Donington Cowley Endowed Primary School



Calculation Policy

January 2022

Approved by:	Date: January 2022
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Page1 | 27

Conten	<u>its</u>	Page
1. Ad	ldition	
	a. Big ideas	3
	b. Stem Sentences	4
	c. Progression in written methods (Yr1- Yr6)	5
2. Su	btraction	
	a. Big ideas	8
	b. Stem Sentences	9
	c. Progression in written methods (Yr1- Yr6)	10
3. Mu	ultiplication	
	a. Big ideas	13
	b. Stem Sentences	15
	c. Progression in written methods (Yr1- Yr6)	16
4. Div	vision	
	a. Big ideas	19
	b. Stem Sentences	20
	c. Progression in written methods (Yr1- Yr6)	20
5 Dri	inciple of Constant Difference	
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a.	Application of the Principle of Constant Difference	24
b.	Teaching the Principle of Constant Difference	25

Addition

Big Ideas addend +

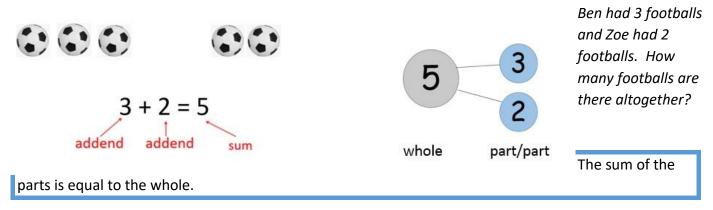
addend = sum

Addition is commutative because the parts can be added in any order.

There are two structures of addition: aggregation and augmentation.

Aggregation structure:

Combining two or more parts to make a whole is called **aggregation**.



Augmentation structure:

An addition context described by a **first, then, now** story is an example of **augmentation**. *Harry had 3 footballs, then he was given 2 more. How many does he have now?* Both structures can be represented on a part/whole diagram.



When formal written methods are introduced, please encourage children to continue to use NUMBER SENSE.

Stop, think, consider the numbers involved in the calculation before choosing an efficient method for solving. 245 + 98 could be solved by adjusting + 100 and subtracting 2 rather than using a column method.

Prior to calculating, start with a stem sentence "I think that the best way of working this out ..."

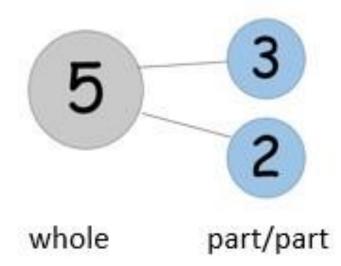
Simple numbers are used to teach formal algorithms initially. 23 + 14 can be worked out mentally but is used to show how the algorithm works. We are not suggesting that a column method is usually used for this calculation.

At FBPS, carried figures are put at the bottom of the columns. NB. White Rose puts carried figures at the bottom.

Sentence Stems

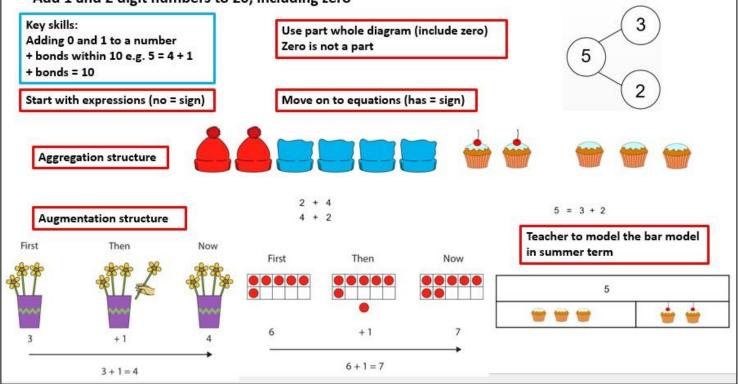
- A whole can be broken into a number of parts.
- The sum of the parts is equal to the whole.
- We can add the parts in any order. (Addition is associative)
- We can only add things with the same noun.
- If you change the order of the addends, the sum remains the same. (Addition is commutative)
- In addition, we can add to one set to make it bigger. The total is the sum. (Augmentation structure)
- In addition, we can combine one or more sets. The total is the sum. (Aggregation structure)

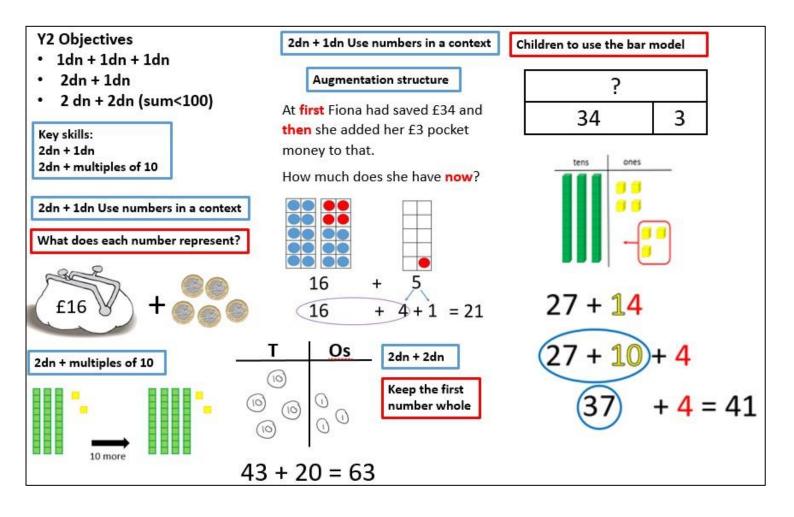
Teacher notes are in italics.

