## North Road Community Primary School

 Enjoy learning, succeed in lifeNorth 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 negative numbers | Number line including negative numbers | Number line including 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 Tens and ones | Place value charts Hundreds, tens and ones | Place value charts Thousands, hundreds, tens and ones | Place value charts - <br> Ten thousands, thousands, hundreds, tens, ones and tenths | Place value charts to a million and three decimal places | Place value charts to 10 million and three decimal places |
| Interlocking cubes Use one colour to represent one amount | Interlocking cubes - <br> Use one colour to represent one amount | Dienes | Dienes | Dienes | Dienes | Dienes |
|  |  |  | Place value counters | Place value counters | Place value counters | Place value counters |
|  | Place value arrow cards - tens and ones | Place value arrow cards - tens and ones | Place value arrow cards - H, T, O | Place value arrow cards - Th, H, T, O | Place value arrow cards | Place value arrow cards |
| Part-part-whole mat | Part-part-whole mat | Part-part-whole mat | Part-part-whole model | Part-part-whole model | Part-part-whole model | Part-part-whole model |
| Bar model with reallife objects | Bar model with real life objects/pictorial objects/representative objects e.g. counters | Bar model with counters /Dienes progressing to numbers | Bar model with numbers | Bar model with numbers | Bar model with numbers | Bar model with 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 colour to model an amount | Multilink - use one colour to model an amount | Multilink - use one colour to model an amount | Multilink - use one colour to model an amount | Multilink - use one colour to model an amount | Multilink - use one colour to model an amount | Multilink - use one colour to model an amount |

Classroom/Learning Wall visual prompts

| Foundation | Year 1/2 |  | Year 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 percentages number line |
|  | Odd and even numbers |  |  |  | Prime, square and cube numbers |
|  | Number pairs totaling <br> 10 <br> Number pairs totaling 20 | Multiples of 10 totaling 100 | Number pairs totaling 10 Multiples of 10 totaling 100 |  |  |
| 0 - 10 number line / track | 0-20 number line | 0-100 number line | Number line including negative numbers |  | Number line including negative numbers |
|  | 100 square |  | 100 square |  |  |
| Real coins Large coins | Real coins Large coins |  | Real coins <br> Large coins |  | Real coins Large coins |
|  | 1, 2, 5 and 10 times tables | 3 and 4times tables | All times tables up to$12 \times 12$ |  | All times tables up to $12 \times 12$ |
|  |  |  | 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 percentages including fraction number line/wall |
|  |  |  |  |  | BIDMAS |
| 2d and 3d shapes | 2d and 3d shapes |  | 2d and 3d shapes |  | 2d and 3d shapes |



## 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.

## 


$\therefore \therefore \therefore \quad \therefore$


Provide children with opportunities to count by recognising amounts

- $\quad: \quad$
.

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.

## Abstraction ideas



How many pigs are in this picture?

Provide children with a variety of objects to count

Conservation of number
End of year counting expectations

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

- 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


## Progression in the teaching of place value

| Foundation Understanding ten | Y1 <br> Understanding numbers up to 20 | Y2 <br> Understanding numbers up to one hundred | Y3 <br> Understanding numbers up to one thousand |
| :---: | :---: | :---: | :---: |
| Use tens frames flash cards daily to ensure children recognise amounts. <br> Use empty tens frames to fill with counters to enable children to understand number relationships. <br> 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. <br> 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. <br> 10 <br> 4 | Continue developing place value through the use of tens frames. | Continue developing place value through the use of manipulatives. <br> Use Dienes blocks and gattegno Charts |

# Progression in the teaching of place value 




| Regrouping to make 10 | Using ten frames and counters/cubes alongside Numicon $6+5$ $\begin{array}{l\|l\|l\|} \hline 0 & 0 & 0 \\ \hline \end{array}$ <br> $\theta$ 8 0 8 | Children to draw tens frame and counters. <br> Use number line $9+5=14$ <br> 114 | $7+4=11$ <br> If am I at seve do I need to (Partitioning skill) <br> How many mo now? | w many more 10 ? <br> mbers is a key <br> I add on |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| TO + O | Continue to develop understanding of partitioning and place value. $41+8$ | Children to represent the base 10 e.g. lines for tens and dots for ones. | $41+8$ $\begin{aligned} & 1+8=9 \\ & 40+9=49 \end{aligned}$ | $+\frac{41}{48}$ |  |










