## Valley End C of E School Maths Written Calculation Policy

## **Updated 2022-23**

This Policy supports the White Rose Maths scheme used throughout Valley End School. Progression, within each area of calculation, is in line with the Programme 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 x 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.

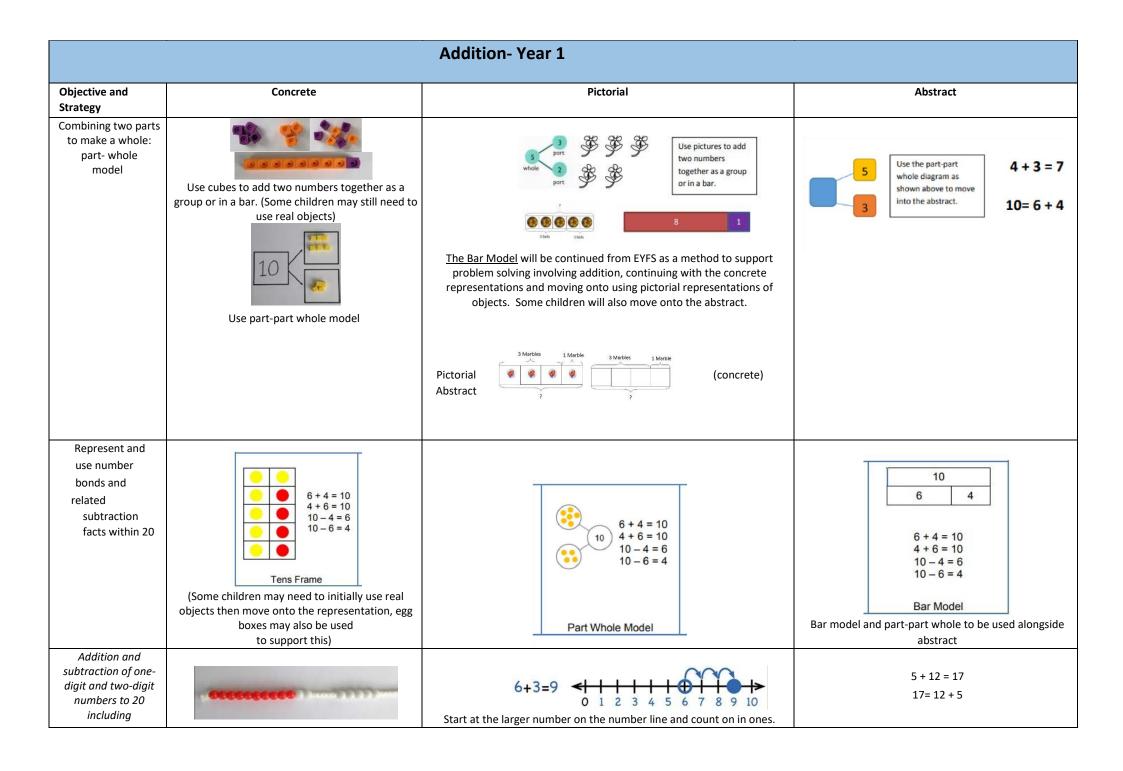
### **Mathematics Mastery**

At the centre of the Mastery Approach to the teaching of Mathematics, is the belief that all children have the potential to succeed. They should have access to the same curriculum content and, rather than being extended with new learning, they should deepen their conceptual understanding by tackling challenging and varied problems. Similarly, with calculation strategies, children must not simply rote learn procedures but demonstrate their understanding of these procedures through the use of concrete materials and pictorial representations. This Policy outlines the different calculation strategies that should be taught and used in EYFS, Year 1 and Year 2, in line with the requirements of the EYFS Reforms Curriculum and the 2014 Primary National Curriculum.

### How to use the Policy:

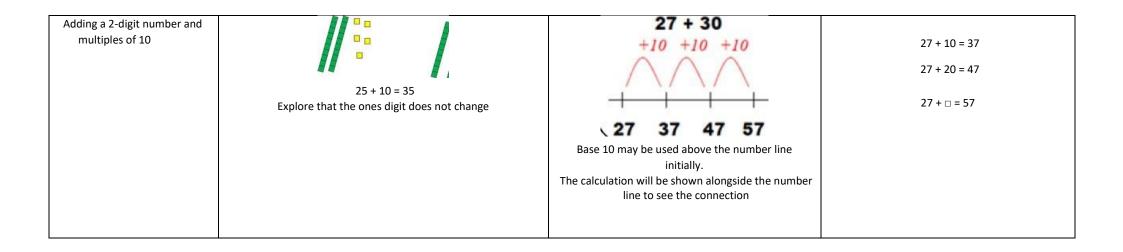
This Mathematics Policy is a guide for all staff at Valley End C of E Infant School and has been adapted from work by the NCETM. All teachers have been given the Scheme of Work from the White Rose Maths Hub and are required to base their planning around their year group's modules and not to move onto a higher year group's 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.