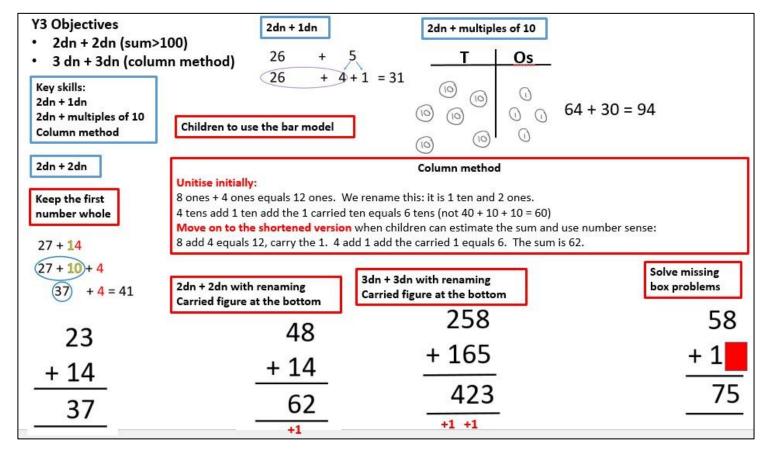


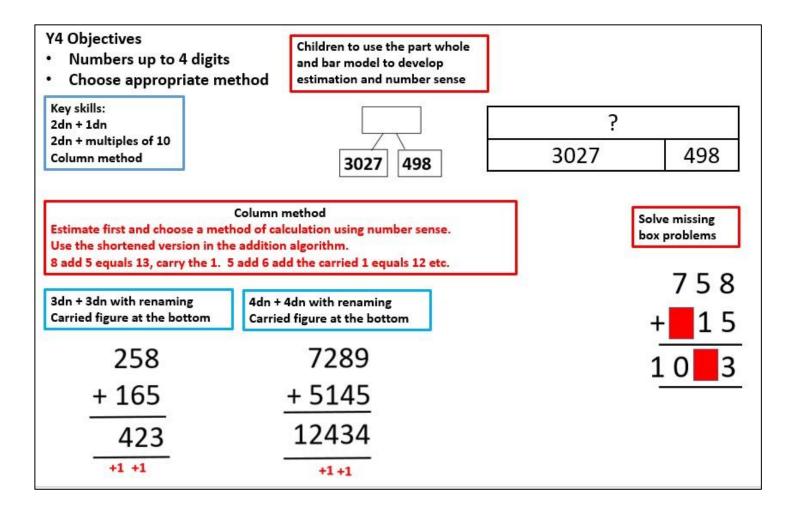
Y1 Objectives

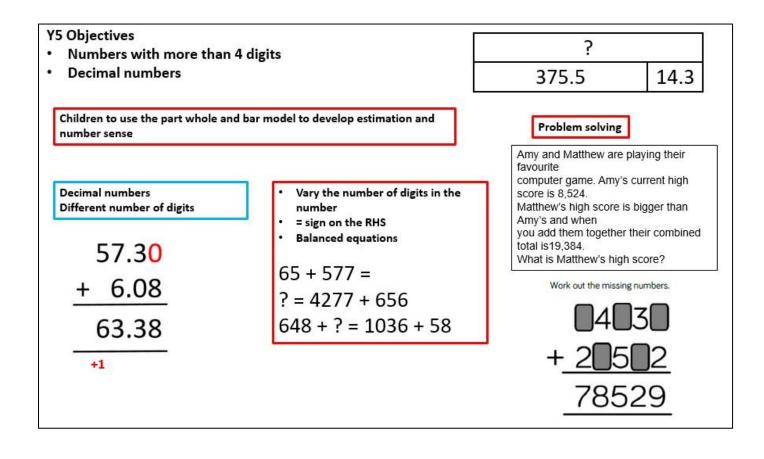
- Number bonds an related addition facts within 20
- Add 1 and 2 digit numbers to 20, including zero

