Greenfields Progression of Calculation in Mathematics Policy

- 1 Aims and objectives
- 1.1 Mathematics at Greenfields provides a structured and systematic approach to the teaching of calculation, with considerable emphasis on following a Concrete-Pictoral-Abstract approach. We believe this enables children to build a deep understanding of concepts and effective mental calculation abilities.

At Greenfields we believe a consistent approach to the teaching of written calculations is needed to establish continuity and progression throughout the school.

The aims of Calculation in mathematics are:

- For all children to be able to choose an efficient method; mental, written or calculator, appropriate to the given task.
- For all children to have been taught, and be secure with, a standard method for each operation, with most children using the compact method by the end of Key Stage 2.
- For all children by the end of Year 6 to be working in line with National expectations
- 2 Progression of Calculation

Children will progress through calculation as follows:

- Use age-appropriate methods and resources to support conceptual understanding (see below for year group progression)
- Establish mental methods based on a good understanding of place value.
- Use of informal jottings to aid mental calculations.

- Develop use of an empty number line to aid mental imagery and recording.
- Use of partitioning to aid informal methods.
- Use of expanded written methods.
- Develop use of expanded written methods into compact standard written form.
- 2.2 Before carrying out a calculation, children will be encouraged to consider:
 - Can they do it in their head? (Using rounding, adjustment)
 - The size of the approximate answer (estimation)
 - Could I do jottings to keep track of the calculation?
 - Do I need to use an expanded or compact written method?

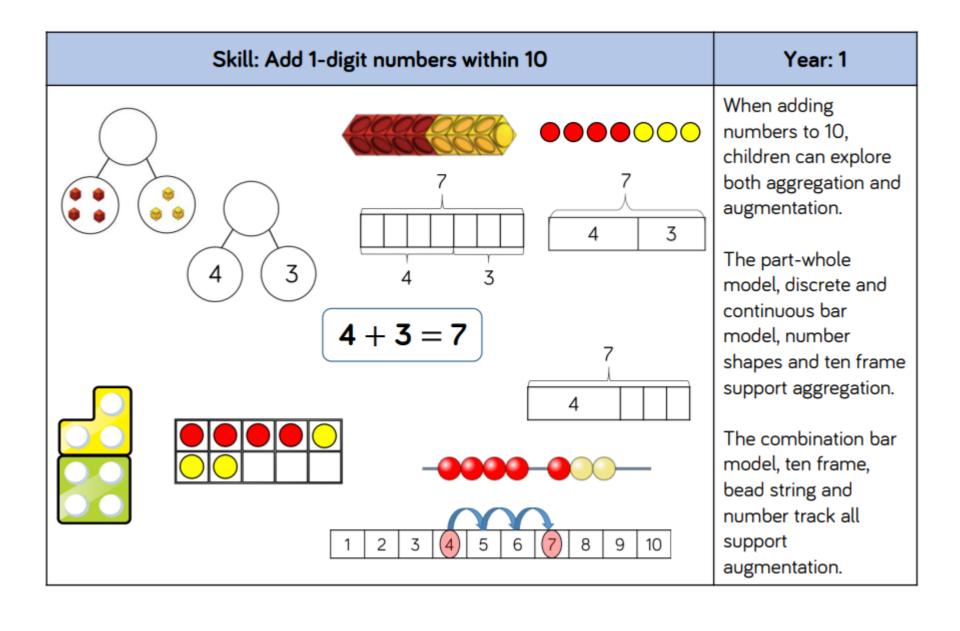
- 3 Written Calculations
- 3.1 All children will work through a progression for each of the four areas of calculation, multiplication, division, addition and subtraction. This progression for calculation has been updated and agreed by staff in Autumn 2022. (See below)
- 4 Monitoring and review
- 4.1 Monitoring of the standards of children's work and of the quality of teaching calculation is the responsibility of the mathematics subject leader. The work of the mathematics subject leader also involves supporting colleagues in the teaching of calculation. The mathematics subject leader gives the head teacher an annual summary in which they evaluate strengths and

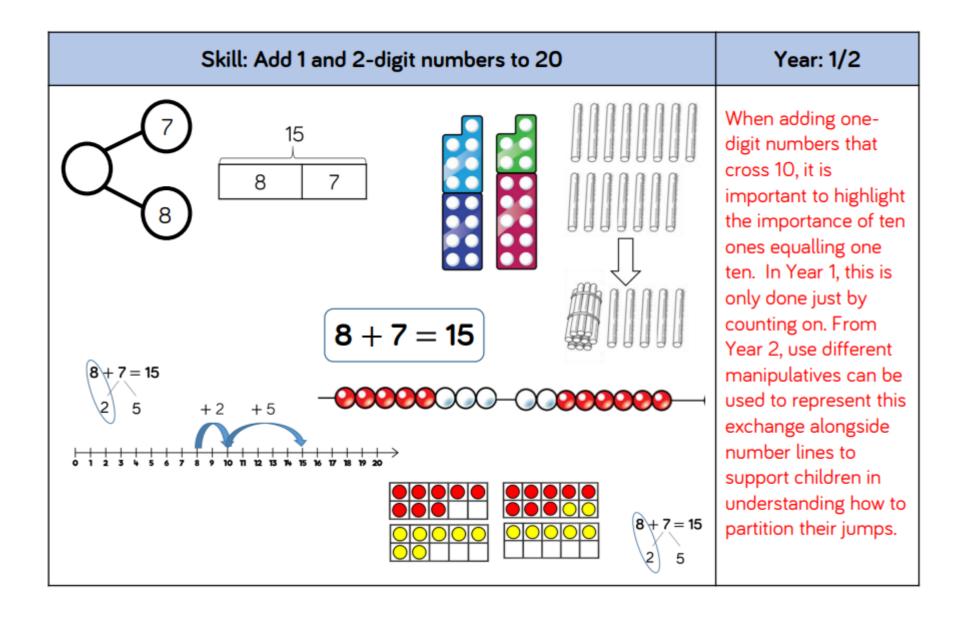
Progression of Calculation in Mathematics Policy
weaknesses in the subject including calculation and indicates areas for further improvement. The subject leader reviews samples of children's work, planning and undertakes learning walks of mathematics teaching across the school.
5 EYFS
5.1 EYFS will focus on early counting, number and shape, space and measure concepts outlined in the Early Years Frame and in birth to Five Matters. Representations and models used in Year 1 will also be introduced in EYFS.

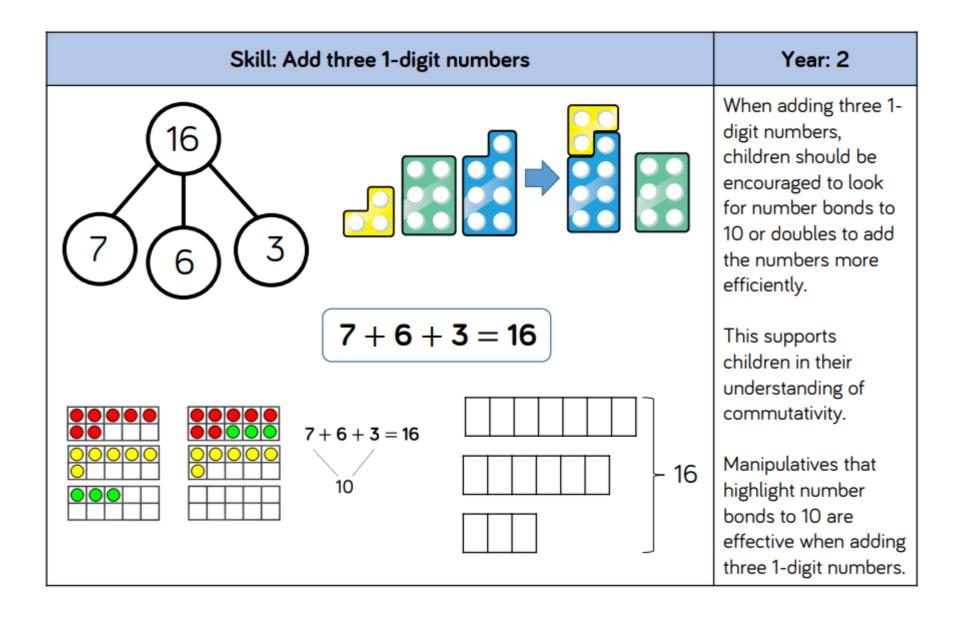
Addition

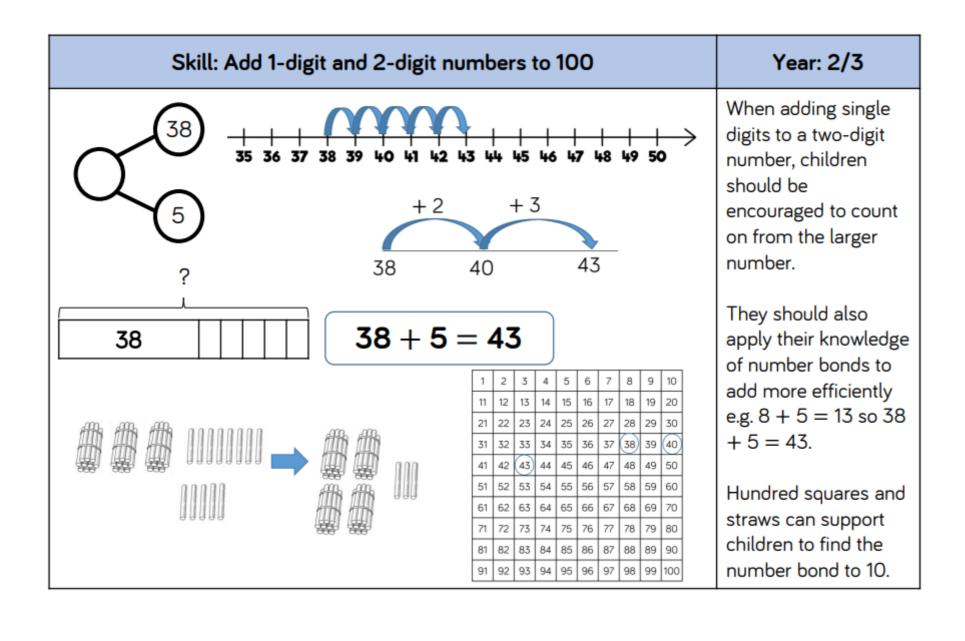
Skill	Year	Representations and models		
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks	
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number 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	

