

At St Michael's we are using the 'White Rose Hub' format as a basis for our planning. We are not following it completely but use it as a tool.

We are using the White Rose Hub philosophy of:

- fluency using Learning Objectives from the National Curriculum
- reasoning
- problem-solving

In all our maths work we are using a CPA approach within our maths lessons (CPA - Concrete/ Pictorial/ Abstract)

We are using resources such as - White Rose, I See maths, NCETM Mastery documents & nrich problems.

#### The aim is that when children leave St Michael's they:

- Have a secure knowledge of number facts and a good understanding of the four calculation operations (addition, subtraction, multiplication and division)
- Make use of jottings, diagrams and informal notes to help record steps and part answers when using mental methods that generate more information than can be kept in their heads
- Have an efficient, reliable, written method of calculation for each operation that they are able to apply with confidence when they are unable to perform a calculation mentally



#### Maths Mastery

At the centre of the mastery approach to the teaching of maths 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 across the school, which is in line with the requirements of the 2014 Primary National Curriculum.

#### Mathematical Language

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). 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 of diagrams) and explained carefully. High expectations of the mathematical language used are essential, with teachers only accepting what is correct



This policy has been designed to teach children through the use of concrete, pictorial and abstract methods. This calculation policy should be used to support children to develop a deep understanding of number and calculation.

#### Using the Concrete-Pictorial-Abstract Approach:

Children develop an understanding of a mathematical concept through the three steps of: concrete, pictorial and abstract approach. Reinforcement is achieved by going back and forth between these representations.

#### Concrete Representation:

This is the first step in a child's learning. The child is introduced to an idea or skill by acting it out with real objects. This is a 'hands on' component using real objects and it is the foundation for conceptual understanding.

#### Pictorial Representation:

Once the child has sufficiently understood the 'hands on' experience, they can be progressed onto relating them to pictorial representations, such as a diagram or a picture of the problem.

#### <u>Abstract Representation:</u>

This is the third step in a child's learning. The child should now be capable of representing problems by using mathematical notation, for example:  $12 \div 2 = 6$ 



# ADDITION



Objective & Strategy	Concrete	Pictorial	Abstruct
Combining two parts to make a whole: part- whole model.	Use part-part whole model. Use cubes to add two numbers together as a group or in a bar.	Use pictures to add two numbers together as a group or in a bar.	4 + 3 = 7 10 = 6 + 4  5  Use the part-part whole diagram as shown above to move into the abstract.
Starting at the bigger number and counting on.	Start with the larger number on the bead string and then count on 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.	12 + 5 = 17  Place the larger number in your head and count on the smaller number to find your answer.



Regrouping to make 10.	Start with the bigger number and use the smaller number to make 10.	Use pictures or a number line.  Regroup or partition the smaller number 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?"
Represent & use number bonds and related subtraction facts within 20.	2 more than 5.	5+2=	Emphasis should be on the language:  "1 more than 5 is equal to 6"  "2 more than 5 is 7"  "8 is 3 more than 5"



Objective & Strategy	Concrete	Pictorial	Abstract
Adding multiples of ten.	50 = 30 + 20  Model using dienes and bead	3 tens + 5 tens =tens 30 + 50 =  Use representations for base ten.	20 + 30 = 50 70 = 50 + 20 40 += 60
Use known number facts including different combinations of tens & ones of any 2 digit number.  (Part part whole)	Children explore ways of making numbers.	20	Include teaching of the inverse of addition and subtraction:
Use known facts.		∵ + ÷ = .÷	3 + 4 = 7
	+ =	+      =	Leads to
		+ = = =	30 + 40 = 70
		Children draw representations of H, T & O.	Leads to
		α υ.	300 + 400 = 700



Use bar models.		222222 222	23 25			
Add a two digit number and ones.	17 + 5 = 22 Use ten frame to make 'magic ten'.  Children explore the patterns:	7 + 3 = 10  17 + 5 = 22  Use part part whole and number line to model.  16 + 7  20  16 20 23	23 + 25 = 48 17 + 5 = 22 Explore related facts: 17 + 5 = 22 5 + 17 = 22 22 - 17 = 5 22 - 5 = 17			
Add 2 digit numbers and tens.	17 + 5 = 22	27 + 30 +10 +10 +10 27 37 47 57	27 + 10 = 37 27 + 20 = 47 27 += 57			
Add two 2-digit numbers.	Model using dienes, place value counters and numicon.	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			