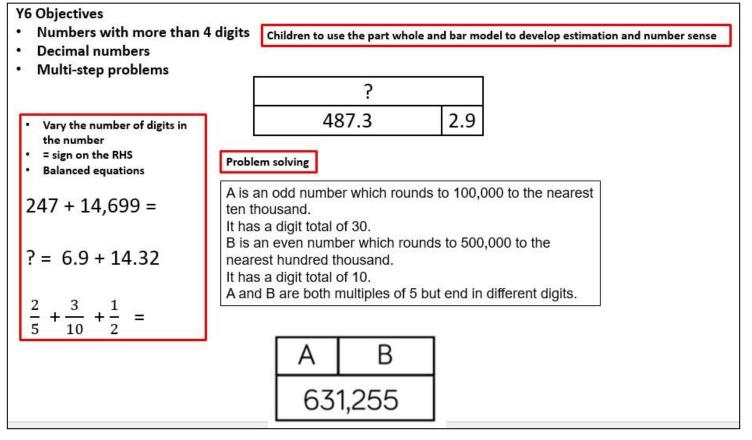






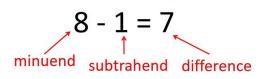




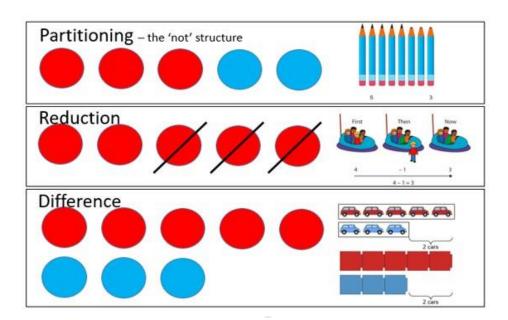


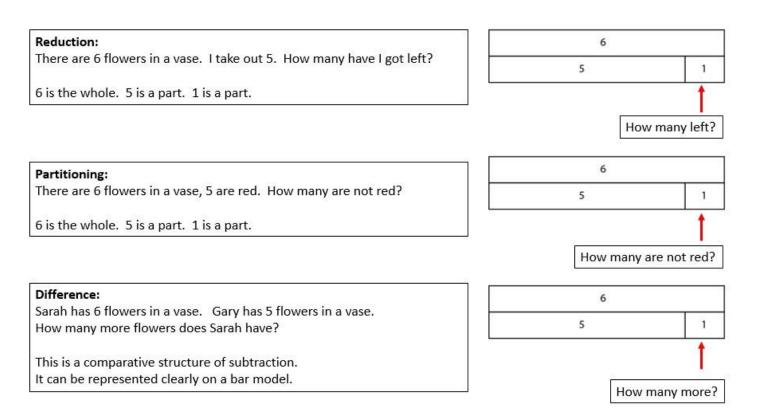
Subtraction

Big Idea



There are three structures of subtraction: partitioning, reduction and difference.





Page 9 | 27

Stem sentences

- The whole can be split into parts.
- The sum of the parts is equal to the whole.
- Whole subtract a part equals a part.
- Subtraction cannot be done in any order as we cannot swap the whole and the part.
- The minuend is the whole.
- The subtrahend is a part.
- The difference is a part.

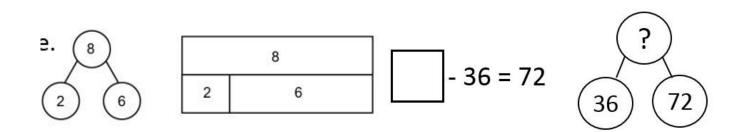
wh	ole
part	part
min	uend
subtrahend	difference

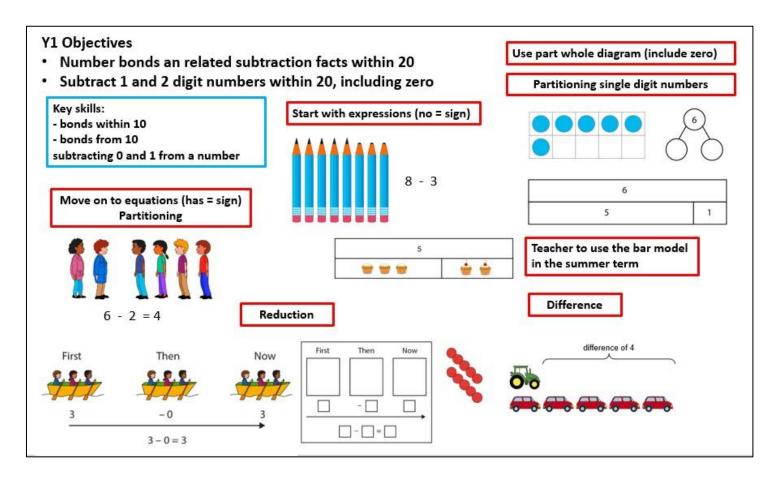
whol	е
part	part

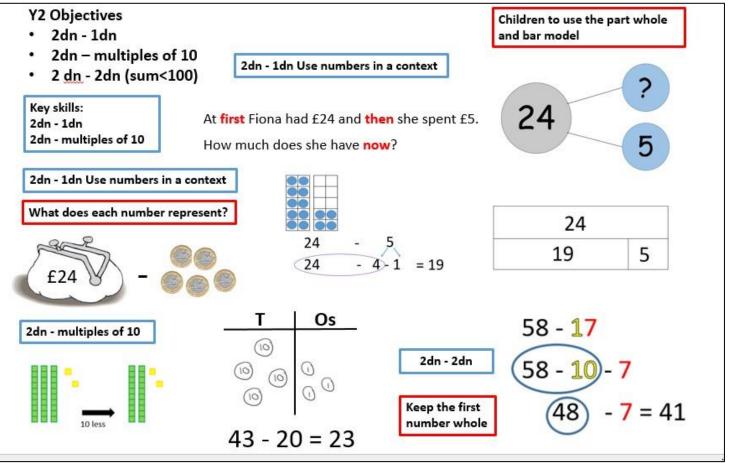
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i	7
4	3

