EPA CALCULATION POLICY 2021- BY YEAR GROUP

ABRIDGED VERSION

Mathematic Mastery

At the centre of the mastery approach to the teaching of mathematics 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 in Year 1 to Year 6 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). Indeed, 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 or diagrams) and explained carefully. High expectations of the mathematical language used are essential, with teachers only accepting what is correct.

The quality and variety of language that pupils hear and speak are key factors in developing their mathematical vocabulary and presenting a mathematical justification, argument or proof.

2014 Maths Programme of Study

How to Use the Policy

This mathematics policy is a guide for all staff at EPA schools and has been adapted from work by the White Rose HUB. It is purposely set out as a progression of mathematical skills and year group phases but a flexible approach to teaching and learning is needed according to the cohort and individual needs. It is expected that teachers will use their professional judgement as to when consolidation of existing skills is required or if to move onto the next concept. However, the focus must always remain on breadth and depth rather than accelerating through concepts. Children should not be extended with new learning before they are ready, they should deepen their conceptual understanding by tackling challenging and varied problems.

All teachers use the scheme of work from the White Rose Maths Hub and are required to base their planning around their year groups modules and not to move onto a higher year groups scheme of work. Teachers can use any teaching resources that they wish to use and the policy does not recommend one set of resources over another, rather that, a variety of resources are used. For each of the four rules of number, different strategies are laid out, together with examples of what concrete materials can be used and how, along with suggested pictorial representations. The principle of the concrete-pictorial-abstract (CPA) approach [Say it, See it, Solve it] is for children to have a true understanding of a mathematical concept, they need to master all three phases within a year group's scheme of work.

