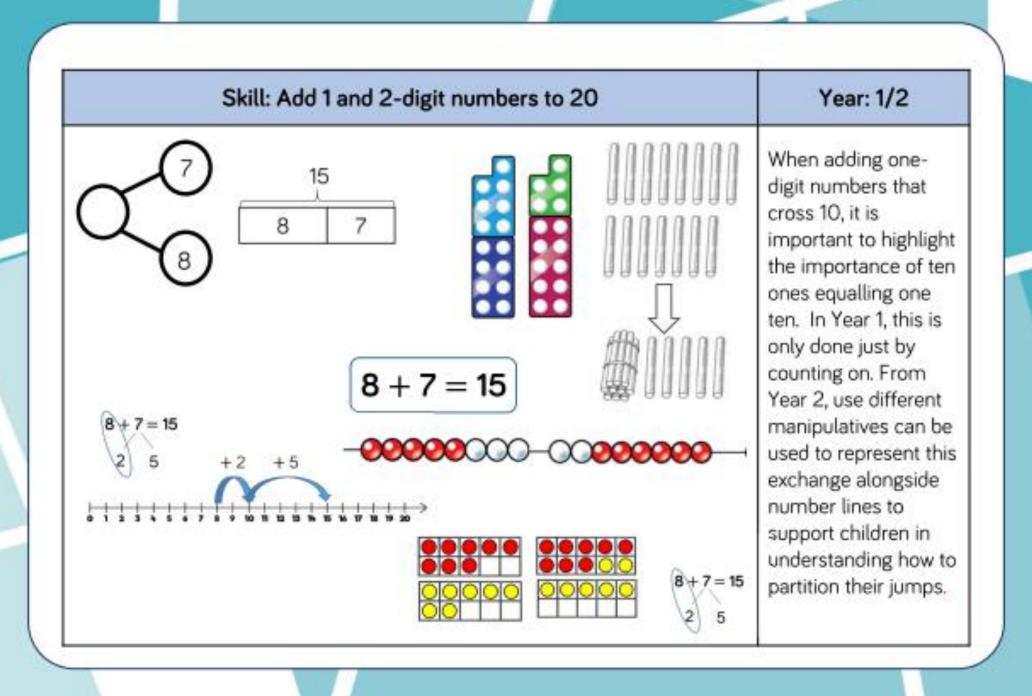


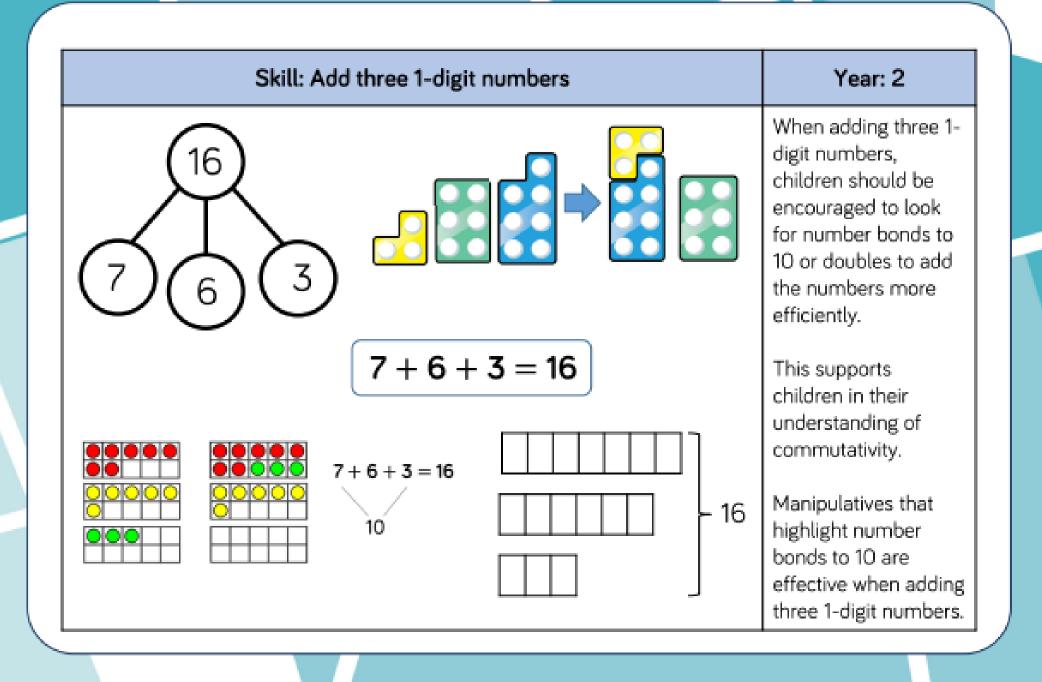
Addition

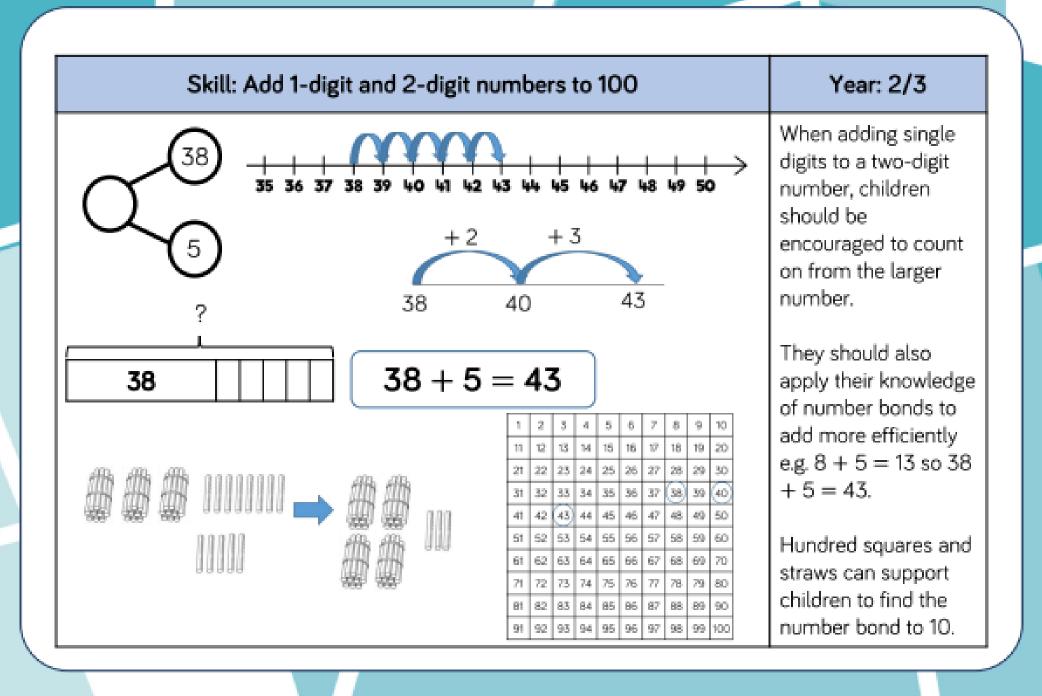
Skill	Year	Representations and models		
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks	
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws	
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes	
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square	