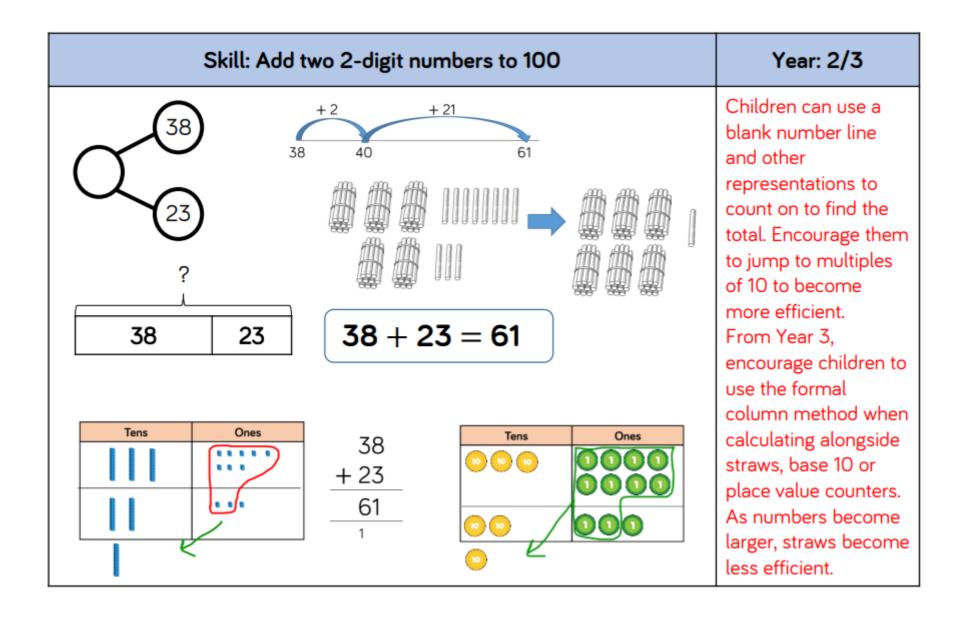
Skill	Year	Representations and models		
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters	
Add with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition	
Add with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition	
Add with more than 4 digits	5	Part-whole model Bar model	Place value counters Column addition	
Add with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column addition	