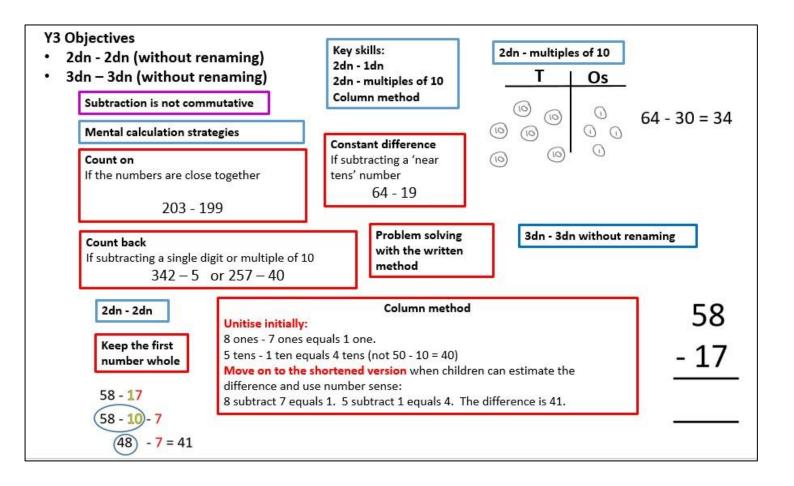
7 - 4 = 3

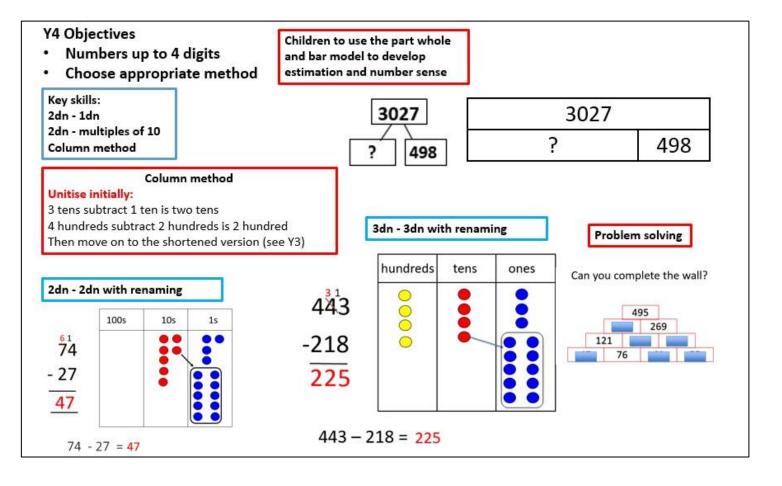
	?
4	3





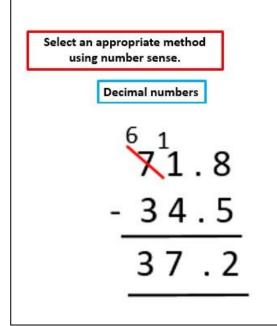


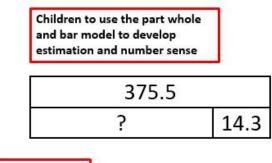




Y5 Objectives

- Numbers with more than 4 digits
- Decimal numbers

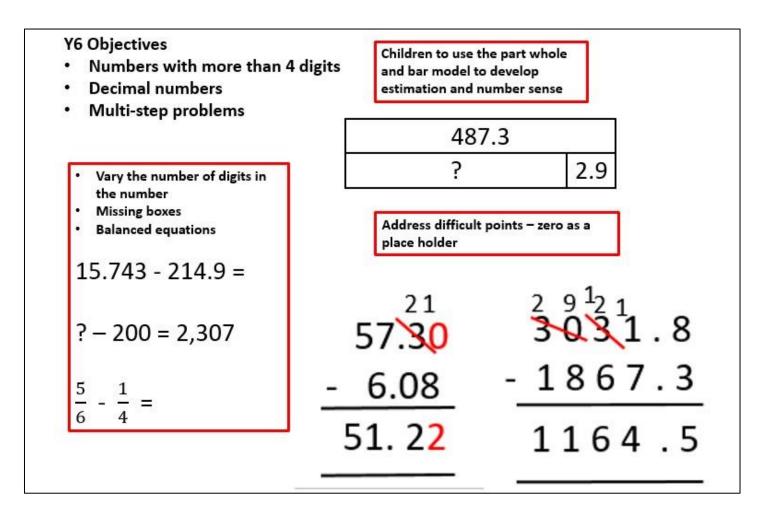




Problem solving

Work out whether each problem is true or false and say how he could solve the problem if it is wrong.

a)	3801 + 1499 = 3800 + 1500
ь)	3801 + 2307 = 3800 + 2310
c)	5678 - 1212 = 5670 - 1220
d)	5678 – 152 = 5676 – 150



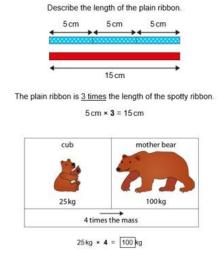
Multiplication

Big Idea

Multiplication can be a repeated addition structure or a scaling structure.

Repeated addition structure.