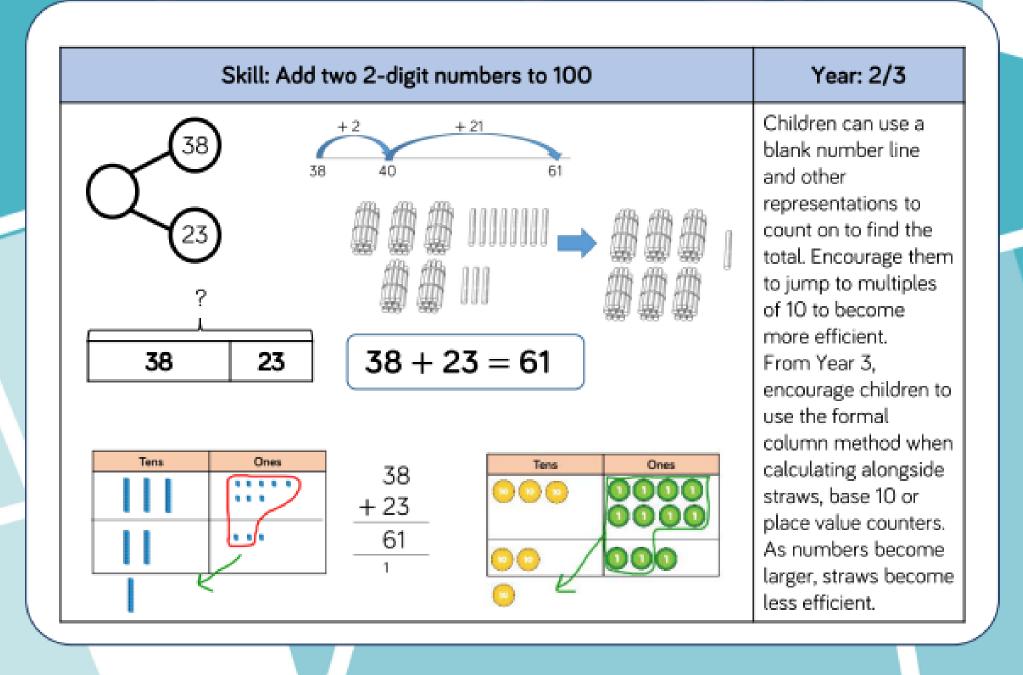
Skill	Year	Representations and models			
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters		