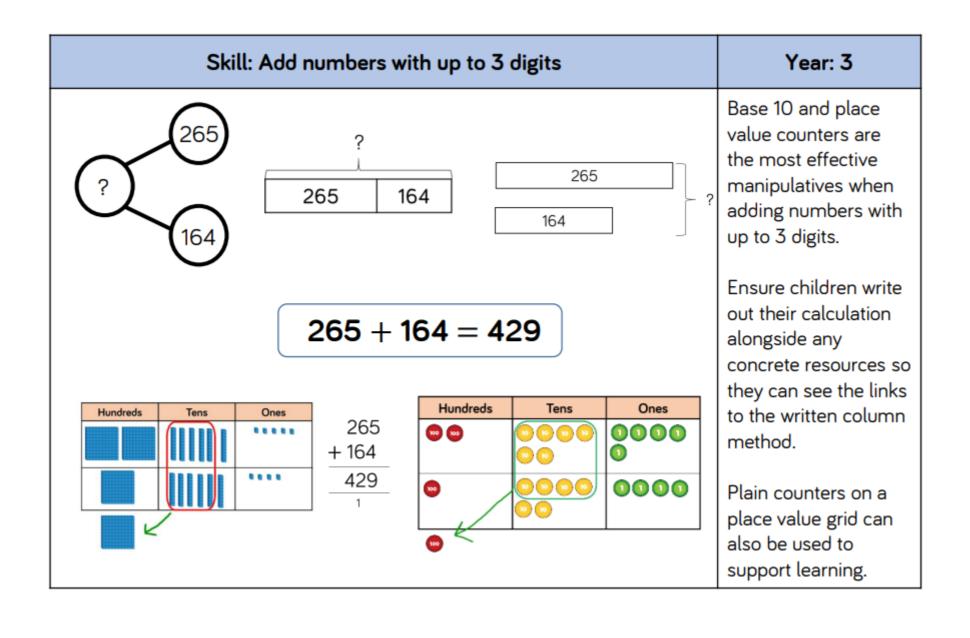


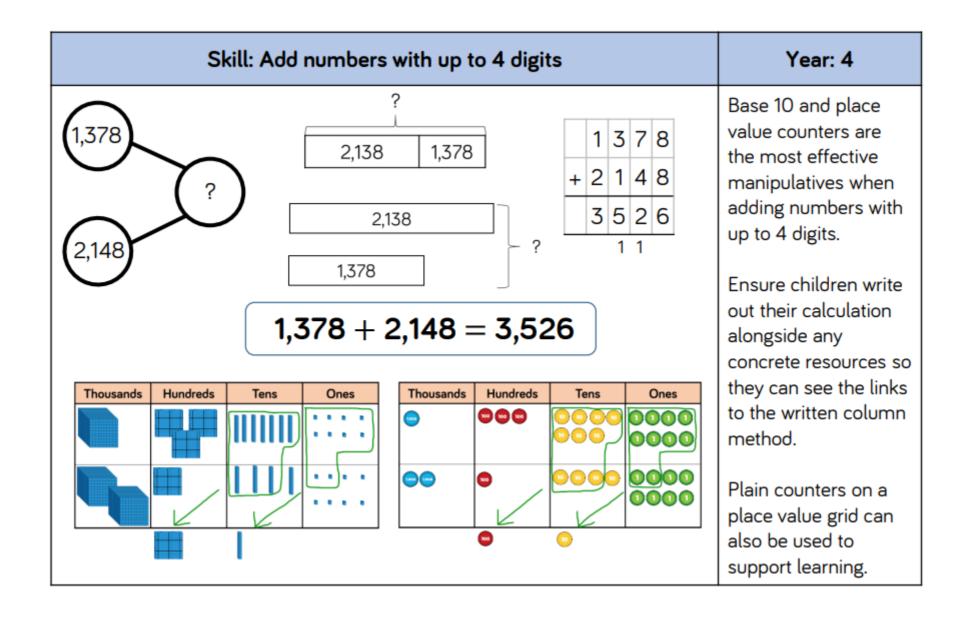


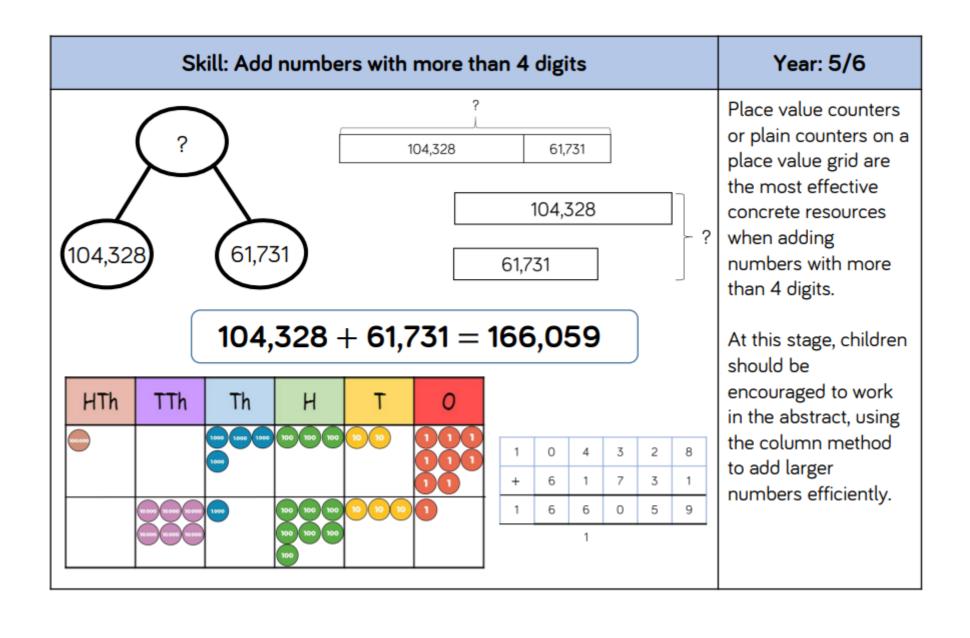


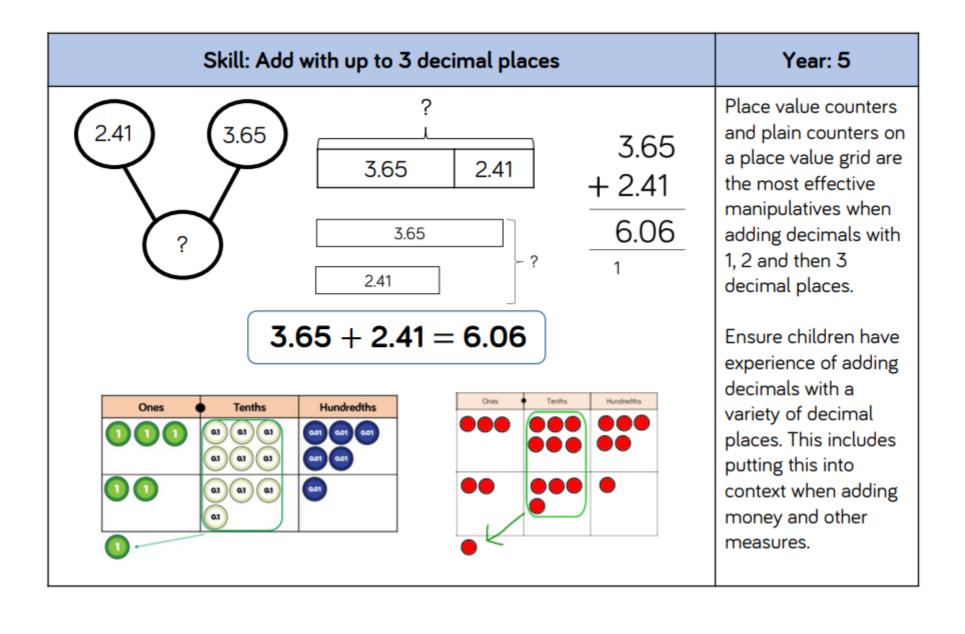








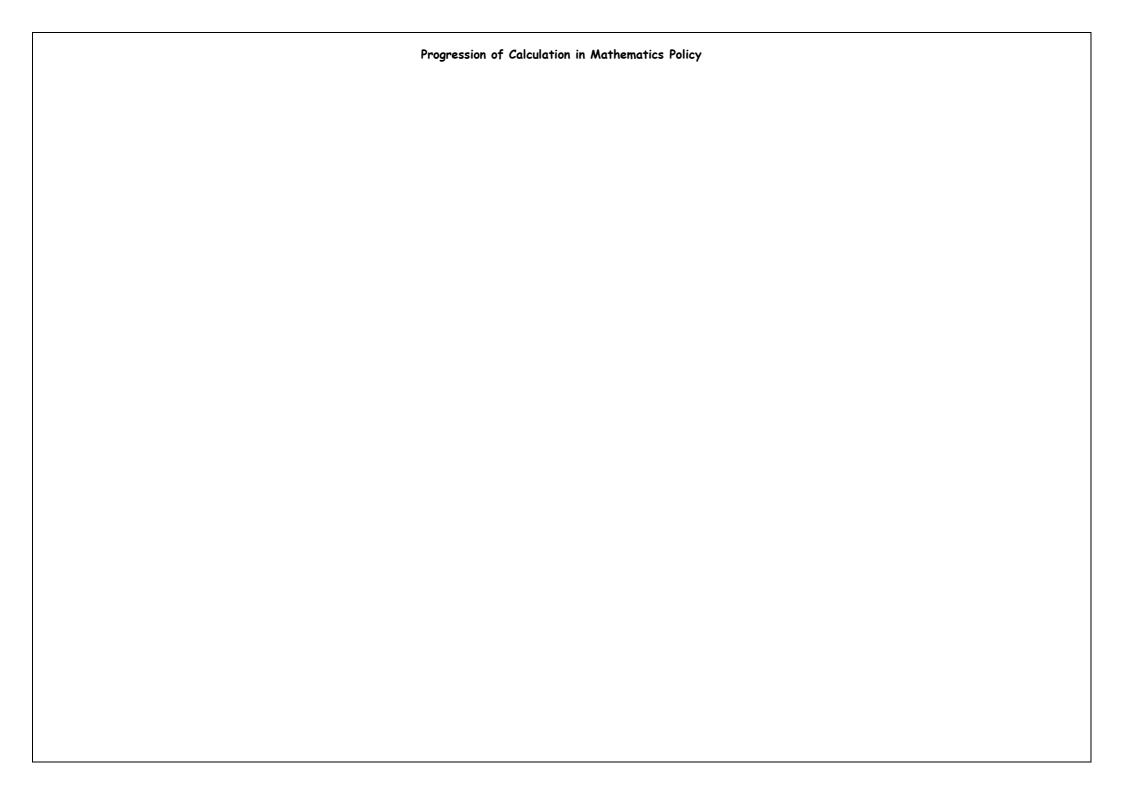


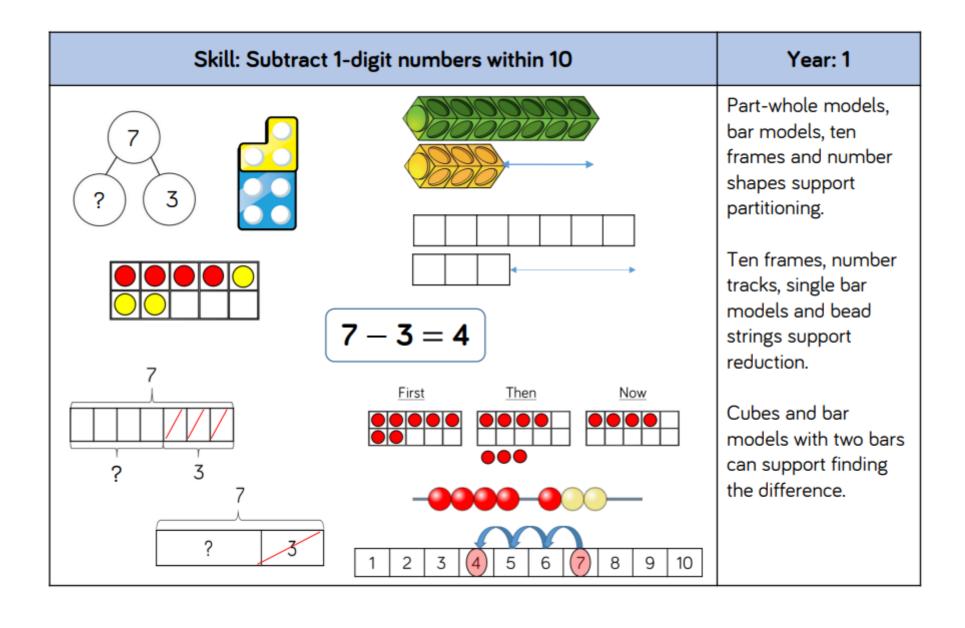


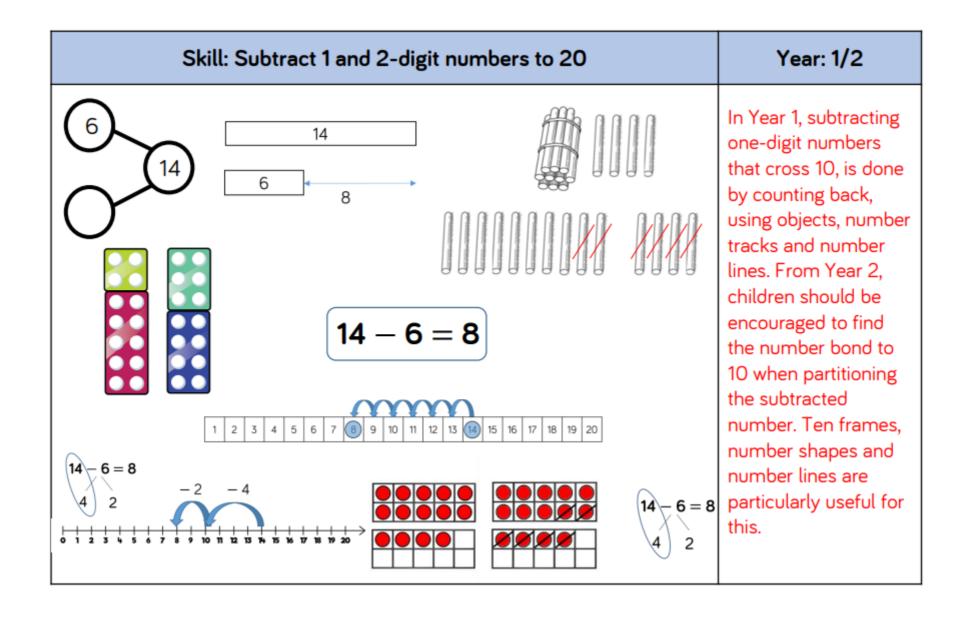
Subtraction

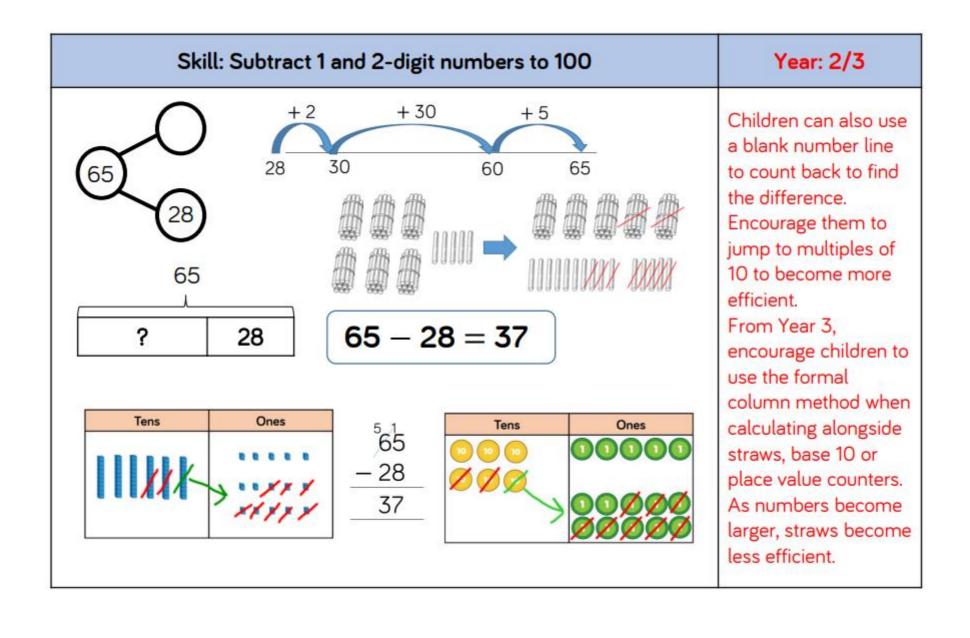
Skill	Year	Representations and models		
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks	
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number 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	