Concrete, Pictorial, Abstract Key

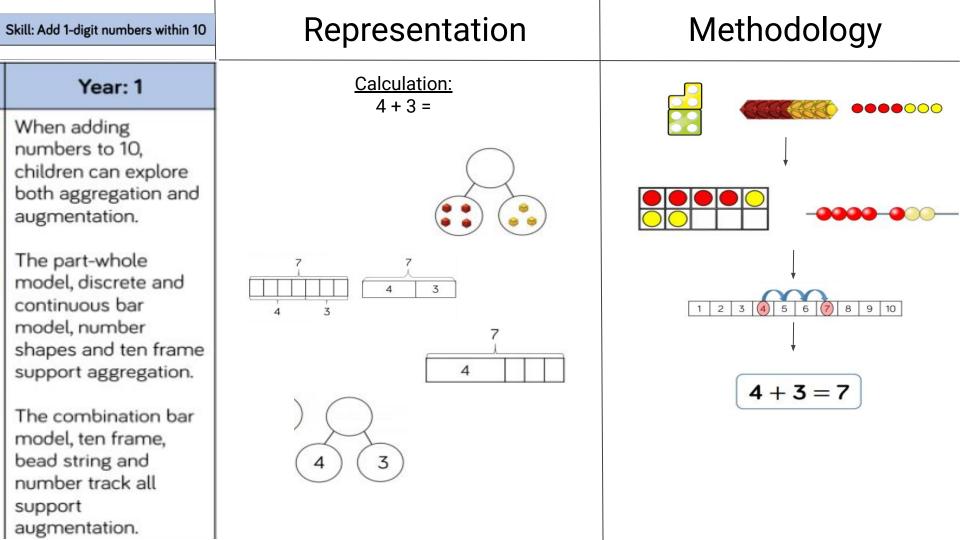
Concrete, Pictorial, Abstract Key

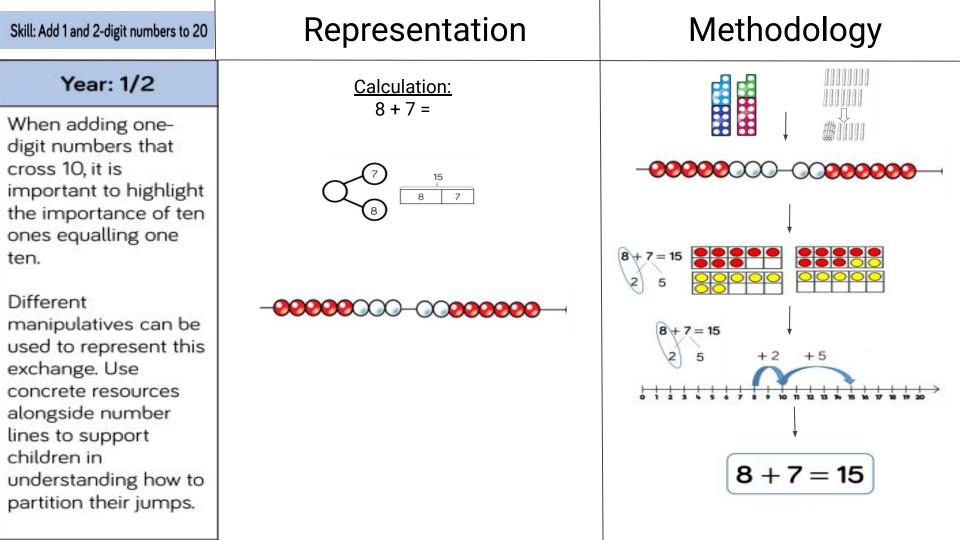
The policy has been adapted from the White Rose Hub's latest policy (2021) which splits each operation into concrete, pictorial and abstract teaching methodology.

This key will aid teachers in deciding which method to use first to build on successive skills. Generally concrete methods are taught first to build confidence in methodology, then pictorial methods second and finally abstract. However where teachers start will depend on the confidence and ability of the class to grasp abstract concepts.