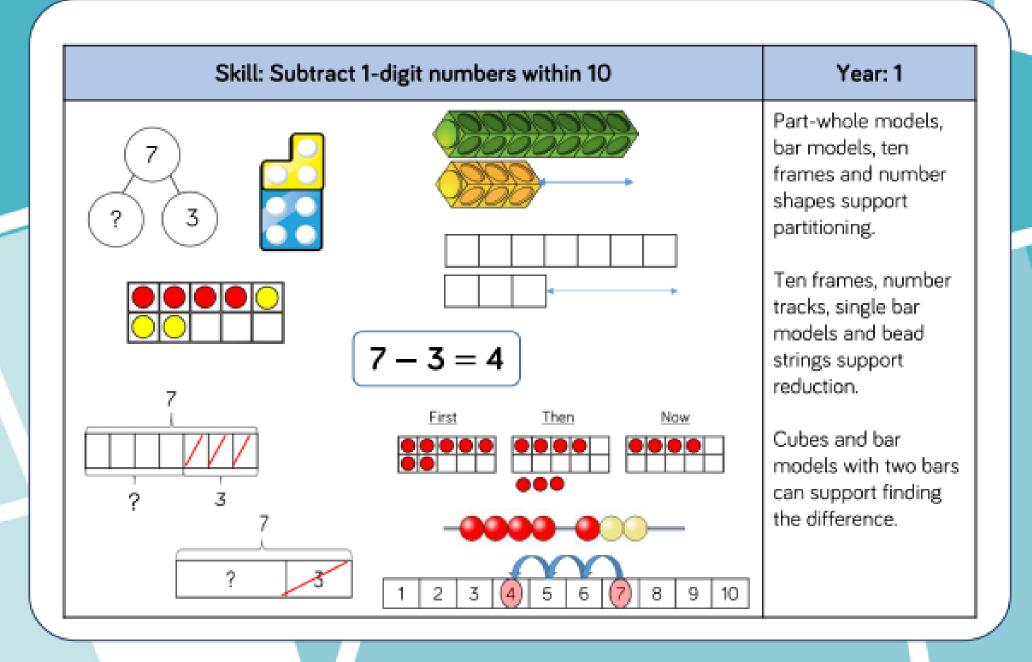


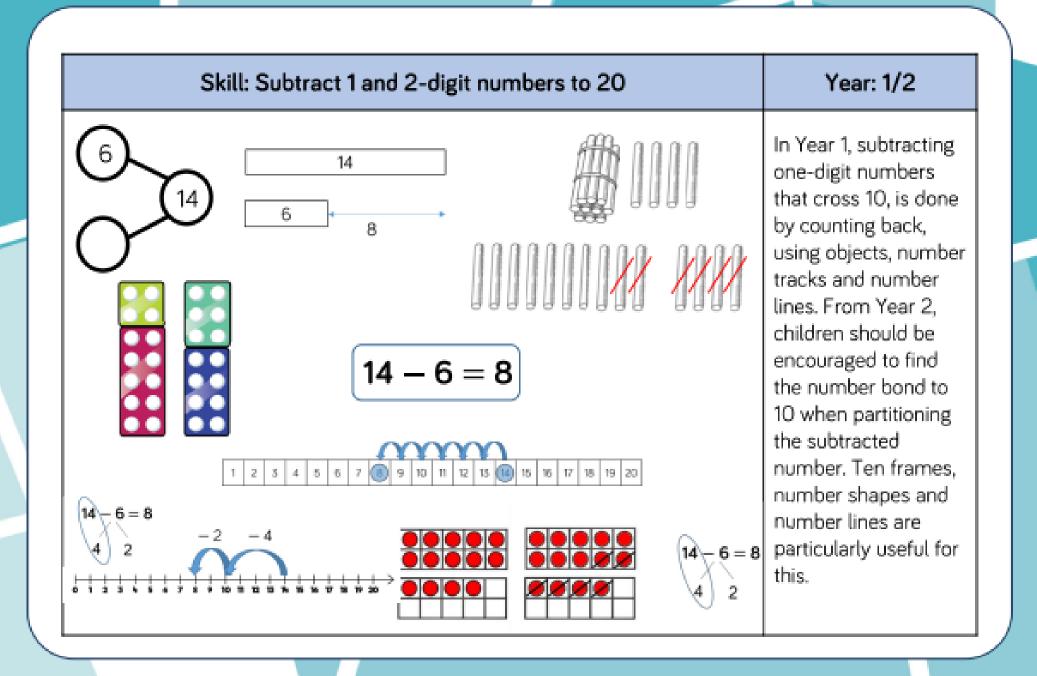


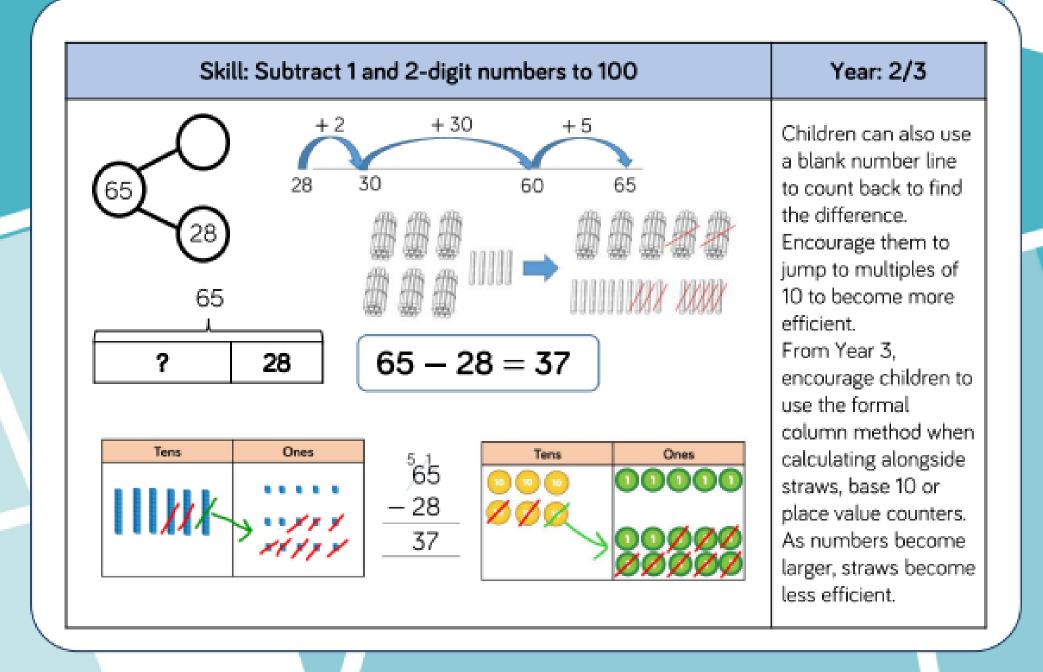


Subtraction

Skill	Year	Representations and models			
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks		
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws		
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square		
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters		



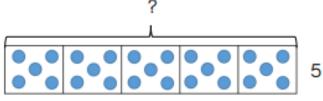




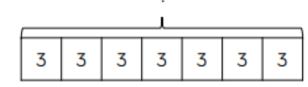
Calculation Policy

Multiplication and Division

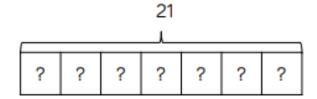
Bar Model



$$5 \times 5 = 25$$



$$3 \times 7 = 21$$
$$7 \times 3 = 21$$



$$21 \div 7 = 3$$

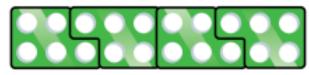
Girls 3

Number Shapes



$$5 \times 4 = 20$$