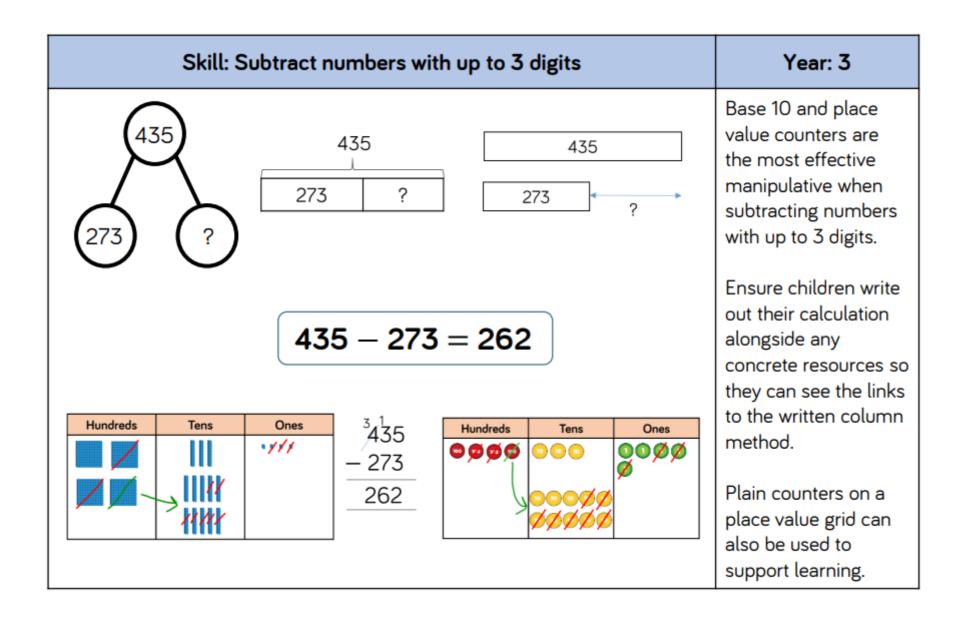
Skill	Year	Representations and models		
Subtract with up to 3- digits	3	Part-whole model Bar model	Base 10 Place value counters Column subtraction	
Subtract with up to 4- digits	4	Part-whole model Bar model	Base 10 Place value counters Column subtraction	
Subtract with more than 4 digits	5	Part-whole model Bar model	Place value counters Column subtraction	
Subtract with up to 3 decimal places	5	Part-whole model Bar model	Place value counters Column subtraction	