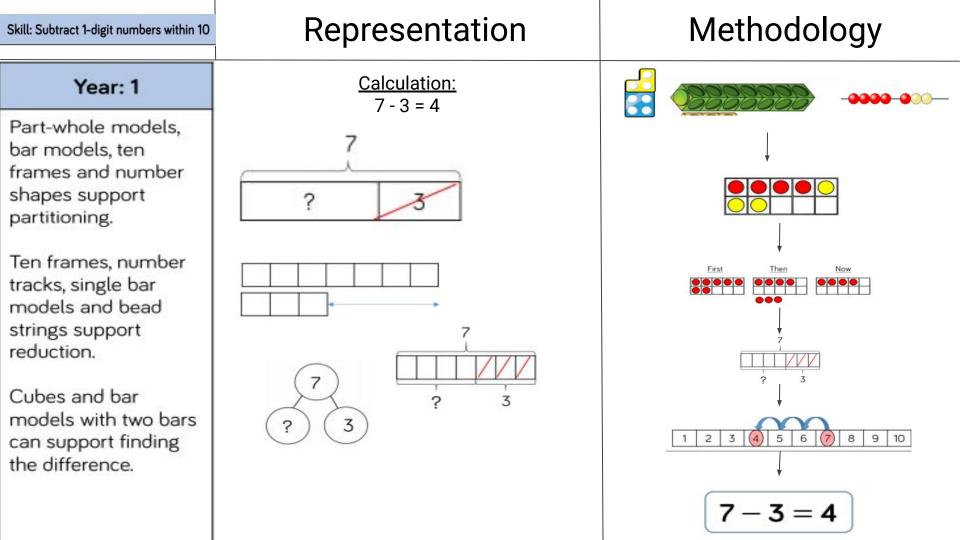
Year 1

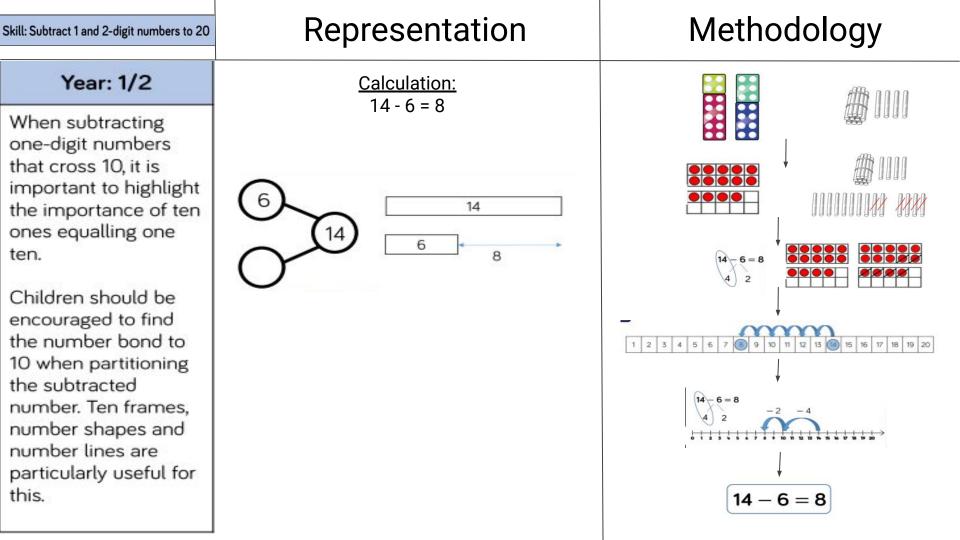
Addition





Subtraction





Multiplication

Year: 1/2

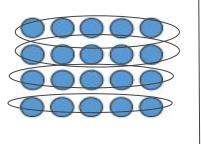
Skill: Solve 1-step problems using multiplication

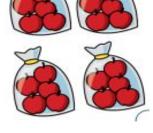
Children represent multiplication as repeated addition in many different ways.

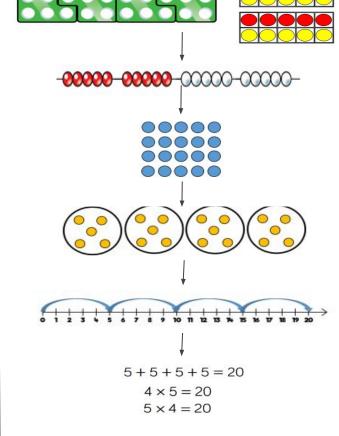
In Year 1, children use concrete and pictorial representations to solve problems. They are not expected to record multiplication formally.

In Year 2, children are introduced to the multiplication symbol.

Calculation:
One bag holds 5 apples, how many apples do four bags hold?



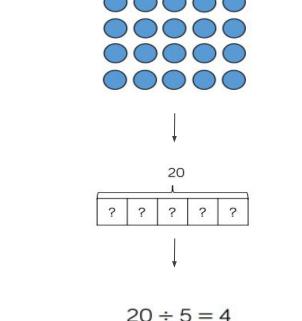




Division

division symbol.

Methodology



Year: 1/2

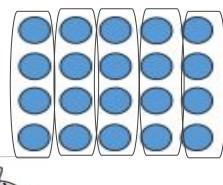
Children solve problems by grouping and counting the number of groups. Grouping encourages children to count in multiples and links to repeated subtraction on a number line. They can use concrete representations in fixed groups such as number shapes which helps to show the link

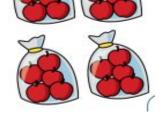
between

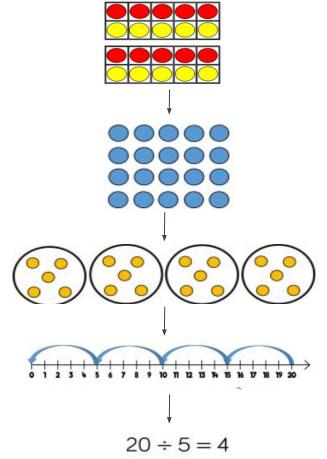
division.

multiplication and

Calculation:
There are 20 apples
altogether. They are put
in bags 5 bags. How
many bags are there?