 $4 \times 5 = 20$

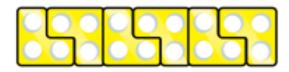


$$5 \times 4 = 20$$

 $4 \times 5 = 20$



$$18 \div 3 = 6$$



Bead Strings

Number Tracks



$$5 \times 3 = 15$$

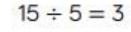
 $3 \times 5 = 15$

$$15 \div 3 = 5$$



$$5 \times 3 = 15$$

$$3 \times 5 = 15$$

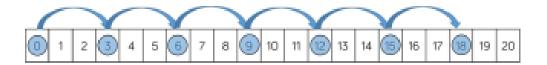




$$4 \times 5 = 20$$

$$5 \times 4 = 20$$

$$20 \div 4 = 5$$





$$6 \times 3 = 18$$

$$3 \times 6 = 18$$



$$18 \div 3 = 6$$

Number Lines (labelled)

0 1 2 3 4 5 6 7 8 9 10 11 12 13 74 15 16 17 18 19 20



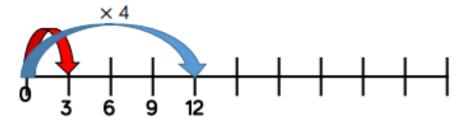
$$4 \times 5 = 20$$

 $5 \times 4 = 20$



$$20 \div 4 = 5$$

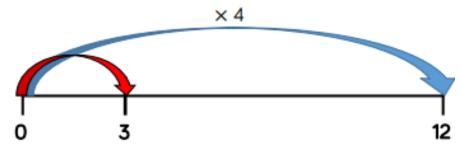
Number Lines (blank)



A red car travels 3 miles.

A blue car 4 times further.

