

North Road Community Primary School
Maths and Progression in Calculation Policy
November 2020

Why do we learn mathematics at North Road?

Mathematics teaches children how to make sense of the world around them through developing their ability to calculate, reason and solve problems. At North Road we believe that **all** children can achieve in maths through self-belief and effort and encourage a 'can do' attitude at all times.

We promote enjoyment of learning through practical activity, exploration and discussion and encourage children to understand the importance of mathematics in everyday life, whether it be calculating change or percentage decreases when shopping, weighing precise amounts of ingredients when following a recipe or measuring a specific area of flooring to carpet.

What does maths look like at North Road?

Our main aim at North Road is to promote confidence and competence in maths by creating a positive learning environment where the children are not afraid to make mistakes and are encouraged to use the 'Power of YET' if they are unsure of a mathematical concept.

We want our children to become fluent in solving calculations with the four rules of number and seek to provide them with a variety of strategies to enable them solve a range of problems.

Small steps, and a style of teaching, whereby we adopt an 'I do/we do/you do' approach, are encouraged and supported and we ensure there is challenge for all children through our 'Try it!' 'Use it!' 'Deepen it!' teaching sequence.

'Try it' tasks aim to improve the children's fluency of the skill.

'Use it' tasks challenge the children to draw on and apply the skills they have achieved in the 'Try it' tasks.

'Deepen it' tasks require the children to explain their understanding.

We encourage the use of practical equipment and visual images, such as Numicon, Base 10, number lines and the bar model, to support the children's learning and make the maths teaching accessible to all. Through mathematical talk, we encourage children to develop the ability to articulate, discuss and reason their mathematical thinking.

Progression in the use of manipulatives to support learning

Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Real-life objects	Real-life objects	Real-life objects	Real-life objects	Real-life objects	Real-life objects	Real-life objects
0 – 9 digit cards	0 – 9 digit cards	0 – 9 digit cards	0 – 9 digit cards	0 – 9 digit cards	0 – 9 digit cards	0 – 9 digit cards
Number track to 10	Number line to 20	Number line to 100	Number line to 100	Number line including	Number line including	Number line including
				negative numbers	negative numbers	negative numbers
Numbered counting stick	Counting stick	Counting stick	Counting stick	Counting stick	Counting stick	Counting stick
Tens frame	Tens frame	Tens frame				
	Place value charts –	Place value charts –	Place value charts –	Place value charts –	Place value charts to a	Place value charts to
	Tens and ones	Hundreds, tens and	Thousands, hundreds,	Ten thousands,	million and three	10 million and three
		ones	tens and ones	thousands, hundreds,	decimal places	decimal places
				tens, ones and tenths		
Interlocking cubes -	Interlocking cubes -	Dienes	Dienes	Dienes	Dienes	Dienes
Use one colour to	Use one colour to					
represent one amount	represent one amount					
			Place value counters	Place value counters	Place value counters	Place value counters
	Place value arrow	Place value arrow	Place value arrow	Place value arrow	Place value arrow	Place value arrow
	cards – tens and ones	cards – tens and ones	cards – H, T, O	cards – Th, H, T, O	cards	cards
Part-part-whole mat	Part-part-whole mat	Part-part-whole mat	Part-part-whole	Part-part-whole	Part-part-whole	Part-part-whole
			model	model	model	model
Bar model with real-	Bar model with real	Bar model with	Bar model with	Bar model with	Bar model with	Bar model with
life objects	life objects/pictorial	counters /Dienes	numbers	numbers	numbers	numbers
	objects/representative	progressing to				
	objects e.g. counters	numbers				
Numicon shapes	Numicon shapes	Numicon shapes	Numicon shapes	Numicon shapes	Numicon shapes	Numicon shapes
			Cuisenaire rods	Cuisenaire rods	Cuisenaire rods	Cuisenaire rods
Multilink – use one	Multilink – use one	Multilink – use one	Multilink – use one	Multilink – use one	Multilink – use one	Multilink – use one
colour to model an	colour to model an	colour to model an	colour to model an	colour to model an	colour to model an	colour to model an
amount	amount	amount	amount	amount	amount	amount