Scaling structure.



factor x factor = product A factor is a whole number, so this wouldn't be appropriate language when multiplying decimals

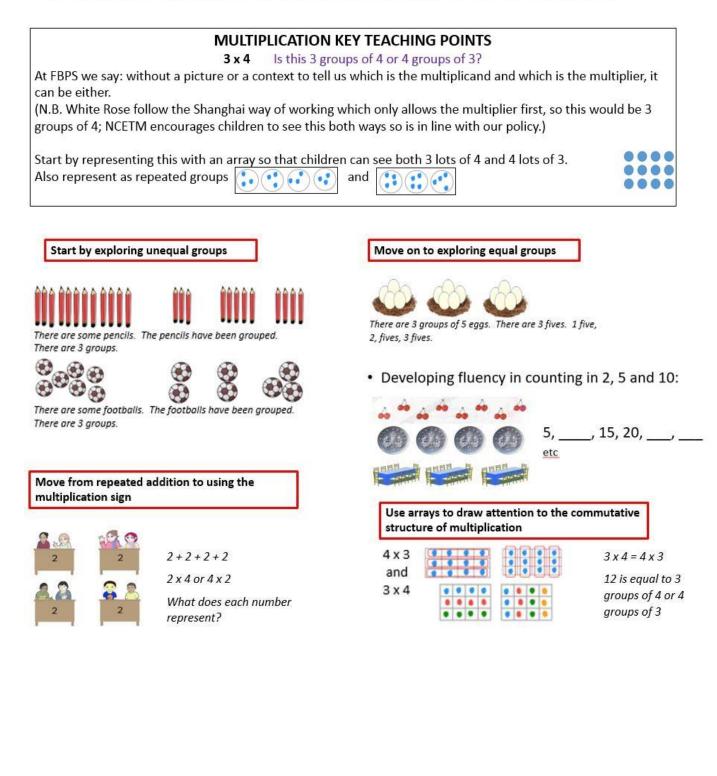
multiplicand x multiplier = product 2 multiplied by 4; 2, four times multiplier x multiplicand = product
4 lots of 2; 4 times 2

When we have a picture or a context, we can tell which number is the multiplier and which number is the multiplicand.

Multiplicand is 2 Multiplier is 4

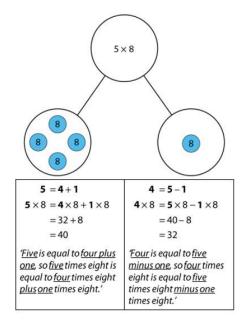


The 2 represents the number of flowers, the 4 represents the number of vases.



The distributive law

We can split one factor into two parts, calculate each product separately and then add them together.



Stem sentences

Multiplication:

- factor x factor = product
- When zero is a factor, the product is zero.
- Multiples of 4 make equal groups of 4.
- The multiplicand is the size of the group.



multiplicand is the size of the group.

• The multiplier is the number of groups.



- Finding 10 times as many is the same as multiplying by 10 (for positive numbers);
- To multiply a whole number by 10, place a zero (not add a zero) after the final digit of that number (for integers).
- Finding 100 times as many is the same as multiplying by 100 (for positive numbers);
- To multiply a whole number by 100, place two zeros (not add two zeros) after the final digit of that number (for integers).

Multiple Stem Sentences:

• A multiple of a number can be divided into equal groups of that number.

- The factors of a number are all the numbers that divide into it exactly. •

13 is not a multiple of 4 because you can't make equal groups of 4.

- A factor is a number that can be divided into another number without leaving a remainder.
- For example, 1, 2, 3, 4, 6 and 12 are all factors of 12. •

A multiple of 4 can be divided into equal groups of 4.

A multiple of 4 is the product of 4 and a whole number.

12 is a multiple of 4 because you can make equal groups of 4.

- 3 is a factor of 12 because you can make 4 • equal groups of 3.
- 4 is a factor of 12 because you can make 3 equal groups of 4.
- 5 is not a factor of 12 because you can't • make equal groups of 5, there will be some left over.

Prime Number stem sentences:

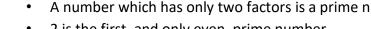
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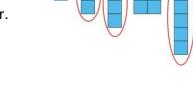
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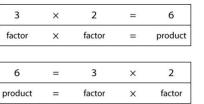
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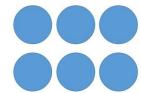
Factor stem sentences:

- A number which has only two factors is a prime number. •
- 2 is the first, and only even, prime number. ٠







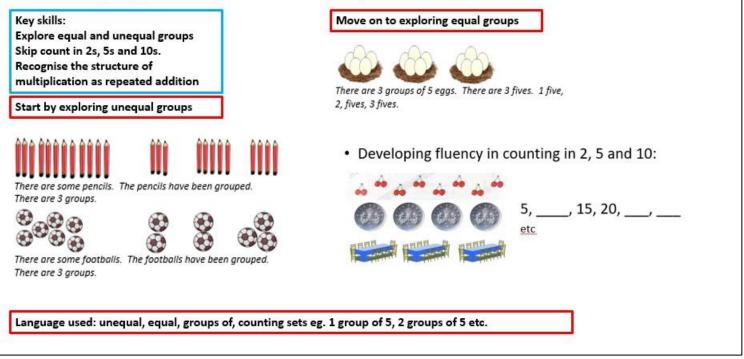


A multiple of 4 is the product of 4 and a whole number.