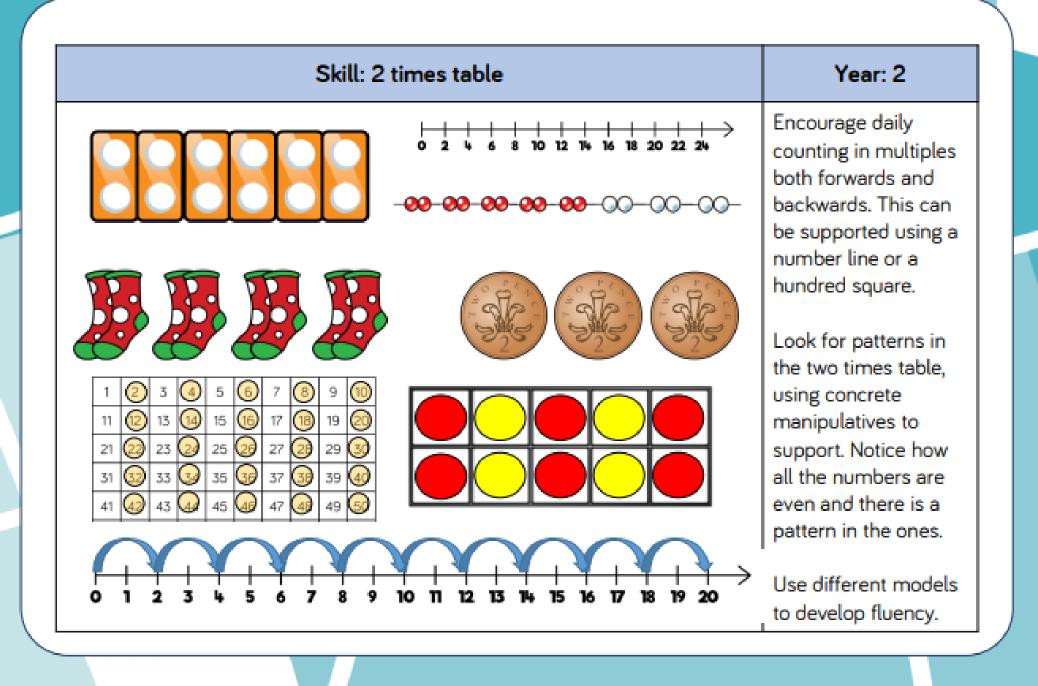
How far does the blue car travel?

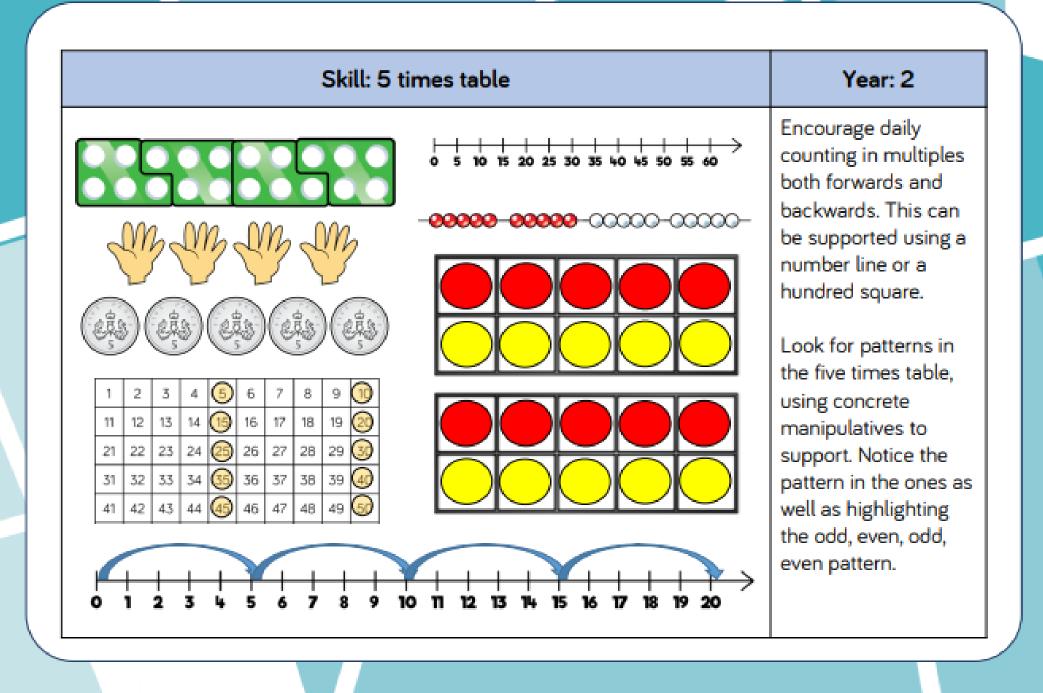


A blue car travels 12 miles. A red car 4 times less. How far does the red car travel?