Classroom/Learning Wall visual prompts

Foundation	Yea	Year 1/2		r 3/4	Year	5/6
Big focus 10	Big focus 20	Big focus 100				
Numicon number line with Numicon shapes	Numicon number line with Numicon shapes	Numicon number line	Fractions number line	Fractions and decimals number line	Fractions, decimals and number line	percentages
	Odd and even numbers				Prime, square and cube numbers	
	Number pairs totaling 10 Number pairs totaling 20	Multiples of 10 totaling 100	Number pairs totaling 1 Multiples of 10 totaling			
0 – 10 number line / track	0 -20 number line	0 – 100 number line	er line Number line including negative numbers Number line		Number line including r	negative numbers
	100 square		100 square			
Real coins Large coins	Real coins Large coins		Real coins Large coins		Real coins Large coins	
	1, 2, 5 and 10 times tables	3 and 4times tables	All times tables up to 12 x 12		All times tables up to 12 x 12	
	1		Roman numerals		Roman numerals	
		< , > and = signs	<, > and = signs		<, > and = signs	
Real-life / pictorial fractions	Real-life / pictorial fractions	Fractions including fraction number line/wall	Fractions including fraction number line/wall		Fractions, decimals and including fraction number line/wall	percentages
						BIDMAS
2d and 3d shapes	2d and 3d shapes		2d and 3d shapes	1	2d and 3d shapes	

Progression in the teaching of counting in EYFS

Pre-counting

The key focus in pre-counting is an understanding of the concepts more, less and the same and an appreciation of how these are related. Children at this stage develop these concepts by comparison and no counting is involved.

Ordering

Count by reciting the number names in order forwards and backwards from any starting point.

One to one correspondence

One number word has to be matched to each and every object.

Lack of coordination is a source of potential error – it helps if children move the objects as they count, use large rhythmic movements, or clap as they count

Cardinality (Knowing the final number counted is the total number of objects)

Count out a number of objects from a larger collection. Know the number they stop counting at will give the total number of objects.

Pre-counting ideas

Provide children with opportunities to sort groups of objects explicitly using the language of more and less





Which group of apples has the most? Which group of apples has the least?

Ordering ideas

Provide children with opportunities to count orally on a daily basis. Rote count so that children are able to understand number order and can hear the rhythm and pattern. Use a drum or clap to keep the beat.

One to one correspondence ideas

Play counting games together moving along a track, play games involving amounts such as knocking down skittles.

Use traditional counting songs throughout the day ensuring children have the visual/kinesthetic resources e.g. 5 little ducks, 10 green bottles

Cardinal counting ideas



How many bananas are in my fruit bowl? Allow children to physically handle the fruit. Provide children with objects to point to and move as they count and say the numbers.

Progression in the teaching of counting in EYFS

Subitising (recognise small numbers without counting them)

Children need to recognize small amounts without counting them e.g. dot patterns on dice, dots on tens frames, dominoes and playing cards as well as small groups of randomly arranged shapes stuck on cards.

Abstraction

You can count anything – visible objects, hidden objects, imaginary objects, sounds etc. Children find it harder to count things they cannot move (because the objects are fixed), touch (they are at a distance), see that move around.

Children also find it difficult to count a mix of different objects, or similar objects of very different sizes.

Conservation of number

Ultimately children need to realise that when objects are rearranged the number of them stays the same.

End of year counting expectations

- count reliably to 20
- count reliably up to 10 everyday objects
- estimate a number of objects then check by counting
- use ordinal numbers in context e.g. first, second, third
- count in twos, fives and tens
- order numbers 1-20
- say 1 more/ 1 less than a given number to 20

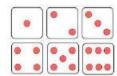
Subitising ideas

Provide children with opportunities to count by recognising amounts









Abstraction ideas



How many pigs are in this picture?

Provide children with a variety of objects to count

Conservation of number

The amount is 'five' and doesn't change.





Progression in the teaching of place value

Foundation Understanding ten

Understanding numbers up to 20

Y2 Understanding numbers up to one hundred

Understanding numbers up to one thousand

Y3

Use **tens frames** flash cards daily to ensure children recognise amounts.

Use empty *tens frames* to fill with counters to enable children to understand number relationships.

Either fill the *tens frame* in pairs or in rows. In rows shows 5 as a benchmark. Children can easily see more than 5 or less.



Include other visual images such as dice, cards, dominoes etc.





Ten-frames provide a first step into understanding two-digit numbers simply by the introduction of a second frame. Placing the second frame to the right of the first frame, and later introducing numeral cards, will further assist the development of place- value understanding.

















Continue developing place value through the use of *tens frames*.

Continue developing place value through the use of manipulatives.











Use Dienes blocks and gattegno Charts

Hundred	s	Ten	s	Ones

Progression in the teaching of place value

Y4 Understanding numbers up to ten thousand

Continue developing place value through the use of manipulatives.

- Place value arrow cards
- Place value counters
- Dienes blocks
- Gattegno Charts

thousands	hundreds	tens	ones
			9999
			555
			
1	2	4	7
1,000	200	40	7

Y5 Understanding numbers up to one million including decimals

Continue developing place value through the use of manipulatives.