4 x =

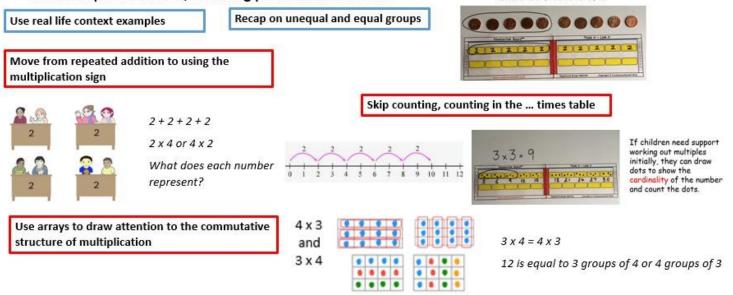
Y1 Objectives

 solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher



Y2 Objectives

- recall and use multiplication facts 2, 5 and 10 multiplication tables
- calculate mathematical statements using symbolic representation 2 x 5 = 10
- show that multiplication is commutative eg. 2 x 3 = 3 x 2
- solve problems involving multiplication using materials, arrays, repeated addition, mental methods, and multiplication facts, including problems in contexts
 Show me five lots of 2



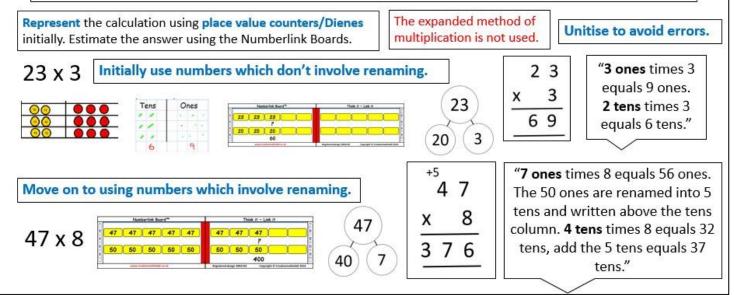
Y3 Objectives

3, 4 and 8 times tables

Multiply 2dn by 1dn using an appropriate method, including column multiplication

Use context problems

eg. There are 23 pens in a pot and I have got 3 pots. How many pens are there altogether?



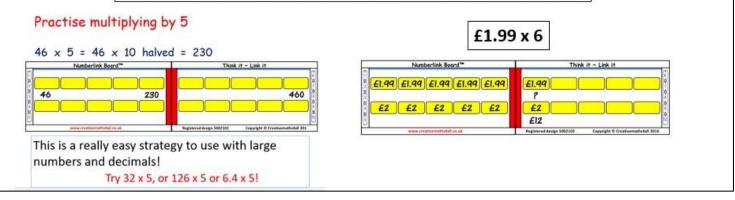
Y4 Objectives

- All times tables up to 12 x 12
- Multiply 2dn by 1dn using an appropriate method, including column multiplication
- Multiply 3dn by 1dn using an appropriate method, including column multiplication.

Use numbers in context, eg. I have 6 jars of marbles. Each one has 245 marbles in. How many marbles are there in all 6 jars? Children build on previous steps to represent a three-digit number multiplied by a one-digit number initially with place value counters.

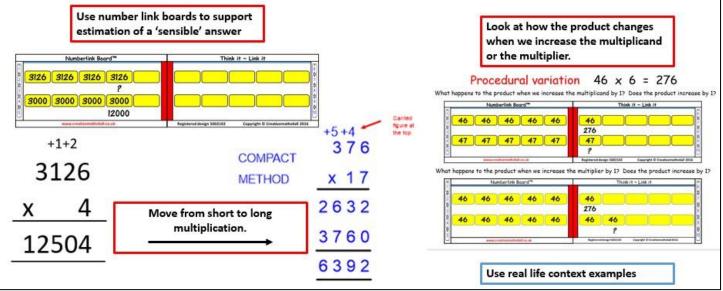
Teachers should be aware of misconceptions arising from 0 in the tens or ones column of a dividend. Children then move on to explore multiplication with renaming in one column first and then more than one column.

Encourage children to use flexible methods to solve multiplication calculations.



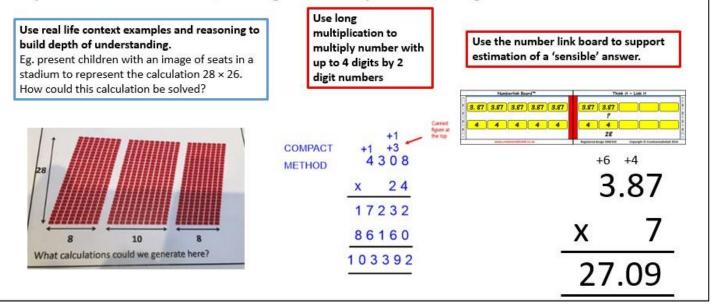
Y5 Objectives

- multiply numbers up to 4 digits by a one- or two-digit number using a formal written method, including long multiplication for two-digit numbers
- multiply and divide numbers mentally drawing upon known facts
- multiply and divide whole numbers and those involving decimals by 10, 100 and 1000