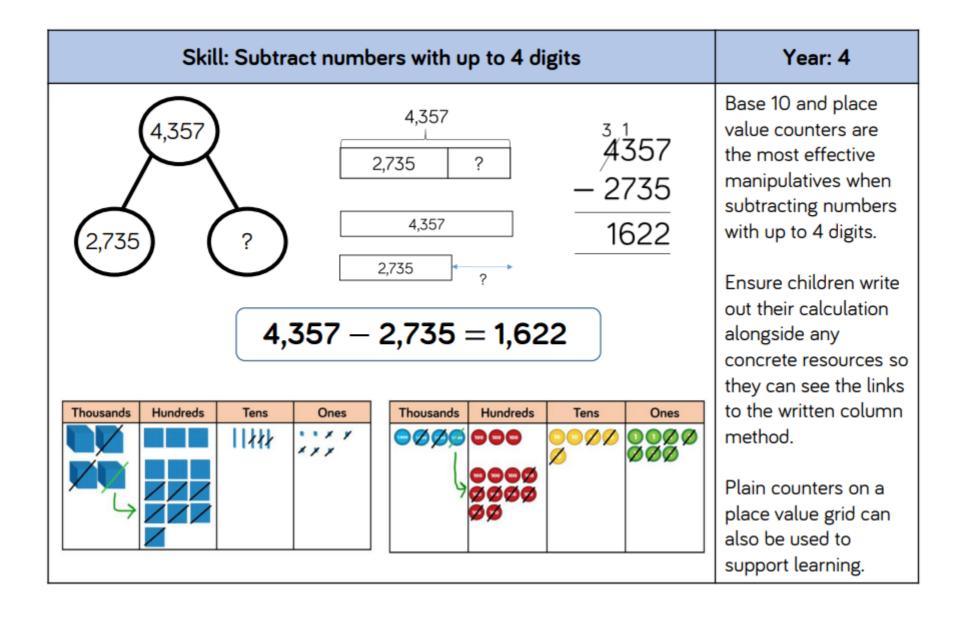


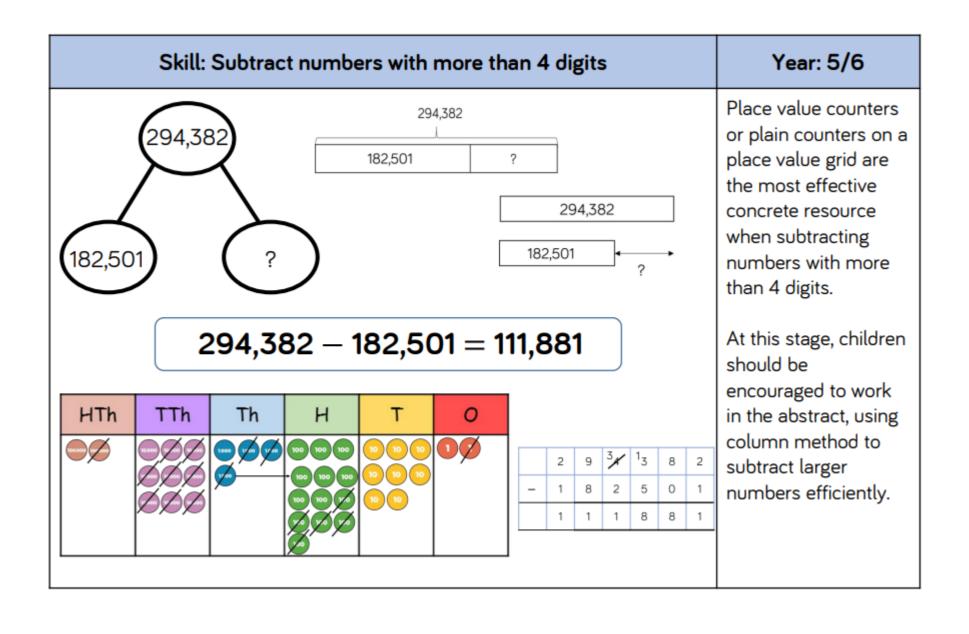


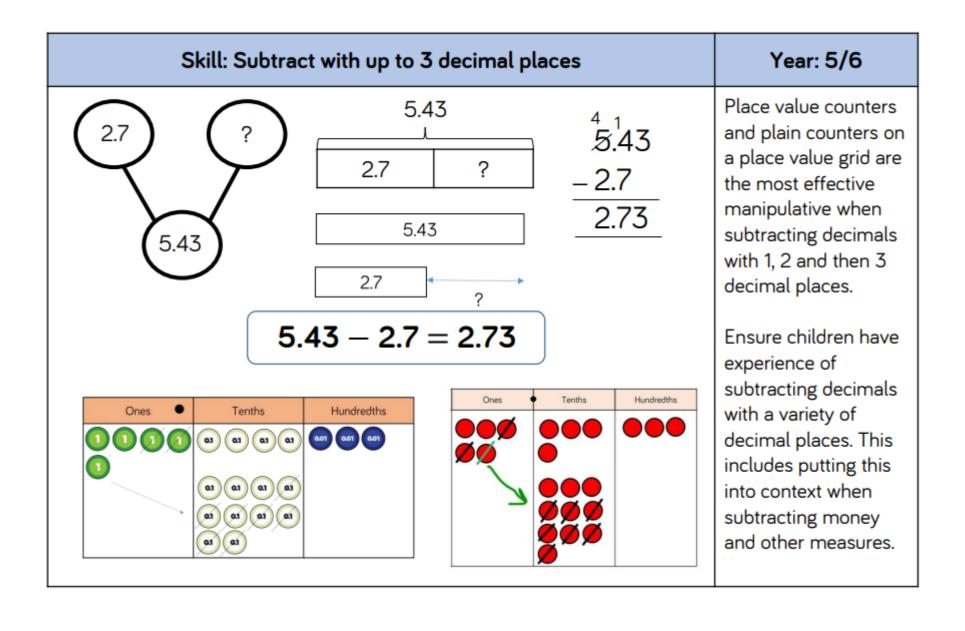








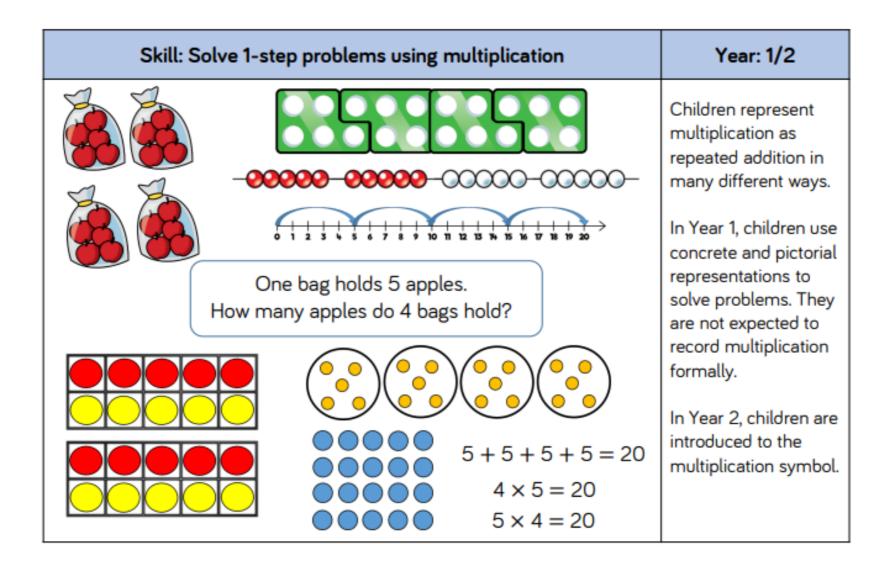


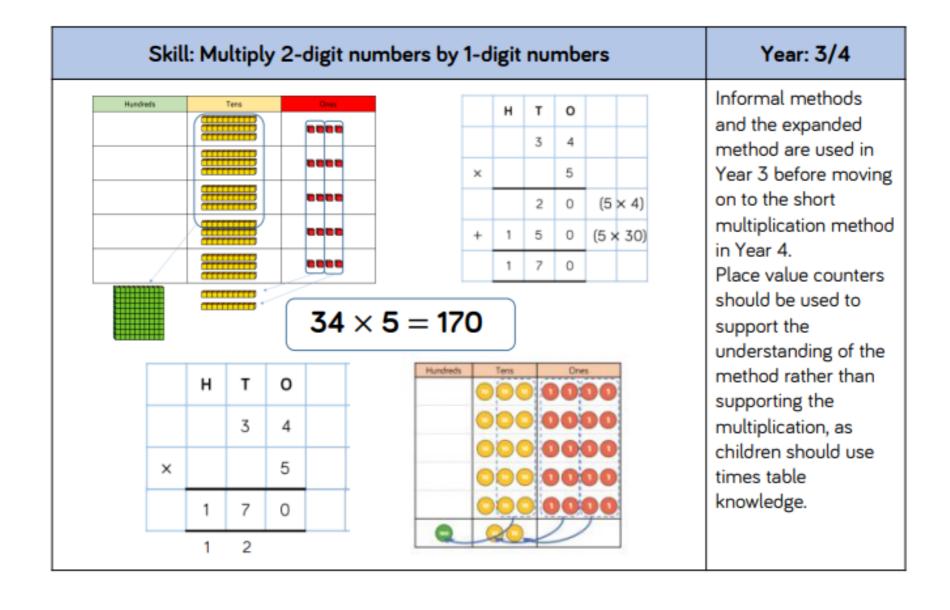


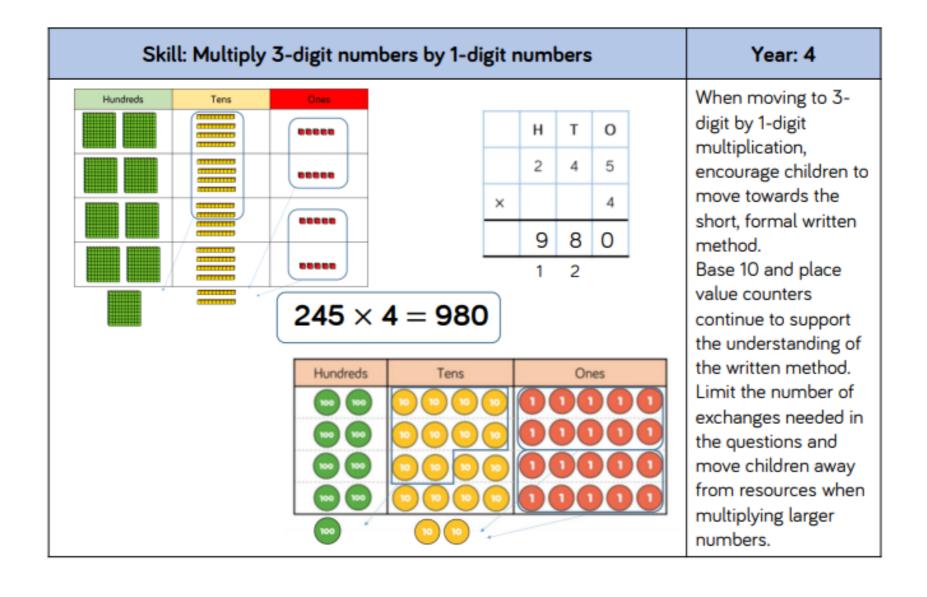
Multiplication

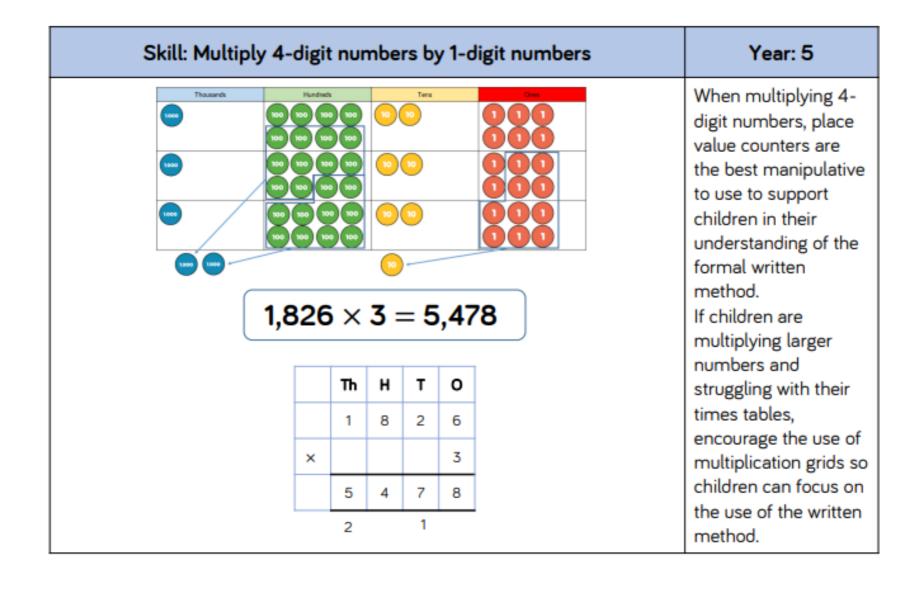
Skill	Year	Representations and models		
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines	
Multiply 2-digit by 1- digit numbers	3/4	Place value counters Base 10	Expanded written method Short written method	
Multiply 3-digit by 1- digit numbers	4	Place value counters Base 10	Short written method	
Multiply 4-digit by 1- digit numbers	5	Place value counters	Short written method	

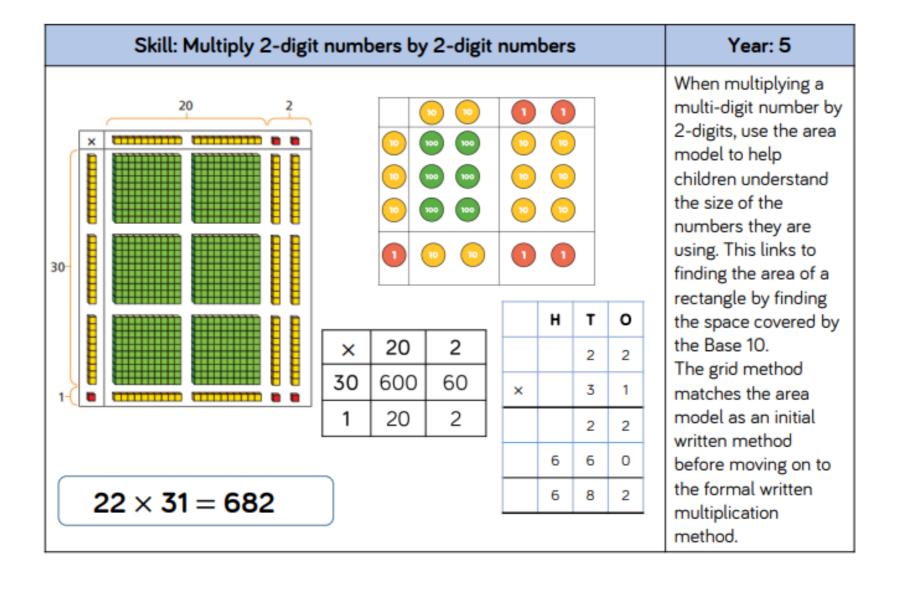
Skill	Year	Representations and models		
Multiply 2-digit by 2- digit numbers	5	Place value counters Base 10	Short written method Grid method	
Multiply 2-digit by 3- digit numbers	5	Place value counters	Short written method Grid method	
Multiply 2-digit by 4- digit numbers	5/6	Formal written method		











Skill: Multiply 3-digit numbers by 2-digit numbers

Th	н	Т	0
	2	3	4
×		3	2
	4	6	8
1 7	10	2	0
7	4	8	8

Children can continue to use the area model when multiplying 3-digits by 2-digits. Place value counters become more efficient to use but Base 10 can be used to highlight the size of numbers.

Year: 5

Children should now move towards the formal written method, seeing the links with the grid method.