- Place value arrow cards
- Place value counters (including decimal counters)
- Dienes blocks
- Gattegno Charts

	MILLIONS		7	HOUSAND	s		ONES	
hundred millions	ten millions	millions	hundred thousands	ten thousands	thousands	hundreds	tens	ones
7	4	5	, 3	0	9	, 2	8	1

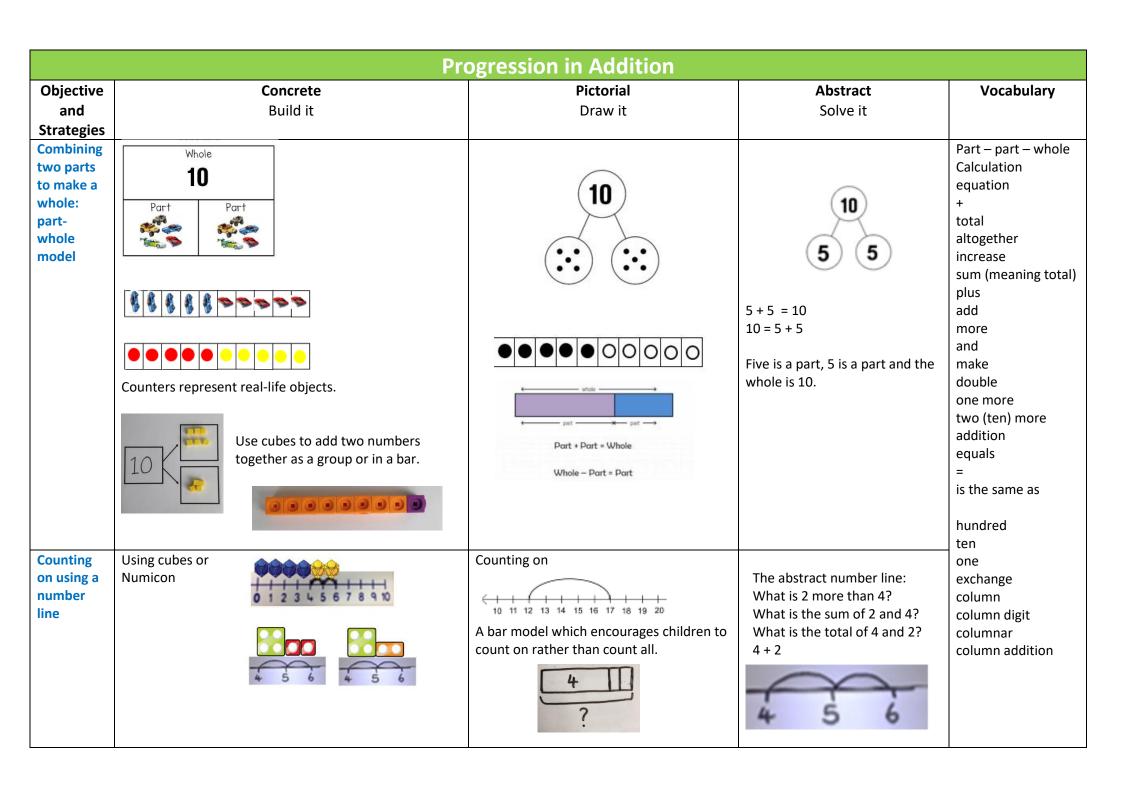
Understanding numbers beyond one million including decimals

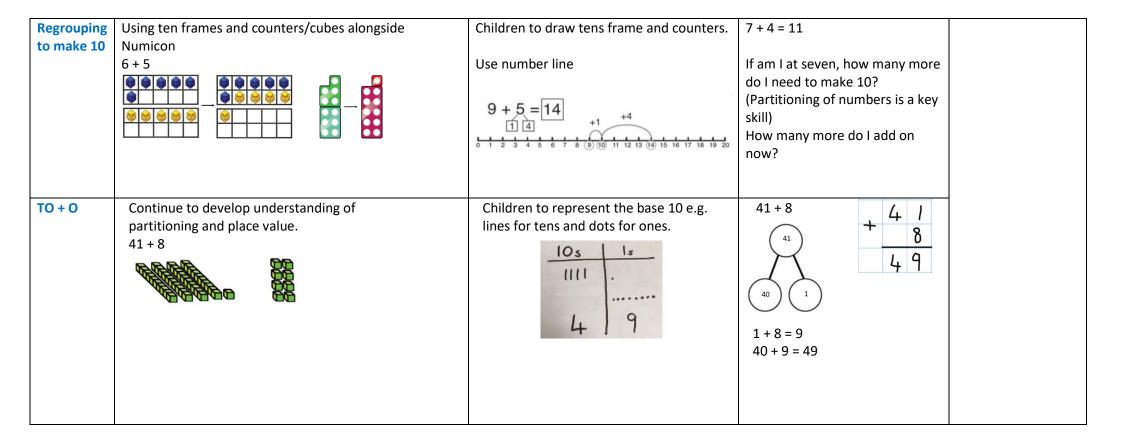
Y6

Continue developing place value through the use of manipulatives.