Add three 1-digit numbers.	Put 4 and 6 together to make 10. Add on 7.  Regroup and draw representation.  Following on from making 10, make 10 with 2 of the digits (if possible) then add on the third digit. $4+7+6=10+7$ Regroup and draw representation. $=17$ Combine the two numbers that make/bridge ten, then add on the third.
Rapid Recall  (addition and subtraction)	Bonds within 10 Bonds within 20 Bonds to 100 (multiples of 10) Add single-digit to make a multiple of 10  Strategies  Add/subtract 9, 19, 29 Partitioning Add near doubles Reorder Count on/back in 10s

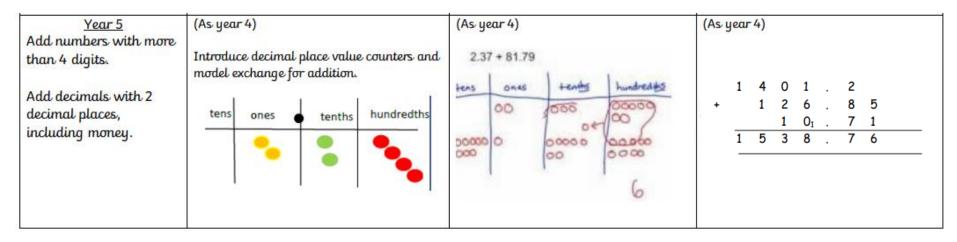


Objective & Strategy	Concrete	Pictorial	Abstract
Column Addition – no regrouping (friendly numbers)  Add 2 or 3 digit numbers.	Add together the ones first then add the tens. Use the Base 10 blocks first before moving onto place value counters.		Add the ones first, then the tens, then the hundreds:  2 2 3  + 1 1 4  3 3 7  Children use the 'steps to success' to format their calculation:  'Steps for Success'  1. Write your calculation, label your digits and circle the operation.  2. Chick your operation, closel your method and set it up below, tensember to lowe planty of room for working still.  3. Use the method to calculate the answer.  4. Write the answer at the end of the calculation.
Column Addition – with regrouping.	Make both numbers on a place value grid.  146 + 527  Add up the units and exchange 10 ones for one 10.	Children can draw a pictorial representation of the columns and place value counters to further support their learning and understanding.	Children follow the 'Steps to Success' to regroup and form the calculation correctly:   1 5 3  + 31 6 2  5 1 5  Don't forget, if you pass hundred, save it above
		•	the line and add it on later

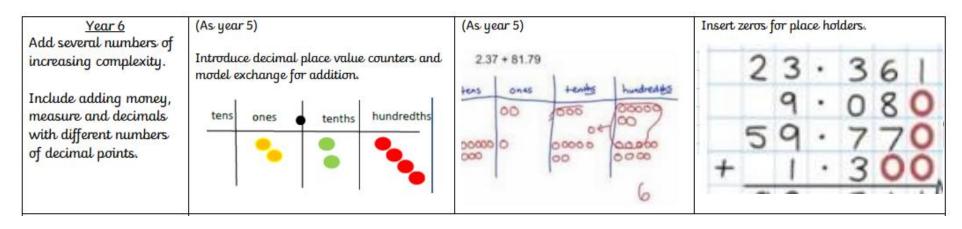


Objective & Strategy	Concrete					Pict	oria l		Abstract	
Year 4 add numbers with up to digits			Draw representations using place value grid.					Continue from previous work to carry hundreds as well as tens.		
uigus	ten hundreds for a thousand.			1	• •	**	**	**	Relate to money and measures.	
	Hundreds	Tens On non-	Ones		••	•••	•			
		0.00		7	1	5	1	+ 5 <sub>1</sub> 7 <sub>1</sub> 9 1		
		• •					1 0 0 1 3			
Year 4 apid Recall addition and abtraction)	<ul> <li>Doubles</li> </ul>	i – within 100	uiltiples of 10/1 ) s of 10/100/100		)	{		<ul> <li>Bridgir</li> </ul>	difference	