Y6 Objectives

- multiply multi-digit numbers up to 4 digits by a two-digit whole number using the formal written method of long multiplication
- multiply one-digit numbers with up to 2 decimal places by whole numbers
- perform mental calculations, including with mixed operations and large numbers



Division

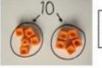
Big Ideas

dividend ÷ divisor = quotient

Division has two different structures which are explored separately: **Quotitive** (division as grouping) and **Partitive** (division as sharing)

10 objects put in groups of 5

10 objects shared into 5 groups

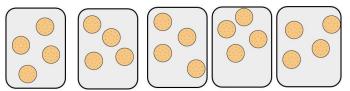


How many 5s are there in 10? The 5s are either kept together (quotitive) or the 5s are distributed (partitive).



- Objects can be grouped equally, sometimes with a remainder.
- Division equations can be used to represent 'grouping' problems (*Quotitive structure*) Division equations can be used to represent 'sharing' problems (*Partitive structure*)
- We think about how many of the divisor fit into the dividend.
 - $12 \div 4$ How many '4's are there in 12.
- Division is not commutative. We start with the whole and think about how many equal parts there are in the whole.

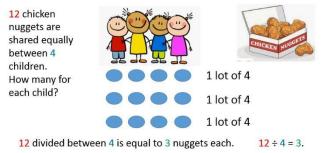
Quotitive (grouping) structure of division



20 is divided into groups of 4. There are 5 groups. 20 \div 4 = 5

20 divided into groups of 4 is equal to 5.

Partitive (sharing) structure of division



Sentence Stems

- Dividend divided by the divisor equals the quotient.
- We can use our multiplication facts to help us with division $12 \div 4$ How many '4's are there in 12. $3 \times 4 = 12$
 - When we divide into groups, the divisor is kept as a group.
 - When we divide by sharing, the divisor is partitioned.
 - When the dividend is zero, the quotient is zero;
 - When the dividend is equal to the divisor, the quotient is one;
 - When the divisor is equal to one, the quotient is equal to the dividend

Progression in written methods (Yr1 – Yr6)

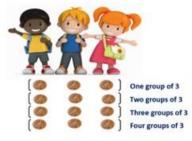
Y1: solve one step problems involving division using concrete and pictorial representations. Y2: calculate mathematical statements using the division sign. Show that division is not commutative.

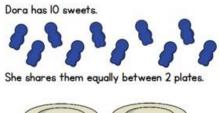
Use grouping (quotitive) and sharing (partitive) contexts as shown below.

Mo is putting 6 flowers into pots.



He puts 2 flowers into each pot. How many pots does he need? I have 12 pennies and I divide them between 3 children. How many 3s are there in 12?





 $\bigcirc \bigcirc \bigcirc$

How many sweets are on each plate?

6 ÷ 2 = 3 What does each number represent?

12 ÷ 3 = 4 What does each number represent? 10 ÷ 2 = 5 What does each number represent?

For grouping and sharing contexts, move to a common language for division: "How manys in?"

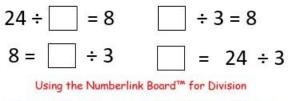
Y3 Y4 division learning journey to 2dn ÷ 1dn/3dn ÷ 1dn

The dividend at this stage will be not be greater than 20 times the divisor.

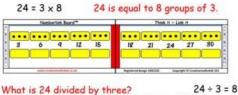
Ensure that word problems are in the form of sharing and grouping contexts.

 Focus on the same times table; link x and ÷; use fluency time to focus on difficult facts eg. 3xs, 4xs, 6xs, 7xs, 8xs, 9xs

Deepen understanding by varying the position of the empty box.



Before moving to division, explore multiples of 3 using multiplication.



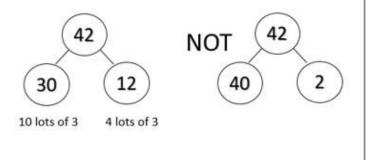
How many groups of three are there in 24?

 Move to dividends which are between 10 and 20 lots of the divisor e.g. 42 ÷ 3; 51 ÷ 3;
 (These calculations will have no remainders.)

(These calculations will have no remainders.)

When introducing the concept, keep the divisor the same so the children focus on the changing structure.

Use the part whole model to split the dividend into ten lots of and then whatever is left.



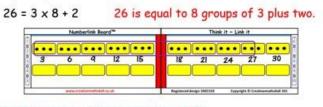
2. Explore numbers between multiples, this establishes understanding of division with remainders

"Give me a number which is 1 more than a multiple of 3." "Give me a number which is 2 more than a multiple of 3."

"Give me a number which is 3 more than a multiple of 3. What do you notice?"

Using the Numberlink Board[™] for Division

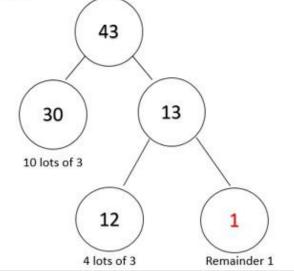
When moving to division with remainders, explore other numbers using multiplication.