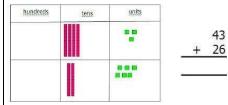
- Place value arrow cards
- Place value counters (including decimals counters)
- Dienes blocks
- Gattegno Charts

	MILLIONS		1	HOUSAND	s		ONES	
hundred millions	ten millions	millions	hundred thousands	ten thousands	thousands	hundreds	tens	ones
7	4	5	, 3	0	9	, 2	8	1





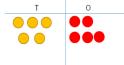




Use Dienes to add tens and ones before moving on to place value counters.

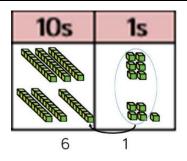
(10)	•
0000	0000
10	00000

After practically using the base 10 blocks and place value counters, children can draw the counters/Dienes to help them to solve additions.

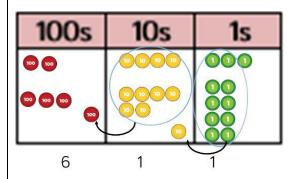


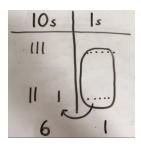
<u>Calculations</u>

Column methodregrouping

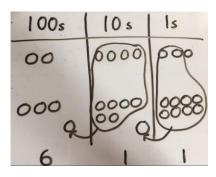


When there are 10 ones in the 1s column- we exchange for 1 ten, when there are 10 tens in the 10s column- we exchange for 1 hundred.

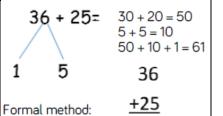




Children to represent the counters in a place value chart, circling when they make an exchange.



Looking for ways to make 10.



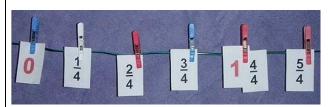
243 +368

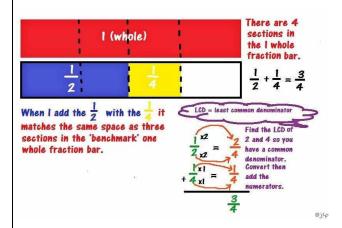
As the children move on, introduce decimals with the same number of decimal places.

Then move onto decimals with a different number of decimal places.

Add Fractions

Count in fraction steps using real objects and a number line.





Use Numicon to add fractions.

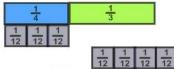
$$2 + \frac{1}{3} = \frac{3}{3} + \frac{1}{3} + \frac{1}{3} = \frac{7}{3}$$

$$\frac{2}{5} + \frac{2}{5} + \frac{2}{5} = \frac{6}{5}$$

$$0 \frac{1}{5} \frac{2}{5} \frac{3}{5} \frac{4}{5} \frac{5}{5} \frac{6}{5} \frac{7}{5} \frac{8}{5} \frac{9}{5} \frac{10}{5} \frac{11}{5} \frac{12}{5}$$

Use the bar model to add fractions.

$$\frac{1}{4} + \frac{1}{3}$$



$$\frac{1x3}{4x3} + \frac{1x4}{3x4}$$

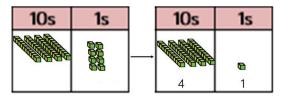
$$\frac{3}{12} + \frac{4}{12} = \frac{7}{12}$$

	Pro	gression in Subtraction		
Objective and Strategies	Concrete Build it	Pictorial Draw it	Abstract Solve it	Vocabulary
Taking away ones	Use physical objects, counters, cubes etc. to show how objects can be taken away. $6-2=4$	Cross out drawn objects to show what has been taken away. $ \begin{array}{cccc} & & & & & & \\ & & & & & & \\ & & & & $	4-3= [-] = 4-3 4 3 ?	Take (away) How many are left over? How many have gone? One less, two less etc. How many fewer is than? How much less is? Difference between
Counting back using number lines or number tracks	Children start with 6 and count back 2. 6 – 2 = 4 Use cubes to subtract a number from the bar.	Children to represent what they see pictorially e.g. Use the bar Part + Part = Whole Whole - Part = Part	Children to represent the calculation on a number line or number track and show their jumps. Encourage children to use an empty number line.	Subtract Subtraction minus order (commutative) calculate column subtraction estimate inverse operation