## Progression in Multiplication

\begin{tabular}{|c|c|c|c|c|}
\hline Objective and Strategies \& Concrete Build it \& \begin{tabular}{l}
Pictorial \\
Draw it
\end{tabular} \& Abstract Solve it \& Vocabulary \\
\hline Doubling \& \begin{tabular}{l}
Use practical activities to show how to double a number. \\
Double 5 is 10 .
\[
5 \times 2=10
\]
\end{tabular} \& \begin{tabular}{l}
Draw pictures to show how to double a number. \\
Double 4 is 8

$\square$
$\square$

 \& Partition a number and then double each part before recombining it back together. \& 

X <br>
Double <br>
pairs <br>
Doubling <br>
Multiplication <br>
Multiply <br>
Multiplied by <br>
Multiple <br>
Common multiple <br>
Array <br>
Row <br>
column <br>
Number pattern
\end{tabular} <br>

\hline 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. |
| $2,4,6,8,10$ $5,10,15,20,25,30$ | \& | Groups of |
| :--- |
| Lots of |
| Sets of |
| Times |
| Once, twice, three |
| times.....twelve |
| times |
| Repeated addition |
| How many | <br>

\hline
\end{tabular}





| 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? <br> If we are dividing by 2 we are finding a half. | Represent sharing pictorially | One half of 14 is 7 <br> $1 / 2$ of $14=7$ $14 \div 2=7$ <br> Share 9 buns between three people. $9 \div 3=3$ | $\div$ <br> divided by <br> 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. $96 \div 3=32$ | Use a number line to show jumps in groups. The number of jumps equals the number of groups. <br> Think of the bar as a whole. Split it into the number of groups you are dividing by and work out how many would be within each group. $\begin{aligned} & 20 \div 5=? \\ & 5 \times ?=20 \end{aligned}$ | $28 \div 7=4$ <br> Divide 28 into 7 groups. How many are in each group? | shared between share equally equal equal groups equal to group <br> groups of quotient divisor dividend remainder factor common factor factor pairs short division long division proportion per fair half halve how many even |





| 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. <br> Links will be made with 'grouping' and division whilst times tables are being taught |
| :---: | :---: | :---: | :---: |
| Count in multiples supported by concrete objects in equal groups. <br> Use real-life arrays or build arrays. | Use a number line or pictures to continue support in counting in multiples | Count in multiples of a number aloud. Use a counting stick. <br> Write sequences with multiples of numbers.$\begin{aligned} & 2,4,6,8,10 \\ & 5,1015,20,25,30 \end{aligned}$ $1 \times 7=7$ $7 \div 7=$ <br> $2 \times 7=14$ $14 \div 7=$ 2 <br> $3 \times 7=21$ $21 \div 7=$ 3 <br> $4 \times 7=28$ $28 \div 7=$ 4 <br> $5 \times 7=35$ $35 \div 7=$ 5 <br> $6 \times 7=42$ $2 \div 7=$ 6 <br> $7 \times 7=49$ $9 \div 7=$ 7 <br> $8 \times 7=56$ $56 \div 7=$ 8 <br> $9 \times 7=63$ $63 \div 7=$ 9 <br> $10 \times 7=70$ $70 \div 7=10$  <br> $11 \times 7=77$ $77 \div 7=1$ 1 <br> $12 \times 7=84$ $84 \div 7=12$  <br> Record multiplication number sentences. Link multiplication and division facts. | Recite times tables by rote orally. <br> 3 times 3 equals 9 so 9 divided by 3 equals 3 . One third of 9 equals 3 . <br> If you know 3 times 3 equals 9 , what else do you know? $3 \times 30=90 \text { etc. }$ |