#### Addition - EYFS **Objectives** Concrete **Pictorial** Abstract Knows that a group of things change in A focus on symbols quantity when and numbers to something is added. form a calculation. Two groups of Find the total number of items in two pictures so children 5+2=7Use toys and general classroom resources for children to groups by counting all are able to count the of them. physically manipulate, group/regroup. total. Says the number that is one more than a given Use specific maths resources number. Finds one more from a such as counters, snap part group of up to five Multilink, Numicon and objects, then ten Rekenreks etc. whole objects. Bar model using In practical visuals, pictures/icons activities and part 3 Marbles 1 Marble or colours. discussion, beginning to use the vocabulary involved in adding. Using quantities and objects, Use visual supports they add two single such as ten frames, digit numbers and 2 3 4 5 part part whole and count on to find the addition mats with answer. 5 4 3 pictures/icons. Solve problems including doubling. 5 5 Use visual supports such as ten frames, part part whole and addition No expectation for mats, with the physical objects and children to be able to **:::::** resources that can be manipulated. record a number sentence/addition calculation.

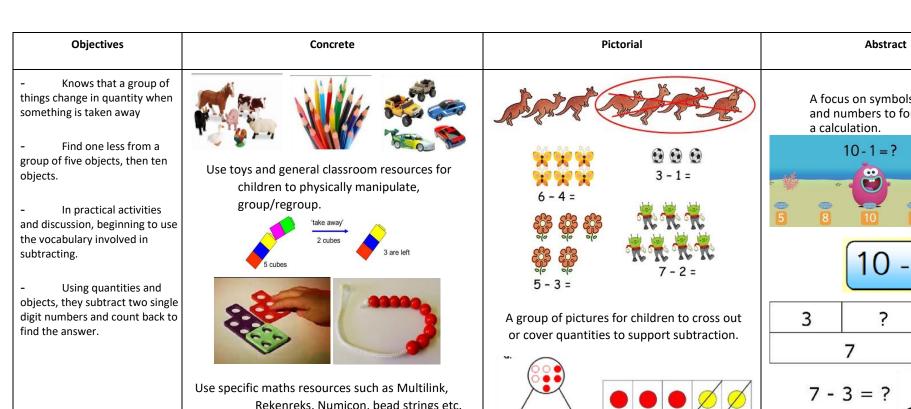


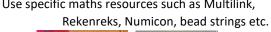
0.			
Start at the bigger number and counting on	Start with the larger number on the bead string and then count of to the smaller number 1 by 1 to find the answer.	12 + 5 = 17  10 11 12 13 14 15 16 17 18 19 20  Start at the larger number on the number line and count on in ones or in one jump to find the answer.	Place the larger number in your head and count on the smaller number to find your answer.
Regrouping to make 10 (The 'Make 10' strategy)	Start with the bigger number and use the smaller number to make 10. Use ten frames.	Use pictures or a number line. Regroup or Partition the smaller number using the part part whole model to make 10.  9+5=14  1 4  1 4  1 4  1 4  1 4  1 4  1 4	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?
Vocabulary	add, more, plus, and, m	ake, altogether, total, equal to, equals, double, most, count on, number line	, balancing, part, part, whole

	Addition- Year 2			
Objective and Strategy	Concrete	Pictorial	Abstract	
Adding 3 1-digit numbers	4 + 7 + 6= 17  Put 4 and 6 together to make 10. Add on 7.  Following on from making 10, make 10 with 2 of the digits (if possible) then add on the third digit.	Add together three groups of objects. Draw a picture to recombine the groups to make 10.	$ \begin{array}{c} 4 + 7 + 6 = 10 + 7 \\ \hline 10 & Combine the two numbers that make 10 and then add on the remainder. \end{array} $	
Adding a 2-digit number and ones	Use ten frame to make 'magic ten  Children explore the pattern.  17 + 5 = 22  27 + 5 = 32	Use part part whole and number line to model.  3 20 16+7 16 20 23  Bar Model	17 + 5 = 22  Explore related facts 17 + 5 = 22 5 + 17 = 22 22-17 = 5 22-5 = 17	