Find the difference	Compare amounts and objects to find the difference. Use cubes to make bars to find the difference. Use basic bar models with items to find the difference 5 Pencils	Count on to find the difference. the state of the difference between 2 numbers. Comparison Bar Models Lisa is 13 years old. Her sister is 22 years old. Find the difference in age between them. 13 ? Lisa Sister 22	Find the difference between 8 and 5. 8 – 5, the difference is Hannah has 23 sandwiches, Helen has 15 sandwiches. Find the difference between the number of sandwiches. Children to explore why 9 - 6 = 8 – 5 = 7 – 4 have the same difference.
Part Part Whole Model	Link to addition- use the part whole model to help explain the inverse between addition and subtraction. If 10 is the whole and 6 is one of the parts. What is the other part? 10 - 6 =	Use a pictorial representation of objects to show the part part whole model.	Move to using numbers within the part whole model.
Make 10	Using ten frames 14 – 9 = Make 14 on the ten frame. Take away the four first to make 10 and then takeaway one more so you have taken away 5. You are left with the answer of 9.	13 – 7 = 6 Start at 13. Take away 3 to reach 10. Then take away the remaining 4 so you have taken away 7 altogether. You have reached your answer.	Children to show how they can make 10 by partitioning the subtrahend.

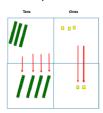


48-7



2 digit – 2 digit

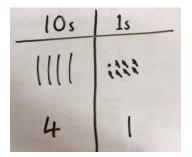
Use Base 10 to make the bigger number then take the smaller number away.

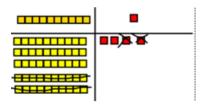


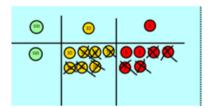
Show how you partition numbers to subtract. Again make the larger number first.



Children to represent the base 10 pictorially.







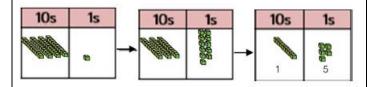
Column method

Note – children should be encouraged to use the most efficient method for calculating. 48 – 7 can be solved easily on a number line by counting back.

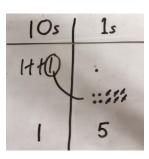


Column method using base 10 and having to exchange.

41 - 26



Represent the base 10 pictorially, remembering to show the exchange.



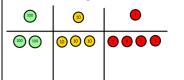
Formal column method.
Children must understand that when they have exchanged the 10 they still have 41 because 41 = 30 + 11.



Column method using place value counters.



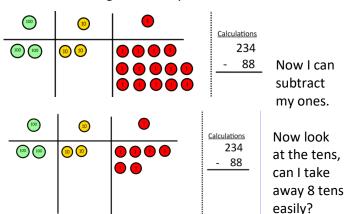
Make the larger number with the place value counters



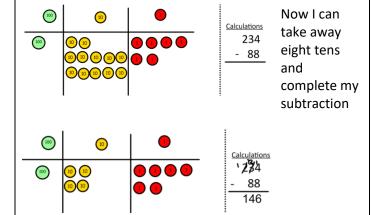
Calculations
234
- 88

Start with the ones, can I take away 8 from 4 easily?

I need to exchange one of my tens for ten ones.

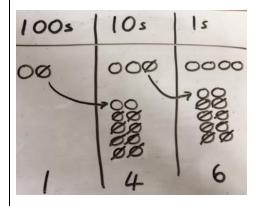


I need to exchange one hundred for ten tens.



Show children how the concrete method links to the written method alongside your working. Cross out the numbers when exchanging and show where we write our new amount.

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



If needed, children can start their formal written method by partitioning the number into clear place value columns.



Moving forward the children use a more compact method.



This will lead to an understanding of subtracting any number including decimals.

Subtract Fractions



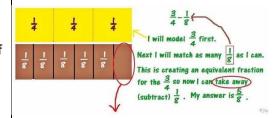
The cake has been divided into five slices. Each part is one fifth of the whole cake.

If there are five fifths and I eat one fifth, what fraction of the cake is left?

Draw a bar model to represent the cake.