# SUBTRACTION



Objective & Strategy	Concrete	Pictorial	Abstruct
Taking away ones from a whole.	Use physical objects, counters, cubes etc. to show how objects can be taken away.  4-3=1	Cross out drawn objects to show how many has been taken away. The bar model can also be used.	4-3= =4-3 -4 3 ?
Counting back.	Counting back (using number lines or number tracks) children start with 6 and count back 2.  6 - 2 = 4  1 2 3 4 5 6 7 8 9 10	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.



Finding the difference.	Compare amounts and objects to find the difference.  8 goldfish  Use cubes to build towers or make bars to find the difference. Use basic bar models with items to find the difference.	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 differences is  Children to explore why  9 – 6 = 8 – 5 = 7 – 4 have the same difference.		
Represent and use number bonds and related subtraction facts within 20. (Part part whole model)	Link to addition – use the PPW model to model the inverse.  If 10 is the whole and 6 is one of the parts, what is the other part? $10 - 6 = 4$	Use pictorial representations to show the parts.	Move to using numbers within the part whole model.  5 7		



Objective & Strategy	Concrete	Pictorial	Abstract
Partitioning to subtract	Use dienes to show how to partition the	Children draw representations of dienes	
<ul> <li>without regrouping.</li> </ul>	number when subtracting without	and cross off.	
(friendly numbers)	regrouping.  34 - 13 = 21	43 - 21 = 22	43 - 21 = 22
Making ten.  (crossing one ten, crossing more than one ten, crossing the hundreds)	Use a head string to model counting to the next ten and the rest.  34 - 28 =	Use a number line to count on to the next ten and then the rest.  10 43 76 80 90 93  'counting on' to find 'difference'	93 – 76 = 17



Objective & Strategy	Concrete	Pictorial	Abstract	
Column subtraction without regrouping.  (friendly numbers)	Column method using base ten.  10s 1s  10s 1s  4 1	Children to represent the base 10 pictorially.  10s   1s	Column method or children could count back 7.  48 - 7 41  Children use their 'Steps to Success' to format the question correctly:  "Steps for Success"  1. Write your calculation, label your digits and cards the operation.  2. Use the method to calculate the answer.  4. Write the answer at the end of the calculation.	
Column subtraction with regrouping.	Column method using base 10 and having to exchange.  41 - 26 =	Represent the place value counters pictorially; remembering to show what has been exchanged.	Formal column method using 'Steps to Success'. Children must understand what has happened when they have crossed out, TOTOHTO digits.  1 6 2 0 2 7 = 1 3 5  H TO Start in your ones. If you can't do 1 6 2 2 7 = 1 3 5  Remember to keep your exchanges small and tidy so you don't get confused!	



20	Concrete Pictorial				Abstract	
Model process of exchange using numicon, base ten and then move to place value counters.			pictorially; r	memberi		Formal column method. Children must understand what has happened when they have crossed out digits.
234 – 179 =		100s   10s   1s		Is		
		00	000		2 7 5 4	
00	000	0000	4 6	188	-1562	
0	00 0000 0	000		00		1192
	Model process of a base ten and then counters.	Model process of exchange base ten and then move to counters.  234 - 17	Model process of exchange using numicon, base ten and then move to place value counters.  234 - 179 =	Model process of exchange using numicon, base ten and then move to place value counters.  Represent the pictorially; re has been exclusive to the pictorially and the pictorially are has been exclusive.	Model process of exchange using numicon, base ten and then move to place value counters.  234 - 179 =	Model process of exchange using numicon, base ten and then move to place value counters.  Represent the place value counters pictorially; remembering to show what has been exchanged.

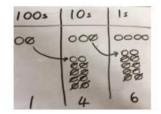


Year 5
Subtract with at least 4
digits, including money
and measures.