Adding two 2 digit growth are /N-	24 + 15=	After practically using the base 10 blocks and place value counters,	
Adding two 2-digit numbers (No re-grouping)	Add together the ones first then add the tens. Use the Base 10 blocks first before moving onto place value counters.  (Some children may not be ready for place value counters in Y2) Numicon may also be used	thildren can draw the counters to help them to solve additions.  T  O  +20 +5 Or +20 +3 +2 47 67 70 72  Use number line and bridge ten using part whole if necessary.	25 + 47 $20 + 5$ $40 + 7$ $20 + 40 = 60$ $5 + 7 = 12$ $60 + 12 = 72$ Partitioning:
		Base 10 may be used above the number line.  The calculation will be shown alongside the number line to see the connection  Model Calculation	Recording addition in columns supports place value and prepares for formal written methods with larger numbers.  Toward the end of the year, children move to more formal recording using partitioning method:  40 + 7  30 + 5  70 + 12
		The Bar Model (Singapore maths) will be used to support problem solving moving onto the generalisation that b+c=a. Children will focus on using the abstract representation with the pictorial to support where necessary.	
Vocabulary	add, more, plus, and, make, altogether, total, equal to, equals, do	uble, most, count on, number line, sum, tens, units, parti	tion, addition, column, tens boundary









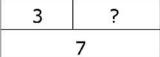
Use visual supports such as ten frames, part part whole and subtraction mats, with the physical objects and resources that can be manipulated.

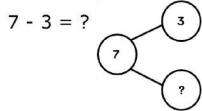
part whole and bar model with pictures/icons.

A focus on symbols and numbers to form





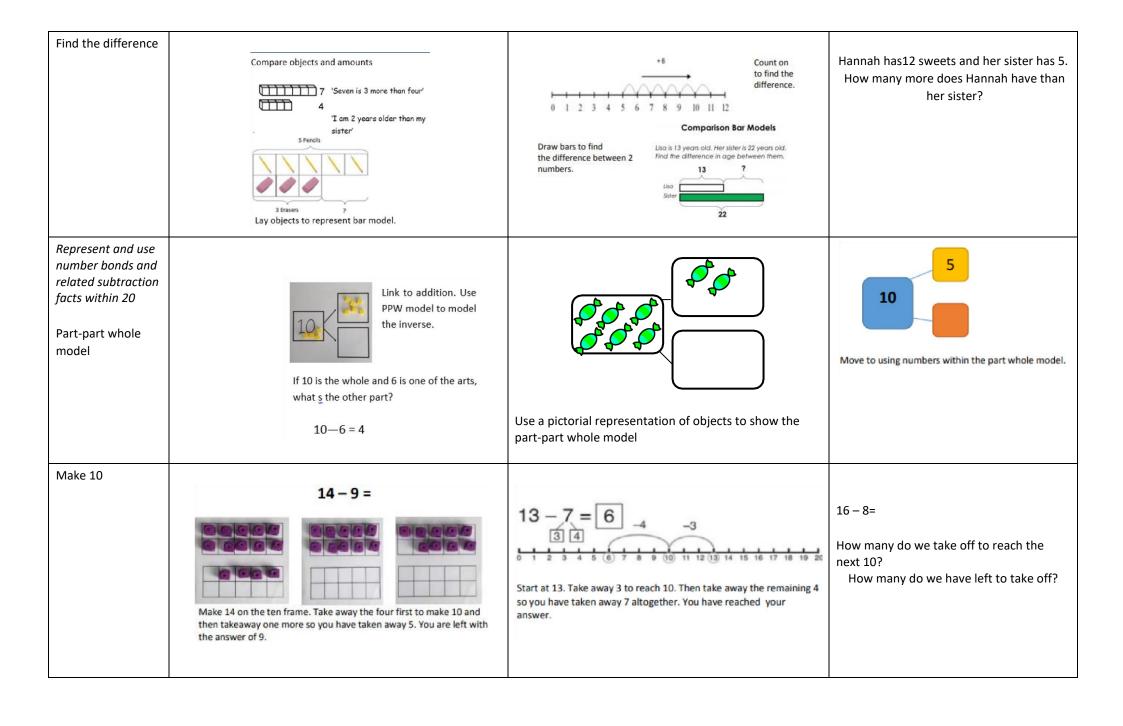




\* No expectation for children to be able to record a number Use visual supports such as ten frames, part sentence/addition calculation.