	200	30	4
30	6,000	900	120
2	400	60	8

 $234 \times 32 = 7,488$

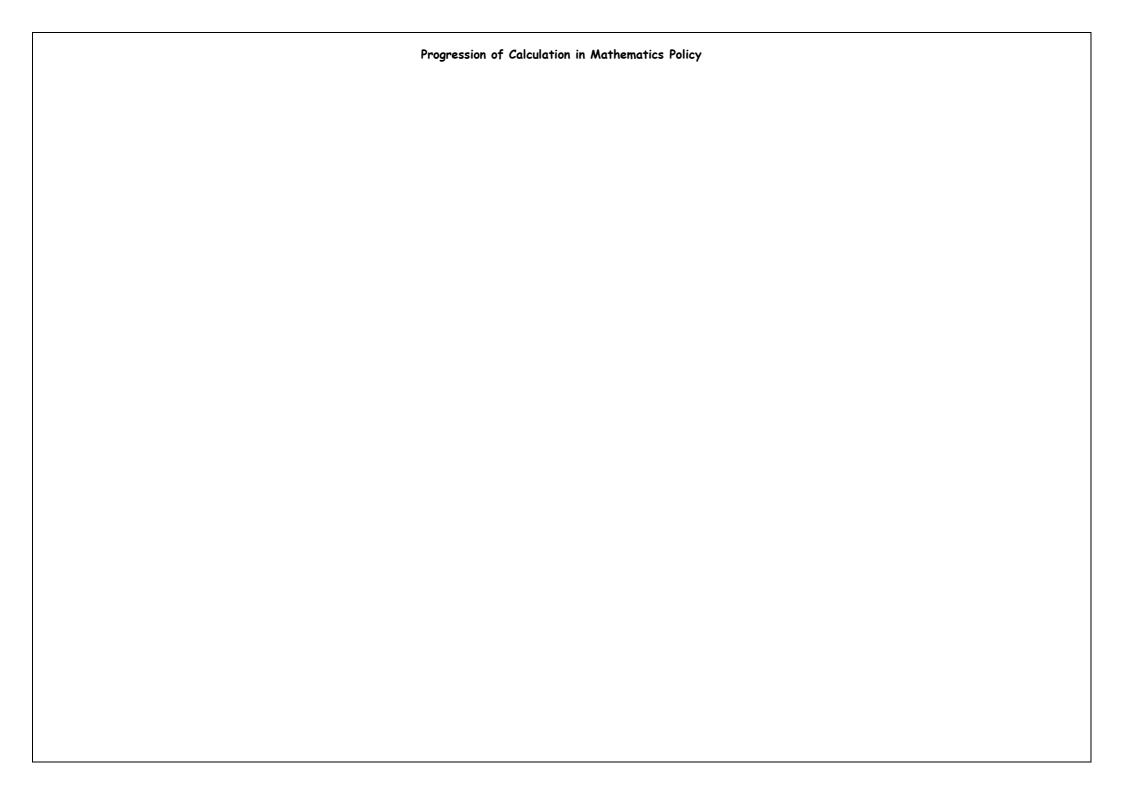
Skill: Multiply 4-di	Year: 5/6					
TTh	Th	н	Т	0		When multiplying 4- digits by 2-digits, children should be
	2	7	3	9		confident in using the formal written method.
×			2	8		If they are still
2	1 5	9	1 7	2		struggling with times tables, provide multiplication grids to support when they are focusing on the
5	4	7	8	0		
7	6	6	9	2		use of the method.
2,739 × 28 = 76,692						Consider where exchanged digits are placed and make sure this is consistent.

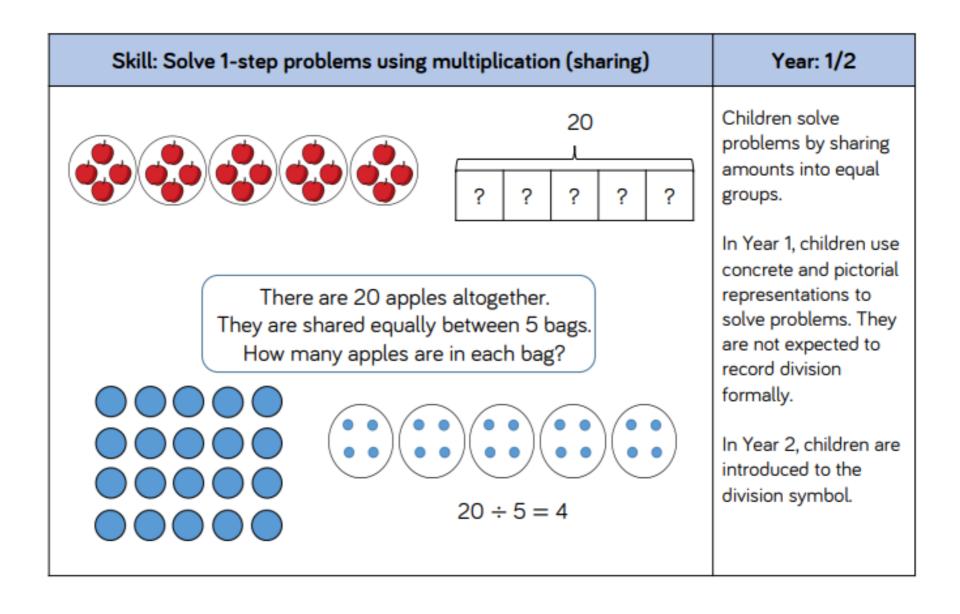
Division

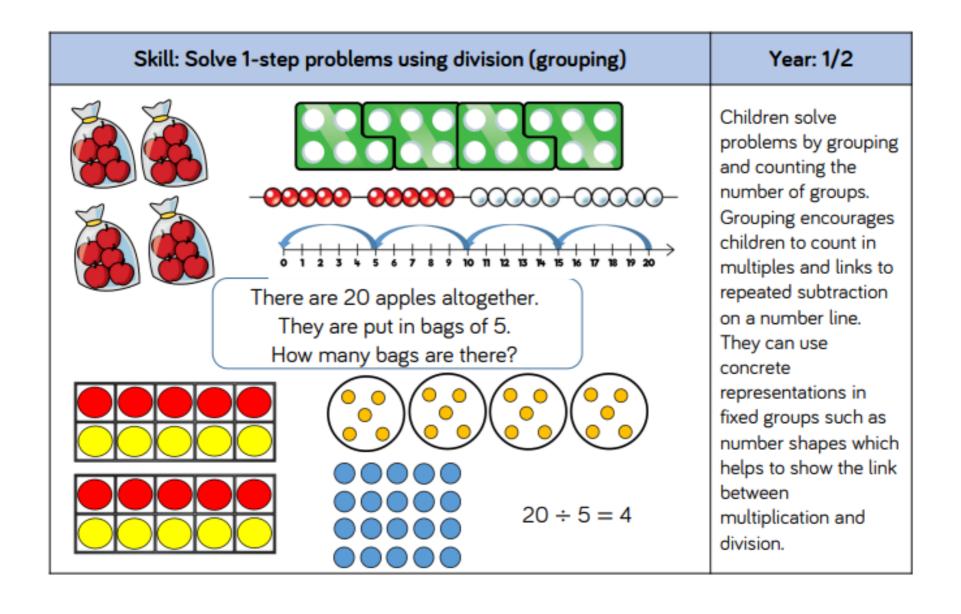
Skill	Year	Representations and models		
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters	
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters	
Divide 2-digits by 1- digit (no exchange sharing)	3	Straws Base 10 Bar model	Place value counters Part-whole model	
Divide 2-digits by 1- digit (sharing with exchange)	3	Straws Base 10 Bar model	Place value counters Part-whole model	

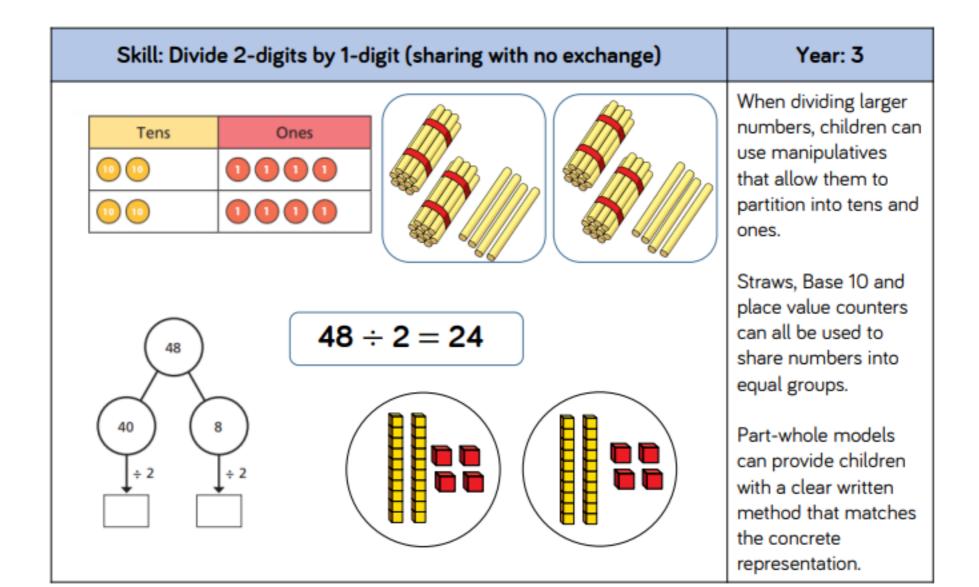
Skill	Year	Representations and models		
Divide 2-digits by 1- digit (sharing with remainders)	3/4	Straws Base 10 Bar model	Place value counters Part-whole model	
Divide 2-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division	
Divide 3-digits by 1- digit (sharing with exchange)	4	Base 10 Bar model	Place value counters Part-whole model	
Divide 3-digits by 1- digit (grouping)	4/5	Place value counters Counters	Place value grid Written short division	

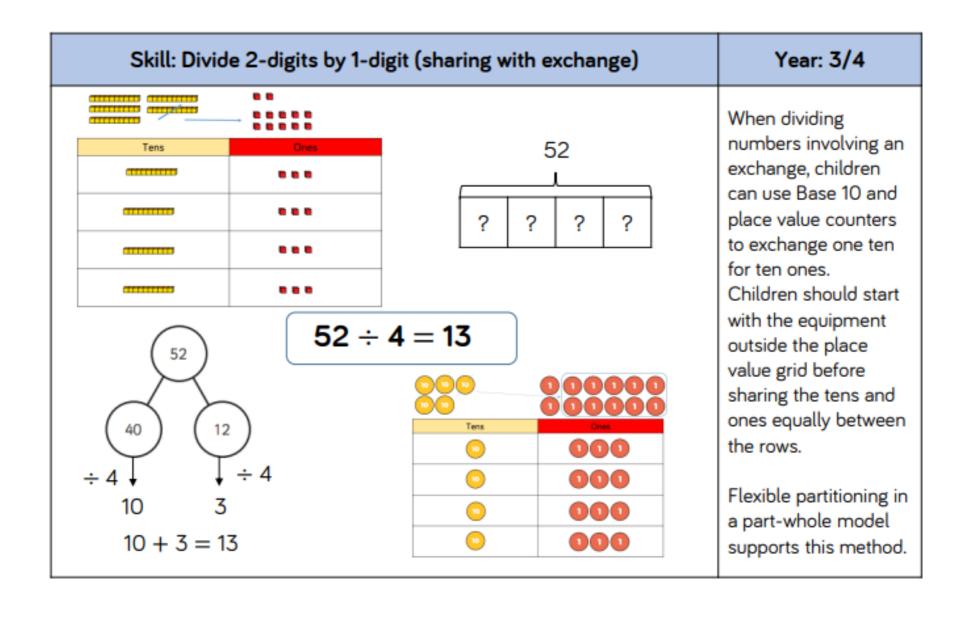
Skill	Year	Representations and models	
Divide 4-digits by 1- digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long division	List of multiples