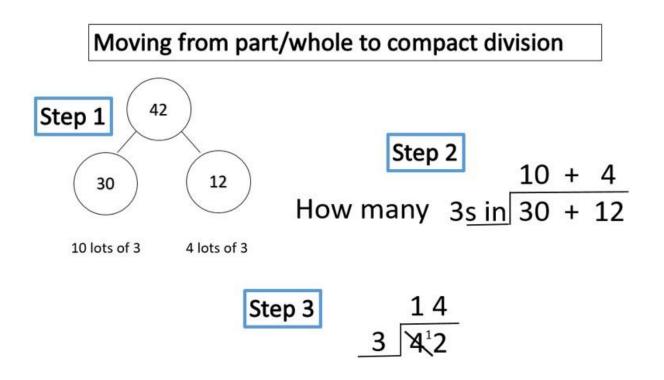




 Repeat step 3 using numbers which are not multiples of the divisor. These calculations will have remainders. Encourage children to explain where these remainders

come from.





• The children should have a good idea of what the quotient should be before using compact division

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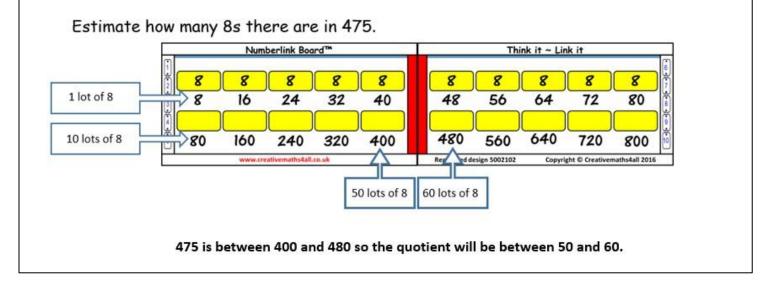
method 'bus stop'. They should use estimation and number sense so they can spot an error if it occurs. Make sure children know what each number in the calculation represents.

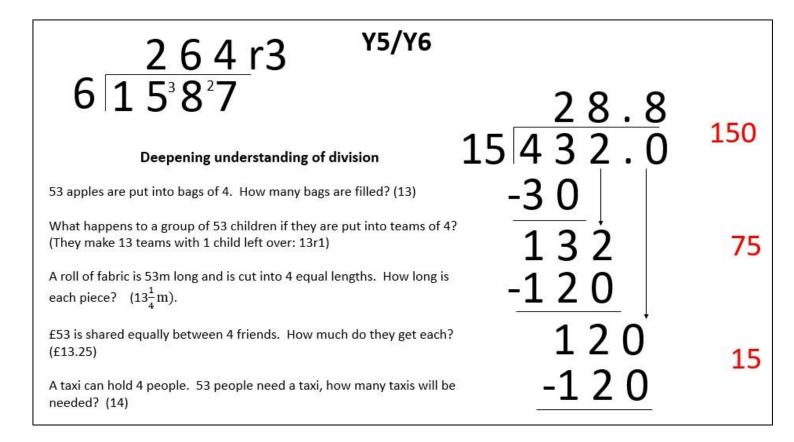
Y5/Y6

Y5: Up to 4dn ÷ 1dn; short division method 'bus stop'; interpret the remainder

Y6: Up to 4dn ÷ 1dn; short division or long division when appropriate; interpret the remainder

Focus on a particular divisor when working on the algorithm initially. For example if using 8 as the divisor build the Numberlink Board up as shown below. The children can then find the dividend on the board and estimate what the quotient will be.





The principle of Constant Difference

The Principle of Constant Difference – If you change the minuend and the subtrahend by the same amount, the difference will remain the same.

53 - 19 = 54 - 20

This subtraction principle is taught from **Yr3/4** at FBPS. Children will need lots of practical experience to understand the principle and then be given chance to recognise equations where the strategy is particularly effective.

This pupil has justified his choice between calculating 400 - 247 and 399 - 246: Applications of 4. which of these two subtractions is c) 3560 - 1885 easier to work out? Explain your choice, and work it out: constant ≡ 3.565-1890 4 0 0 3 9 or difference. ≡ 5.575-1900 6 5 3 Second 5.675-2000 5. I had 500g of cheese and I ate 113g of it. How much was left? = 1.675 500-113 901 490 490 there were had 500g of chi of cheese -118 = 387 wi The power of the Principle is that it extends naturally to subtractions that are procedurally more demanding and / or conceptually more challenging: in particular, subtractions with non-integer terms in 6. Dennie has 189 marbles more than KS2, and then subtractions in KS3 with negative subtrahends, and those with algebraic terms in the Adam. Dennie has 444 marbles. How minuend, the subtrahend, or both: many does Adam have? -189 8 Adam has • 5.3 - 2.7 'take away' has the same numerical answer as 'difference from ... to ...' marbles. 285 ≡ 5.6 – 3 because the minuend and the subtrahend both increase by 0.3 which is easy to work out: a 'nasty' subtraction has become 'nice' = 2.6 and then • 8--2 'take away' has the same numerical answer as 'difference between' 6 - 3.76.3 - 4 Ξ ≡9--1 because the minuend and the subtrahend both increase by 1 • ≡ 10-0 because the minuend and the subtrahend both increase by 1 = 10 which is easy to work out: a 'nasty' subtraction has become 'nice'