(subtract with decimal values, including mixtures of integers and decimals and aligning the decimal) Model process of exchange using numicon, base ten and then move to place value counters.

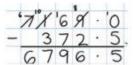
234 - 179 =

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



Formal column method. Children must understand what has happened when they have crossed out digits.
Use zeros for place holders.

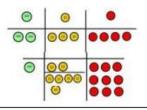




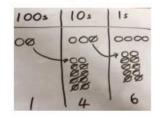


Year 6
Subtract with
increasingly large,
more complex, numbers
and decimal values.

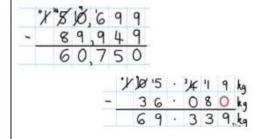
Model process of exchange using numicon, base ten and then move to place value counters.



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



Increasingly large and more complex numbers.





# Multiplication



Objective & Strategy	Concrete	Pictorial	Abstract
Doubling numbers.	Use practical activities using manipulatives including cubes and Numicon to demonstrate doubling.	Draw pictures to show how to double numbers.	Partition a number and then double each part before recombining it back together.
	double 4 is 8 4 × 2 = 8	Double 4 is 8	16 10 6 1x2 1x2 20 + 12 = 32
Counting in multiples.	Count the group as children are skip counting, children may use their fingers to help.	Children make representations to show counting in multiples.	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  2, 4, 6, 8, 10
		2 2 2 2 2 2 2 2 2 2 2 10 010 010 010 010	5, 10, 15, 20, 25, 30



Repeated grouping/repeated addition.	3 x 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.  88 88 88	3 × 4 = 12 4 + 4 + 4 = 12
Understanding arrays.	Use objects laid out in arrays to find the answers to 2 lots of 5, 3 lots of 2s.	Draw representations of arrays to demonstrate understanding.	3 x 2 = 6 2 x 5 = 10

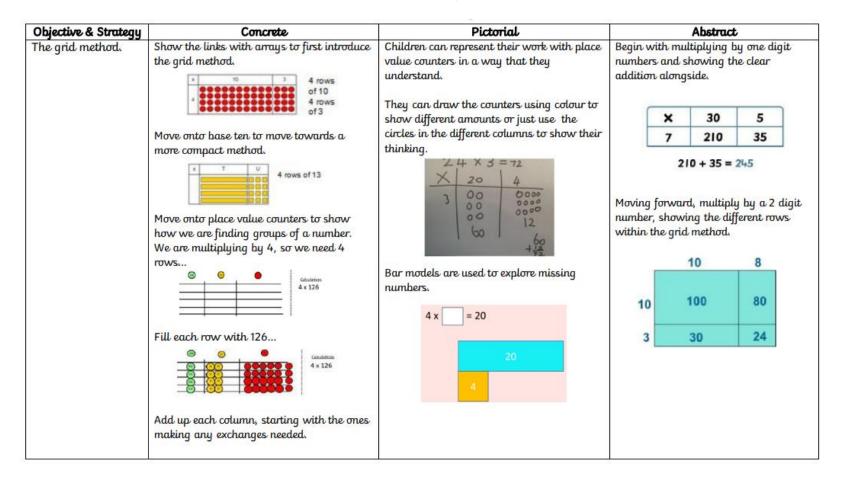


Objective & Strategy	Concrete	Pictoria l	Abstruct
Doubling numbers.	Model doubling using dienes and place value counters.  Doubling 26	Draw pictures and representations to demonstrate how to double numbers	Partition a number and then double each part before recombining it back together.  16 10 6 1×2 1×2 20 + 12 = 32
Counting in multiples of 2, 5 and 10 from 0.  (repeated addition)	Count the groups as children are skip counting, children may use their fingers to help. Progress onto bar models.  5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	Number lines, counting sticks and bar models should be used to show representation of counting in multiples.  3 3 3 3 3	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  0, 2, 4, 6, 8, 10  0, 3, 6, 9, 12, 15  0, 5, 10, 15, 20, 25, 30  4 x 3 =