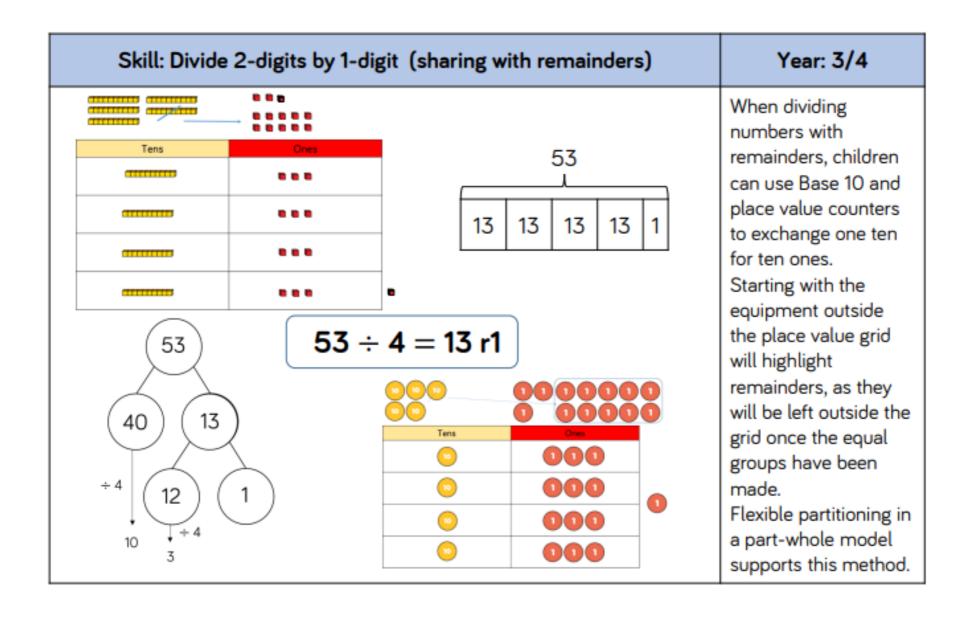


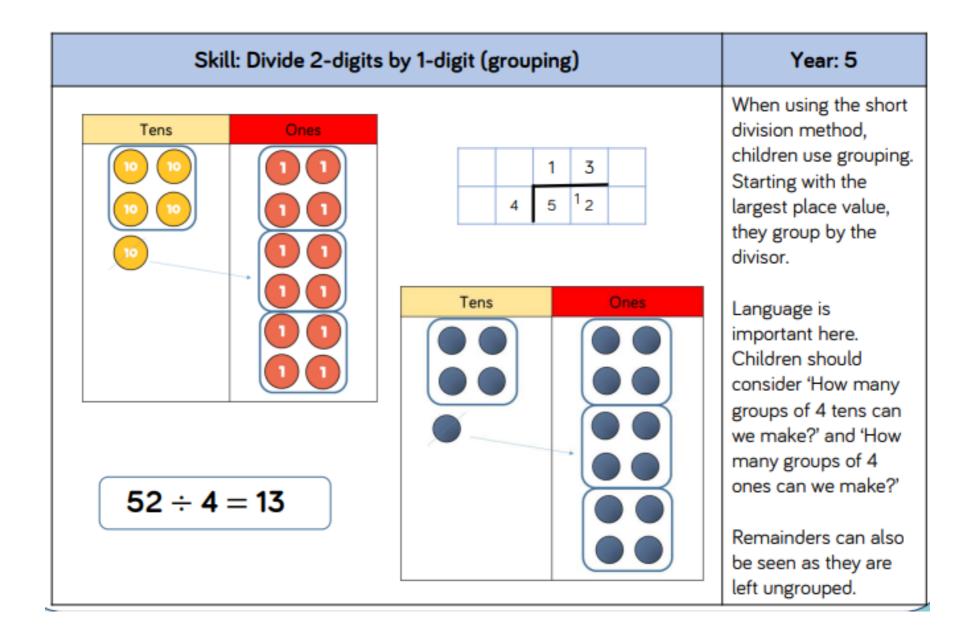


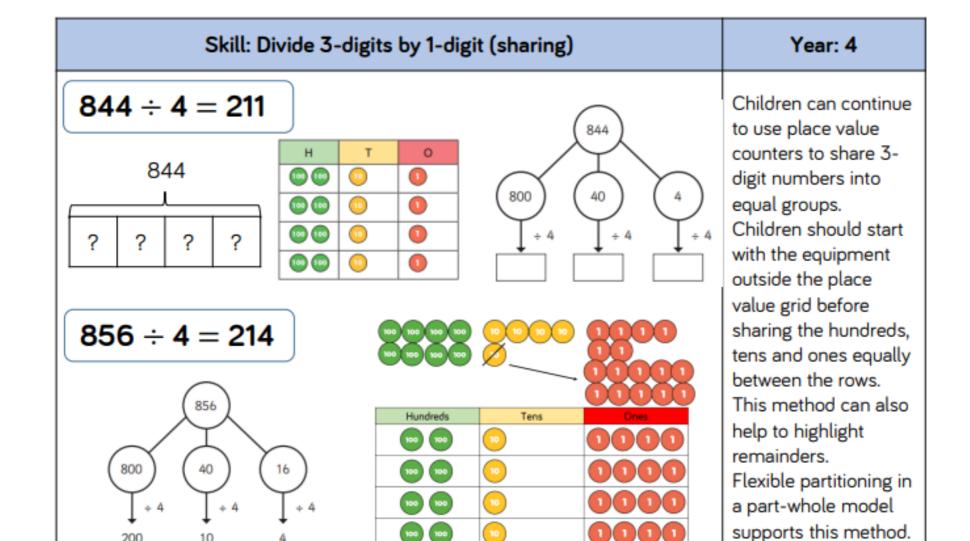


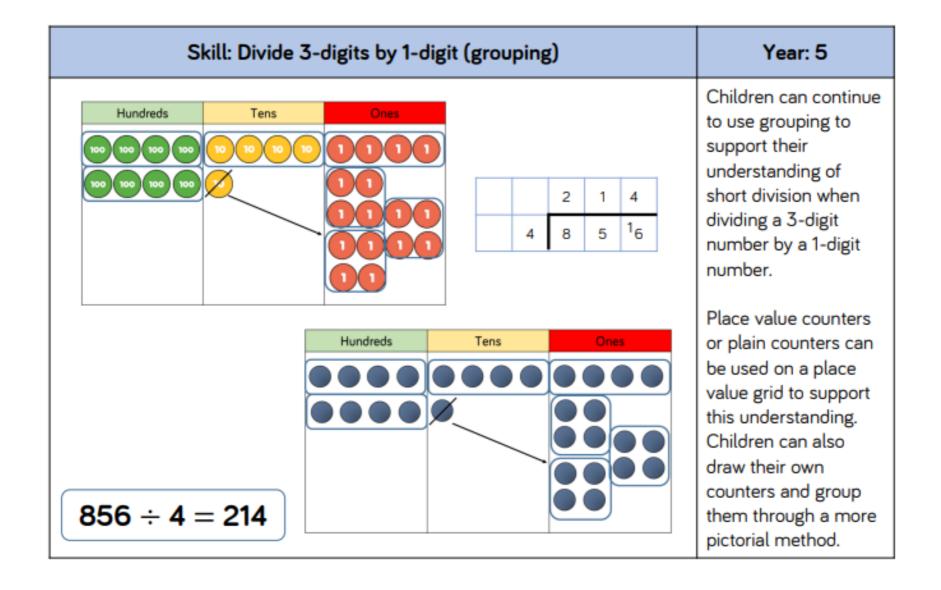


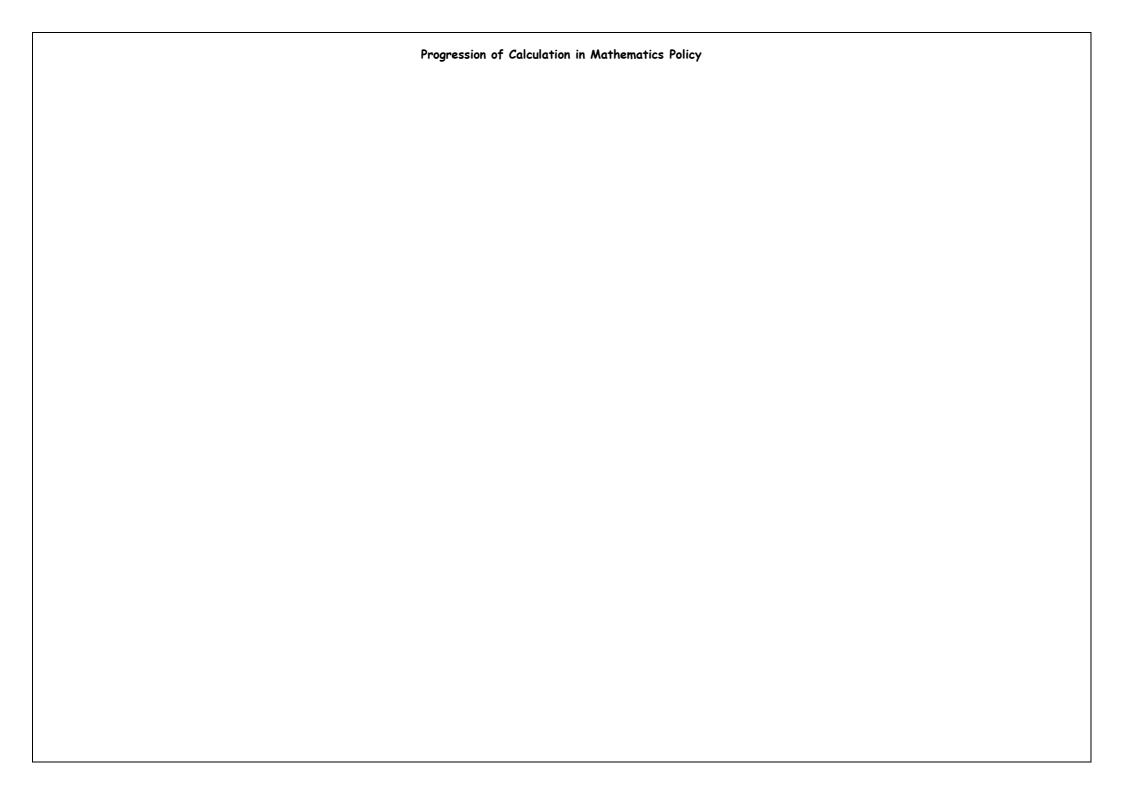


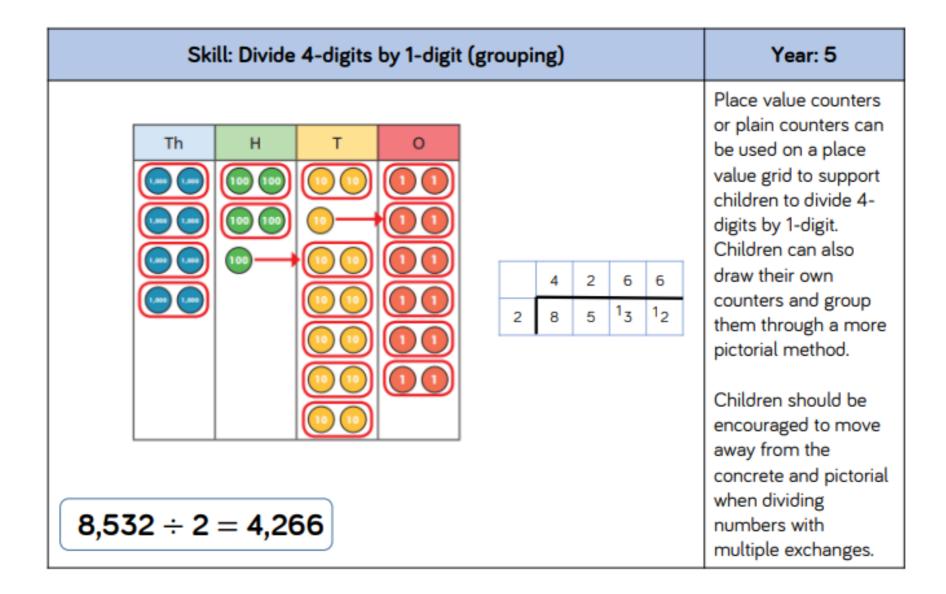












Skill: Divide multi digits by 2-digits (short division) Year: 6 When children begin to divide up to 4digits by 2-digits, 0 3 6 written methods $432 \div 12 = 36$ become the most 4 3 12 accurate as concrete and pictorial representations become less effective. Children can write out multiples to support their calculations with larger remainders. 0 4 8 9 Children will also $7,335 \div 15 = 489$ 7 3 13 3 13₅ solve problems with 15 remainders where the quotient can be 15 30 45 75 105 120 135 60 90 150 rounded as appropriate.

		S	kill	Year: 6										
1	2 -	0 4 3	3 6 7 7	6 2 0 2 2		12 × 4 = 48 12 × 5 = 60			43	2	÷	12 =	= 36	Children can also divide by 2-digit numbers using long division. Children can write out multiples to support their calculations with larger remainders.
								0	4	8	9		4 45 45	
							15	7	3	3	5		1 × 15 = 15	Children will also
_							-	6	0	0	0	(×400	$2 \times 15 = 30$	solve problems with
7,335 ÷ 15 = 489							1	3	3	5		$3 \times 15 = 45$	remainders where th	
	,-	, , ,	_	• •	<u> </u>	409	-	1	2	0	0	(×80)	$4 \times 15 = 60$	quotient can be
									1	3	5		$5 \times 15 = 75$	rounded as
							-		1	3	5	(x9)	$10 \times 15 = 150$	appropriate.
											0			

Skill: Divide multi digits by 2-digits (long division)

Year: 6

 $372 \div 15 = 24 \text{ r} 12$

			2	4	r	1	2
1	5	3	7	2			
	-	3	0	0			
			7	2			
	-		6	0			
			1	2			

$$1 \times 15 = 15$$

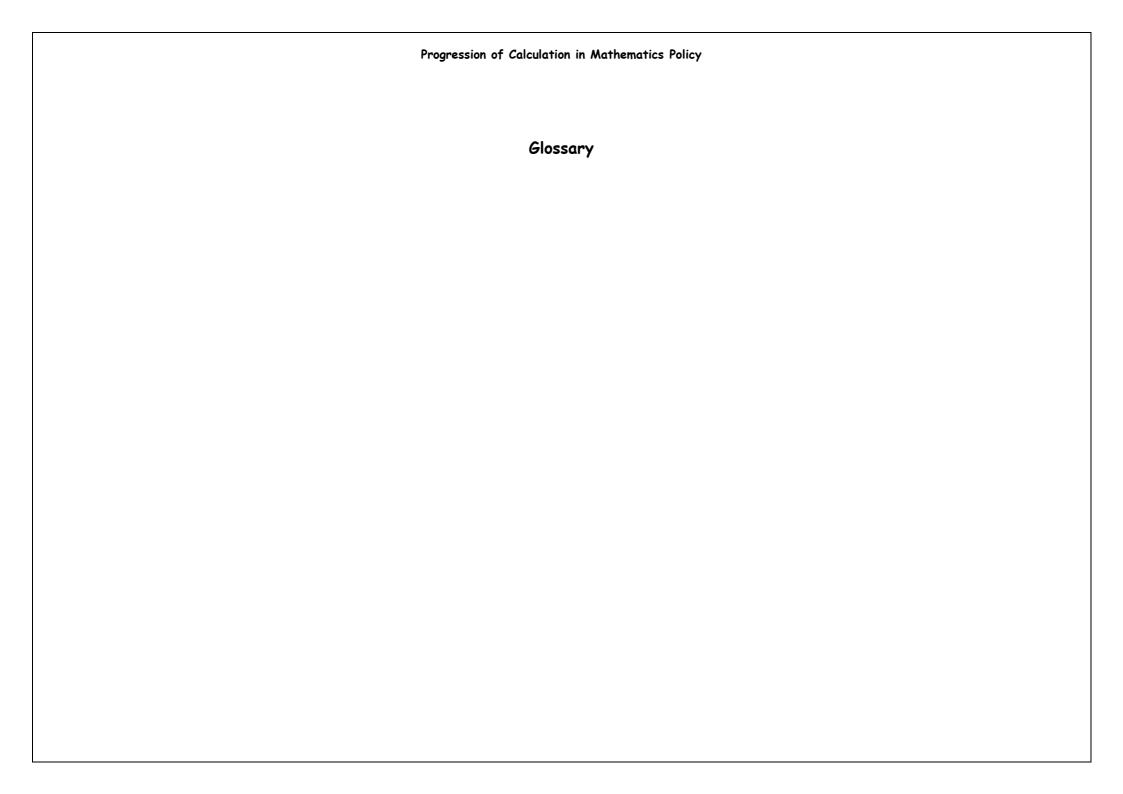
 $2 \times 15 = 30$
 $3 \times 15 = 45$
 $4 \times 15 = 60$
 $5 \times 15 = 75$
 $10 \times 15 = 150$

When a remainder is left at the end of a calculation, children can either leave it as a remainder or convert it to a fraction.

This will depend on the context of the question.