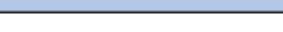
Times Tables

Skill	Year	Representations and models		
Recall and use	2	Bar model	Ten frames	
multiplication and		Number shapes	Bead strings	
division facts for the		Counters	Number lines	
2-times table		Money	Everyday objects	
Recall and use	2	Bar model	Ten frames	
multiplication and		Number shapes	Bead strings	
division facts for the		Counters	Number lines	
5-times table		Money	Everyday objects	
Recall and use multiplication and division facts for the 10-times table		Hundred square Number shapes Counters Money	Ten frames Bead strings Number lines Base 10	





Skill: 10 times table









1	2	3	4	5	6	7	8	9	1
11	12	13	14	15	16	17	18	19	②
21	22	23	24	25	26	27	28	29	3
31	32	3.3	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	<u>50</u>
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	7
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	9
91	92	93	94	95	96	97	98	99	0

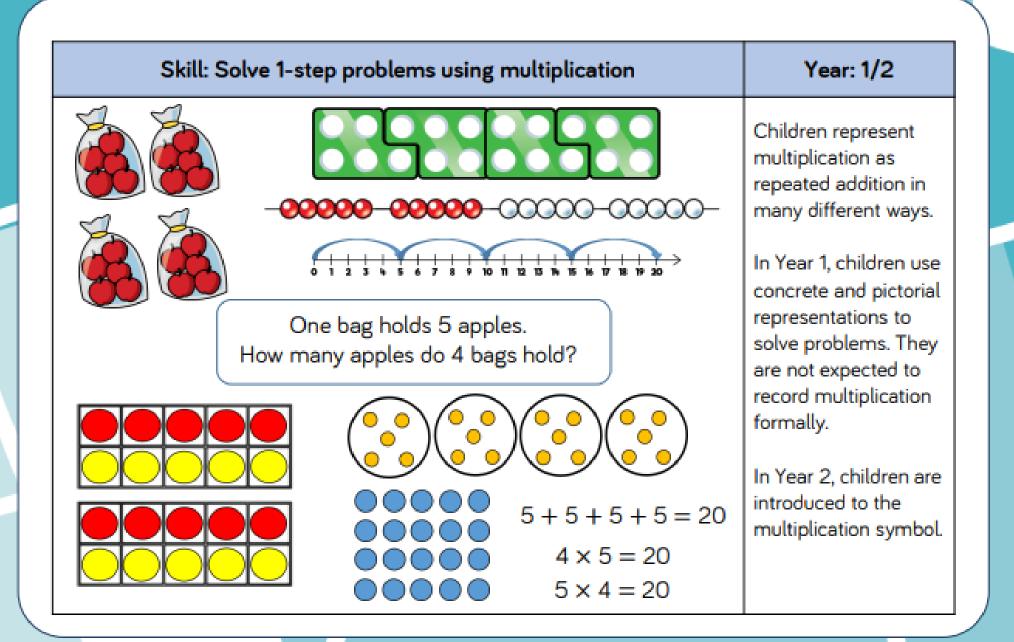
Year: 2

Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the ten times table, using concrete manipulatives to support. Notice the pattern in the digitsthe ones are always O, and the tens increase by 1 ten each time.

Multiplication

Skill	Year	Representation	s and models
Solve one-step	1/2	Bar model	Ten frames
problems with		Number shapes	Bead strings
multiplication		Counters	Number lines



Division

Skill	Year	Representations and models		
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters	
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters	