Multiplication is	Create arrays using counters, cubes and	Use representations of arrays to show	12 = 3 x 4
commutative.	numicon.	different calculations and explore commutativity.	$12 = 4 \times 3$
	Pupils should understand that an array can represent different equations and that,		Use an array to write multiplication sentences and reinforce repeated addition.
	as multiplication is commutative, the	(0000)	5 + 5 + 5 = 15
	order of the multiplication does not change the answer.	(0000)	3 + 3 + 3 + 3 + 3 = 15
		0000	5 x 3 = 15 3 x 5 = 15
Using the inverse.		^	2 x 4 = 8
ما امار مام مام		8	4 x 2 = 8 8 ÷ 2 = 4
(this should be taught alongside		4 2	8 ÷ 4 = 2
division, so pupils		74	$8 = 2 \times 4$
learn how the two		□ × □ = □	$8 = 4 \times 2$
operations work		× =	2 = 8 ÷ 4
alongside each		- ÷ - = -	4 = 8 ÷ 2
other)		- ÷ = =	Show all 8 related fact family sentences.







	Then you have your answer.
Rapid Recall (multiplication and division	Multiplication and division facts for 2, 5, 10, 3, 4 and 8 times tables.      Double-double'/'half-half' links within the listed times tables.      Associativity (pushing numbers around)      Using what I already known



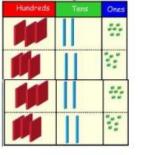
Objective & Strategy	Concrete	Pictorial	Abstruct
The grid method	Use place value counters to show how	Children can represent their work with place	Multiply 3 digit by 1 digit numbers
(recap from Year 3 for	we are finding groups of a number.	value counters in a way that they	using the grid method.
2 digit x 1 digit).	We are multiplying by 4 so we need 4	understand.	
Children progress to multiplying 3 digit numbers by 1 digit (Year 4 expectation).	Fill each row with 126.  Add up each column, starting with the ones making any exchanges needed.	They can draw the counters using colour to show different amounts or just use the circles in the different columns to show their thinking. $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$	x 300 20 7 4 1200 80 28 1200 + 80 + 28 = 1,308



Column Multiplication. Children can continue to be supported by place value counters at this stage of multiplication. This is initially done where

there is no regrouping.

321 x 2 = 642



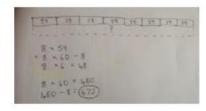
It is important at this stage that they always multiply the ones column first.

The corresponding long multiplication is modelled alongside this method.

The grid method may be used to show how this relates to a formal written method (see abstract column).

×	300	20	7
4	1200	80	28

Bar modelling and number lines can support learners when solving problems with multiplication alongside the formal written methods.



The grid method can then be progressed onto the compact method.



Objective & Strategy	Concrete	Pictorial	Abstract
Column Multiplication (3 and 4 digits x 1 digit).	Children can continue to be supported by place value counters at this stage of multiplication. This is initially done where there is no regrouping.	The grid method may be used to show how this relates to a formal written method (see abstract column).	The grid method can then be progressed onto the compact method.
	Hundreds Tens Ones	x     300     20     7       4     1200     80     28	
Column Multiplication – Long multiplication.		10 100 80 3 30 24  Continue to use bar modelling to support problem solving.	Progress to using the column method for long multiplication.  888  x 72  1776  621,60  63936



Rapid Recall	• Square numbers to 144	
(multiplication and division	Establish whether a number is prime     Recall all prime numbers up to 19	Strategies  • X by 9  • X/÷ by 10/100/1000  - including decimals  • Use what you know to  • x/÷ by 5/50/25  • x by ½  • Use factor pairs - 24 x 16



Objective & Strategy	Concrete	Pictorial	Abstract
Column Multiplication - Long multiplication.		10 8 100 80 3 30 24  Continue to use bar modelling to support problem solving.	Progress to using the column method for long multiplication.  8 8 8 8  x 72  1776 621,60 63936
Multiplying decimals up to 2 decimal places by a single digit.			Remind children that the single digit belongs in the ones column. Line up the decimal points in the question and answer.  1 2 <sup>1</sup> . 3 <sup>1</sup> 5  x 3  3 7 . 0 5