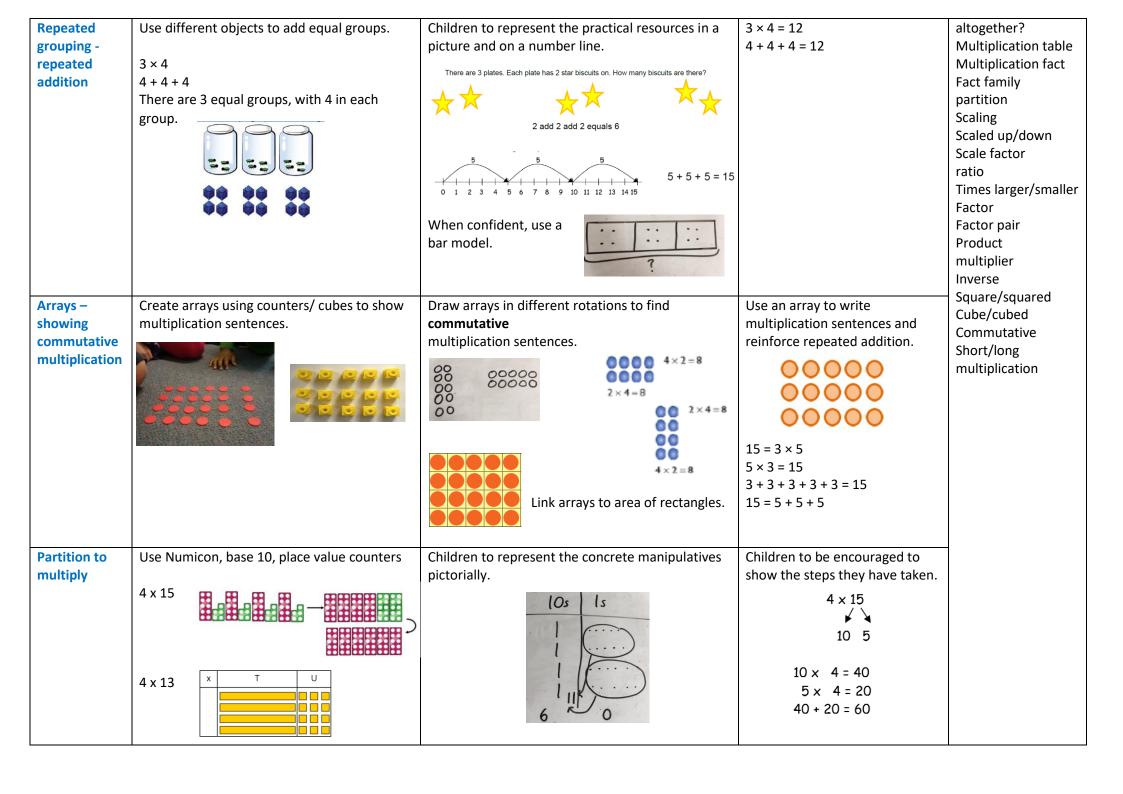
 $\frac{5-1}{5} = \frac{4}{5}$

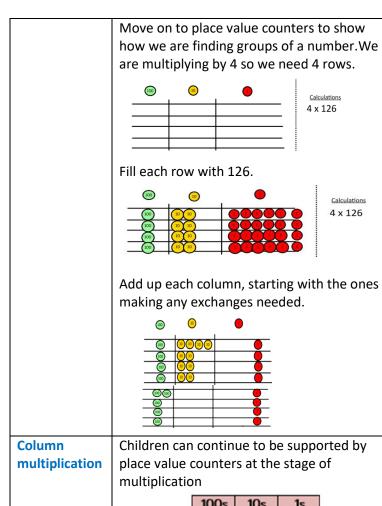
Progress onto subtracting fractions with different denominators.



$$\frac{3x2}{4x2} - \frac{1}{8}$$

	i de la companya de	Progression in Multiplication		
Objective	Concrete	Pictorial	Abstract	Vocabulary
and	Build it	Draw it	Solve it	
Strategies				
Doubling	Use practical activities to show how to double a number. Double 5 is 10. 5 x 2 = 10	Draw pictures to show how to double a number. Double 4 is 8	Partition a number and then double each part before recombining it back together. 16 10 10 10 10 10 10 10 10 10 10 10 10 10	X Double pairs Doubling Multiplication Multiply Multiplied by Multiple Common multiple Array Row column
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	Number pattern Groups of Lots of Sets of Times Once, twice, three timestwelve times Repeated addition How many





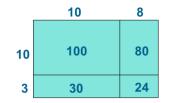
Children can represent the work they have done with place value counters in a way that they understand. They can draw the counters, using colours to show different amounts or just use circles in the different columns to show their thinking as shown below.