Subtraction- Year 1			
Objective and Strategy	Concrete	Pictorial	Abstract

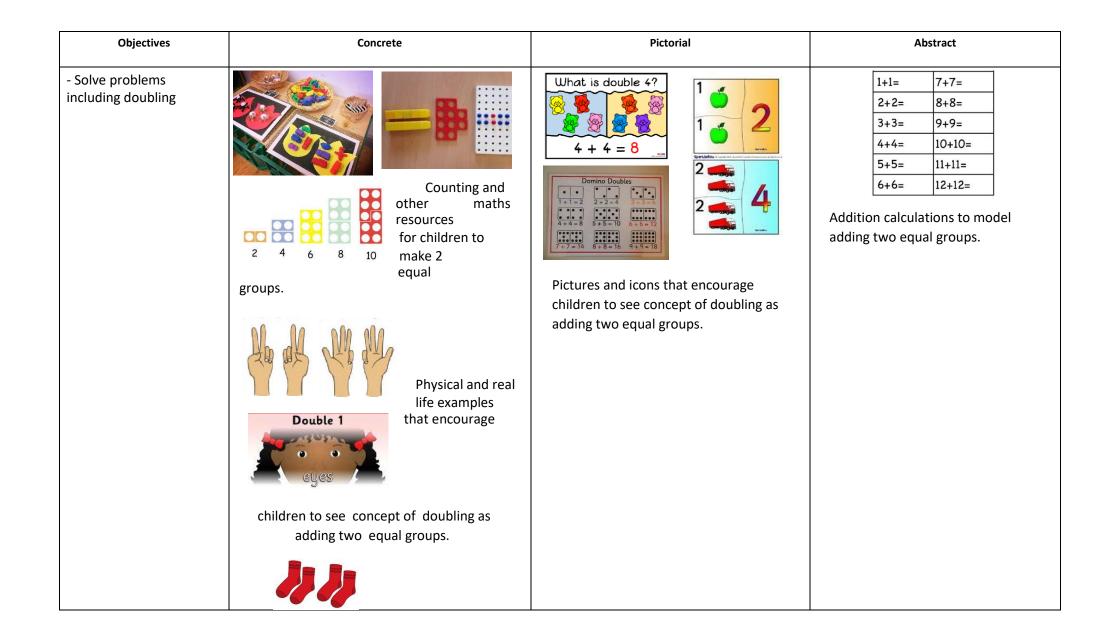
Subtract one-digit and two-digit numbers to 20, including 0.  Taking away ones	Use physical objects, counters, cubes etc to show how objects can be taken away.  6-4 = 2  4-2 = 2	Cross out drawn objects to show what has been taken away.	7—4 = 3 16—9 = 7
Counting back	Make the larger number in your subtraction. Move the beads along your bead string as you count backwards in ones.  13 - 4  Use counters and move them away from the group as you take ther away counting backwards as you go.	Count back on a number line or track Start at the bigger number and count back the smaller number showing the jumps on the number line.	Put 13 in your head, count back 4. What number are you at? (Use your fingers to help you)



Vocabulary	equal to, take, take-away, less, minus, subtract, leaves, distance between, how many more, how many fewer/less than, most, least count back, how many left, how much less is

Subtraction- Year 2					
Objective and Strategy	Concrete	Pictorial	Abstract		
Subtract a two-digit number and ones, a twodigit number and tens, two two-digit numbers  Partitioning to subtract without re- Grouping: 'Friendly numbers'	Use Dienes to show how to partition the number when subtracting without regrouping.  The calculation will be shown alongside the manipulative used  Model Calculation	Children draw representations of Dienes and cross off.  43—21 = 22	Recording subtraction in columns supports place value and prepares for formal written methods with larger numbers.  Toward the end of the year, children move to more formal recording using partitioning method:  e.g. 43-21=22  40 and 3 -20 and 1 20 and 2		
Make ten strategy	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		
Vocabulary	equal to, take, take-away, less, minus, subtract, leaves, distance b isdif		st, least count back, how many left, how much less		

# **Multiplication-EYFS**



Objective and Strategy	Concrete	Pictorial	Abstract
Doubling	Use practical activities using manipultives including cubes and Numicon to demonstrate doubling  + = = = = = = = = = = = = = = = = = =	Draw pictures to show how to double numbers  Double 4 is 8	Partition a number and then double each part before recombining it back together.  10 6
Counting in multiples	Count in multiples supported by concrete objects in equal groups.	Use a number line or pictures to continue support in 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
Repeated addition	Use different objects to add equal groups.	There are 3 plates. Each plate has 2 star biscuits on. How many biscuits are there?  2 add 2 add 2 equals 6  5 + 5 + 5 = 15	Write addition sentences to describe objects and pictures. $2+2+2+2+2=10$