$$372 \div 15 = 24\frac{4}{5}$$

Children can also answer questions where the quotient needs to be rounded according to the context.



Progression of Calculation in Mathematics Policy

Addend - A number to be added to another.

Aggregation - combining two or more quantities or measures to find a total.

Augmentation - increasing a quantity or measure by another quantity.

Commutative – numbers can be added in any order.

Complement – in addition, a number and its complement make a total e.g. 300 is the complement to 700 to make 1,000

Difference – the numerical difference between two numbers is found by comparing the quantity in each group.

Exchange – Change a number or expression for another of an equal value.

Minuend – A quantity or number from which another is subtracted.

Partitioning – Splitting a number into its component parts.

Reduction - Subtraction as take away.

Subitise – Instantly recognise the number of objects in a small group without needing to count.

Subtrahend - A number to be subtracted from another.

Sum - The result of an addition.

Total - The aggregate or the sum found by addition.

Progression of Calculation in Mathematics Policy

Array – An ordered collection of counters, cubes or other item in rows and columns.

Commutative – Numbers can be multiplied in any order.

Dividend – In division, the number that is divided.

Divisor – In division, the number by which another is divided.

Exchange – Change a number or expression for another of an equal value.

Factor – A number that multiplies with another to make a product.

Multiplicand – In multiplication, a number to be multiplied by another.

Partitioning – Splitting a number into its component parts.

Product – The result of multiplying one number by another.

Quotient - The result of a division

Remainder – The amount left over after a division when the divisor is not a factor of the dividend.

Scaling – Enlarging or reducing a number by a given amount, called the scale factor