X	20	4
7	00	0000
)	000	0000
	00	12
	1 60	12

Start with multiplying by one digit numbers:

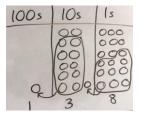
Χ	7
10	70
6	42
+	112

Move forward, multiply by 2 digit number:

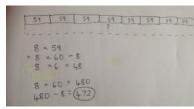


Χ	1000	300	40	2
10	10000	3000	400	20
8	8000	2400	320	16

100s	10s	1s
-	000000	000 000 000 000
100s	10s	1s
•	000000	000 000 000 000

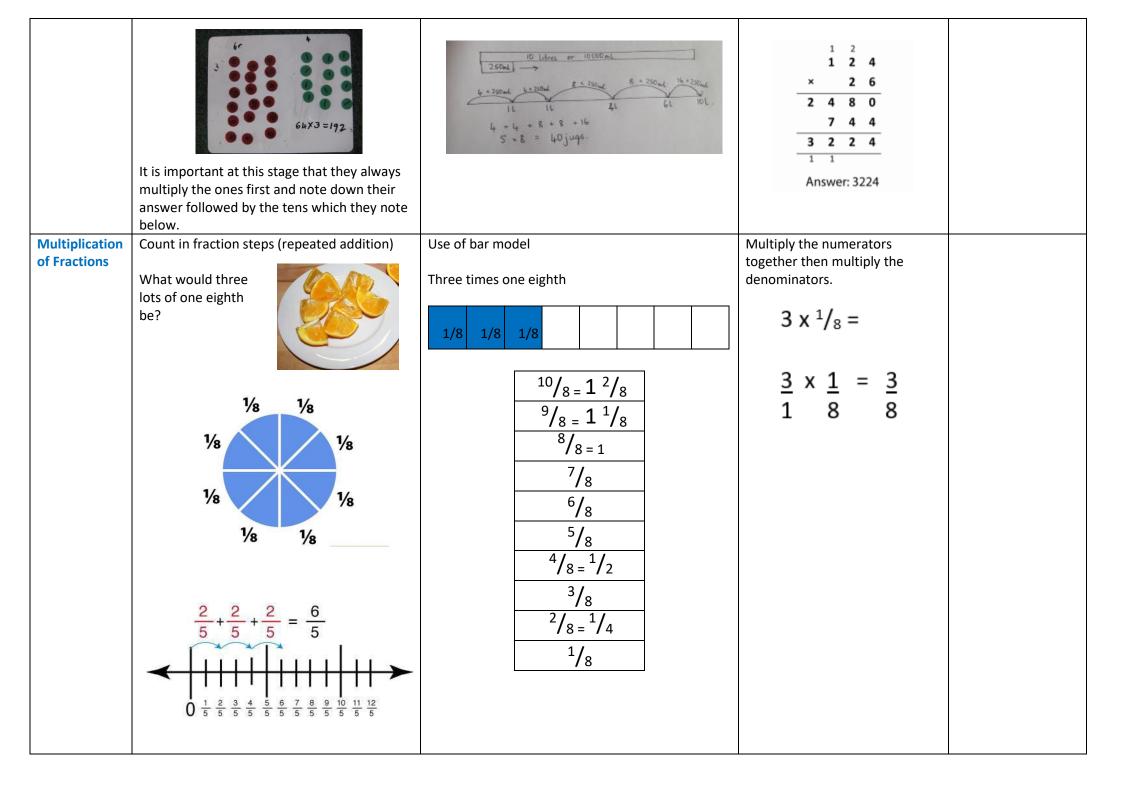


Bar modelling and number lines can support learners when solving problems with multiplication alongside the formal written methods.



	1 (3	
x_		7	_
1	1	2	
1	4		-

	1	8		
×	1	3		
1	8	0		
	5	4		
2	3	4		



	Progression in Division					
Objective and Strategies	Concrete Build it	Pictorial Draw it	Abstract Solve it	Vocabulary		
Sharing objects in to groups	I have 10 cubes, can you share them equally in 2 groups? If we are dividing by 2 we are finding a half.	Represent sharing pictorially	One half of 14 is 7 ½ of 14 = 7 $14 \div 2 = 7$ Share 9 buns between three people. $9 \div 3 = 3$	÷ divided by division divided into divide dividing divisible by repeated subtraction grouping and sharing share		
Division as grouping – repeated subtraction	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding. 10 10 15 20 25 30 35	Use a number line to show jumps in groups. The number of jumps equals the number of groups. $ \begin{array}{cccccccccccccccccccccccccccccccccc$	28 ÷ 7 = 4 Divide 28 into 7 groups. How many are in each group?	shared between share equally equal equal groups equal to group groups of quotient divisor dividend remainder factor common factor factor pairs short division long division proportion per fair half halve how many		