		Use pictorial including number lines to solve	
		problemshere are 3 sweets in one bag.	
		How many sweets are in 5 bags	
		altogether?	
		3+3+3+3+3	
		0 10 10	
Understanding			3 x 2 = 6
arrays	Use objects laid out in arrays to find the		
	answers to 2 lots 5, 3 lots of 2 etc.		2 x 5 = 10
	****		
	*****		
Vocabulary	Groups of, lots of, times, array, altogether, m	ultiply	

	Multiplication- Year 2				
Objective and Strategy	Concrete	Pictorial	Abstract		
Counting in multiples	Count the groups as children are skip counting, children may use their fingers as they are skip counting. Use bar	Number lines, counting sticks and bar models should be used to show representation of counting in multiples.	Count in multiples of a number aloud.		
of 2, 3, 4, 5, 10 from 0	models.  5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	Sustant Surtant Sustant	Write sequences with multiples of numbers.  0, 2, 4, 6, 8, 10		
(repeated addition)		0 \$ 10 15 20 25 30 15 20 25 30	0, 2, 4, 0, 8, 10 0, 3, 6, 9, 12, 15 0, 5, 10, 15, 20, 25, 30		
	?	3 3 3 3	4 × 3 =		
Multiplication is commutative	Create arrays using counters and cubes and Numicon.	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.		
	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.	0000	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.  Vocabulary Grou	ps of, lots of, times, array, altogether, mul	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.
Vocabalary	F,,		,

## Objectives Concrete **Pictorial** Abstract Solve problems including halving and sharing. Halving a whole, halving a quantity of objects. Sharing a Children have the opportunity to quantity of physically cut objects, food or shapes in objects. half. Pictures and icons that encourage children to see concept of halving in relation to subitising, addition and subtraction knowledge. i.e. Knowing 4 is made of 2 groups of 2, so half of 4 is 2.

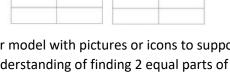
Use visual supports such as halving mats and part part whole, with the physical objects and resources that can be manipulated.

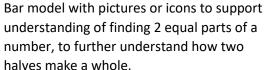


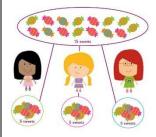


Counting and other maths resources for children to explore sharing between 3 or more.

Counting and other

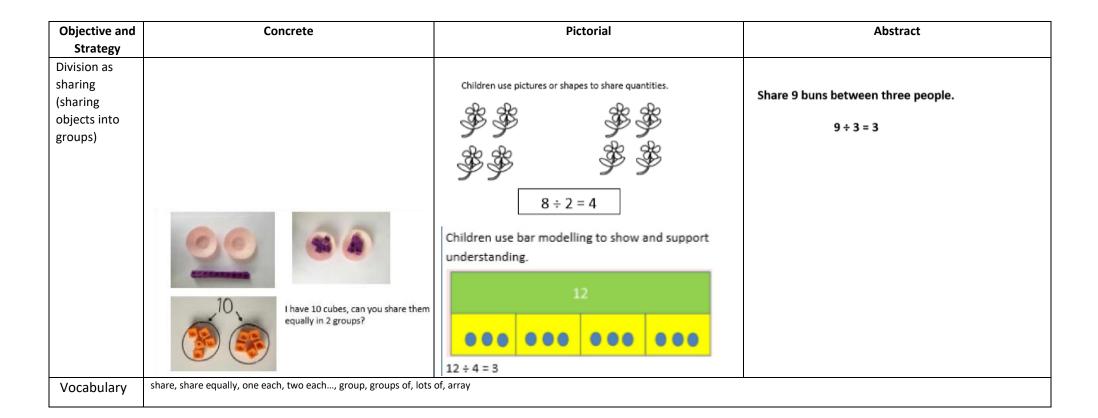






Pictures for children to create and visualise 3 or more equal groups.

maths resources for children	
to share into two equal groups.	
to share into two equal groups.	



Objective	Concrete	Pictorial	Abstract
and Strategy			
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.  96 + 3 = 32	Use a number line to show jumps in groups. The number of jumps equals the number of groups.  0 1 2 3 4 5 6 7 8 9 10 11 12  3 3 3 3  Think of the bar as a whole. Split it into the number of groups you an dividing by and work out how many would be within each group.	28 ÷ 7 = 4  Divide 28 into 7 groups. How many are in each group?

## Minimal Resources required to support the CPA approach (depending on year group):

- 10 frames (including egg boxes)
- Straws/pipe cleaners
- Bead strings (to 20 and 100)
- Rekenrek frames
- Base 10/Dienes (including magnetic to model on flip chart)
- Place value grids
- Double-sided counters
- Part-part whole templates
- Place value counters (KS2)
- Multi-link cubes