	When appropriate, children can use their place value knowledge to make the number being multiplied 10, 100 or 1000 times bigger and then multiply and make the answer 10, 100 or 1000 times smaller.
	$\begin{array}{c} 319^{(\times 100)} \\ \times 8 \\ \hline 2552^{(+100)} = 25.52 \end{array}$



# Division



Objective & Strategy	Concrete	Pictorial	Abstract
Division as sharing	Sharing using a range of objects: 6 ÷ 2 =	Use pictures or shapes to share quantities:	Children continue with pictorial method until fully secure. Children should also be encouraged to use their 2 times tables facts.
		?	
		Sharing:	? To progress further, children can then be moved onto:
	3	12 shared between 3 is 4	'6 shared between 2 is 3'

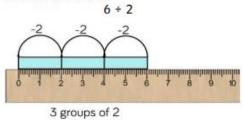


Objective & Strategy	Concrete	Pictorial	Abstract
Division as sharing	I have 10 cubes, can you share them into 2 equal groups?	Children use pictures or shapes to share quantities:  8+2=4  Children use bar modelling to show and support understanding:  12 + 4 = 3	12 ÷ 3 = 4
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.	Use number lines for grouping:  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112  0 1 2 3 4 5 0 7 8 9 101112	28 + 7 = 4  Divide 28 into 7 groups. How many are in each group?

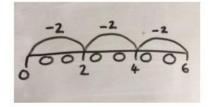


Division using repeated subtraction Repared subtraction

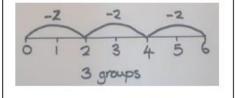
Repeated subtraction using Cuisenaire rods above a ruler:



Children to represent repeated subtraction pictorially:



Abstract number line to represent the equal groups that have been subtracted:

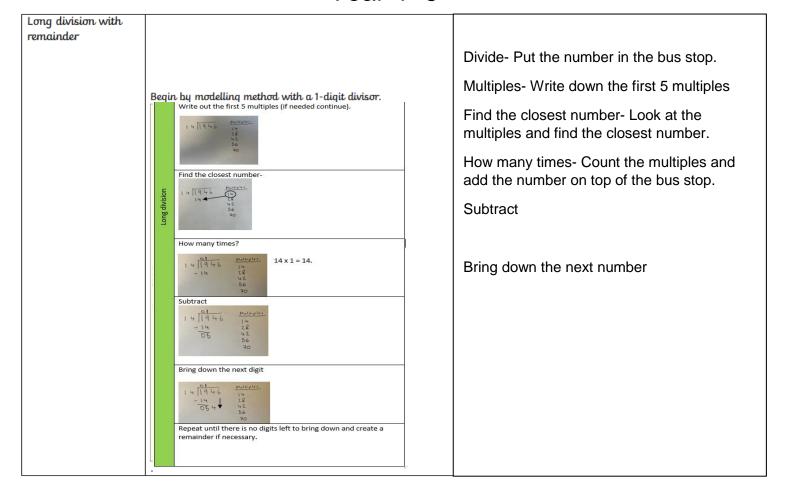




Objective & Strategy	Concrete	Pictorial	Abstract
Division with arrays	Link division to multiplication by creating an array and thinking about the number sentences that can be created:	Draw an array and use lines to split the array into groups to make multiplication and division sentences:	Find the inverse of multiplication and division sentences by creating eight linking number sentences:
	15 ÷ 3 = 5 5 x 3 = 15 15 ÷ 5 = 3 3 x 5 = 15	15 ÷ 3 = 5 5 x 3 = 15 15 ÷ 5 = 3 3 x 5 = 15	7 x 4 = 28 4 x 7 = 28 28 + 7 = 4 28 + 4 = 7 28 = 7 x 4 28 = 4 x 7 4 = 28 + 7 7 = 28 + 4
Division with remainders	This can be done with lollipop sticks or Cuisenaire rods:  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'

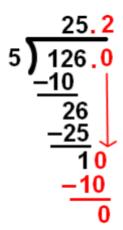


#### Year 4- 6





Long division with decimal remainders



When there is a remainder which you need to write as a decimal, bring down the 0 in the from then tenths column, and repeat the process as before.