Division with arrays	Link division to multiplication by creating an array and thinking about the number sentences that can be created Eg $15 \div 3 = 5$ $5 \times 3 = 15$ $15 \div 5 = 3$ $3 \times 5 = 15$	multiplication and division sentences by creating four linking number sentences (fact families).	parts whole represent problem fact family order commutative
Division with a remainder	14 ÷ 3 = Divide objects between groups and see how much is left over	Jump forward in equal jumps on a number line then see how many more you need to jump to find show the remainder using r. 29 ÷ 8 = 3 REMAINDER 5 ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ dividend divisor quotient remainder a remainder. Draw dots and group them to divide an amount and clearly show a remainder.	
Short division	Place value counters to group. 615 ÷ 5 1. Make 615 with place value counters. 2. How many groups of 5 hundreds can you make with 6 hundred counters? 3. Exchange 1 hundred for 10 tens. 4. How many groups of 5 tens can you make with 11 ten counters? 5. Exchange 1 ten for 10 ones. 6. How many groups of 5 ones can you make with 15 ones?	98 ÷ 7 be 432 ÷ 5 becomes 1	

Long Division

Use place value counters 2544 ÷ 12

1000s	100s	10s	1s	
••	0000	0000	0000	
1000s	100s	10s	1s	
		0000	0000	

We can't group 2 thousands into groups of 12 so will exchange them.

We can group 24 hundreds
into groups of 12 which leaves
with 1 hundred.

1000s	100s	10s	1s
	0000 0000 0000 0000 0000	0000	0000

After exchanging the hundred, we have 14 tens. We can group 12 tens into a group of 12, which leaves 2 tens. $\begin{array}{r}
0 21 \\
12 \overline{\smash)2544} \\
24 \\
\underline{12} \\
2
\end{array}$

1000s	100s	10s	1s
	0000 0000 0000 0000	0000	9000 8668 9000 8668

After exchanging the 2 tens, we have 24 ones. We can group 24 ones into 2 group of 12, which leaves no remainder.

12 2544

24

12

24

24

24

0

432 ÷ 15 becomes

Answer: 28 remainder 12

432 + 15 becomes

Answer: 28 4 5

432 ÷ 15 becomes

Answer: 28-8

Division of Fractions

½ ÷ 3 =



Half of the pizza divided into three equal parts.





Half of the bar divided into three equal parts.

$$\frac{1}{2} \div 3 =$$

$$\frac{1}{2} \div \frac{3}{1} =$$

$$\frac{1}{2} \times \frac{1}{3} = \frac{1}{6}$$

Concrete - Children will be taught the concept of multiplication using practical resources.

Pictorial - Children will progress on to using number lines or pictures.

Abstract 1 - Children will count in multiple steps.

Abstract 2 - Children will recite times tables by rote.

Links will be made with 'grouping' and division whilst times tables are being taught

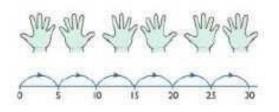
Count in multiples supported by concrete objects in equal groups.



Use real-life arrays or build arrays.

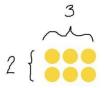






Use a number line or pictures to continue support in counting in multiples

 $3 \times 2 = 6$



Count in multiples of a number aloud. Use a counting stick.

Write sequences with multiples of numbers.

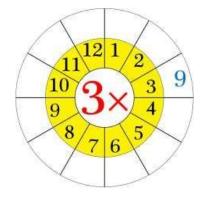
2, 4, 6, 8, 10

5, 10 15, 20, 25, 30

1 × 7 = 7	
$2 \times 7 = 14$	7 ÷ 7 = 1
3 × 7 = 21	$14 \div 7 = 2$
$4 \times 7 = 28$	$2/ \div 7 = 3$
5 x 7 = 35	$28 \div 7 = 4$ $35 \div 7 = 5$
$6 \times 7 = 42$	$42 \div 7 = 6$
$7 \times 7 = 49$	$(9 \div 7 = 7)$
$8 \times 7 = 56$	$56 \div 7 = 8$
9 × 7 = 63	$63 \div 7 = 9$
$10 \times 7 = 70$	$70 \div 7 = 10$
11 × 7 = 77	77 ÷ 7 = 1 1
$12 \times 7 = 84$	$84 \div 7 = 12$

Record multiplication number sentences. Link multiplication and division facts. Recite times tables by rote orally.

3 times 3 equals 9 so 9 divided by 3 equals 3. One third of 9 equals 3.



If you know 3 times 3 equals 9, what else do you know?

 $3 \times 30 = 90$ etc.