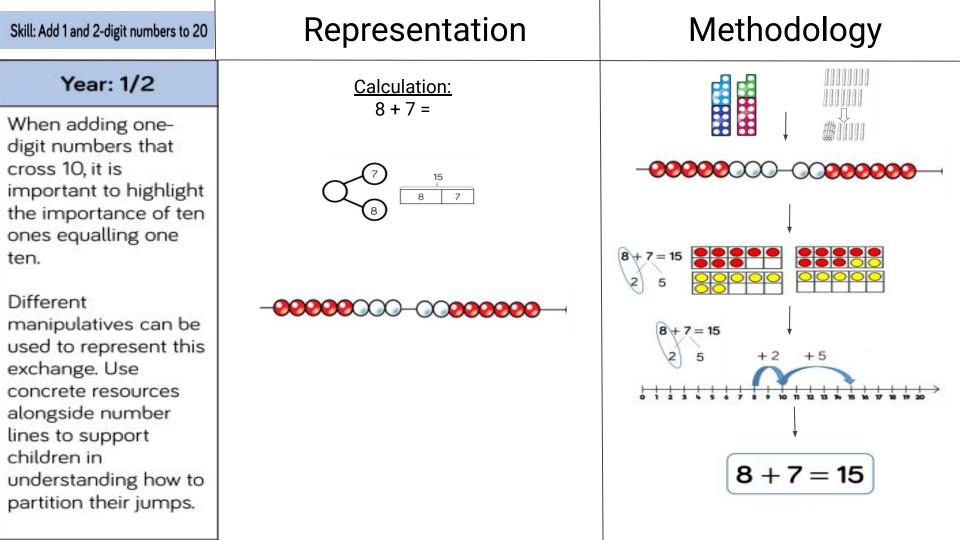


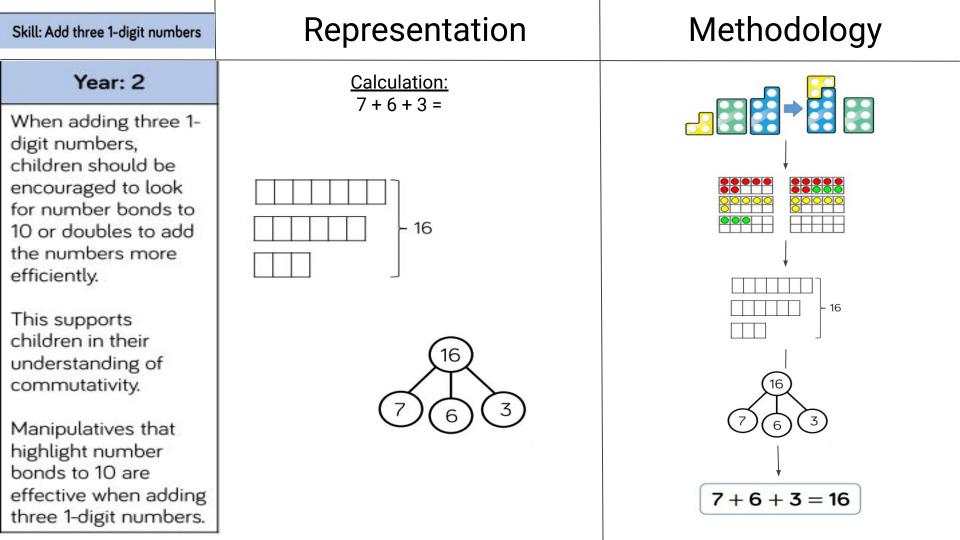


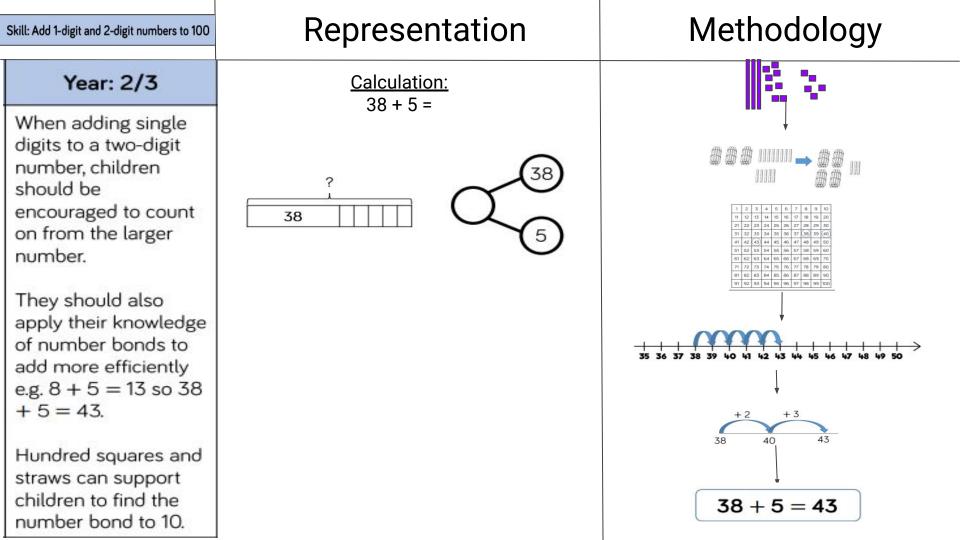


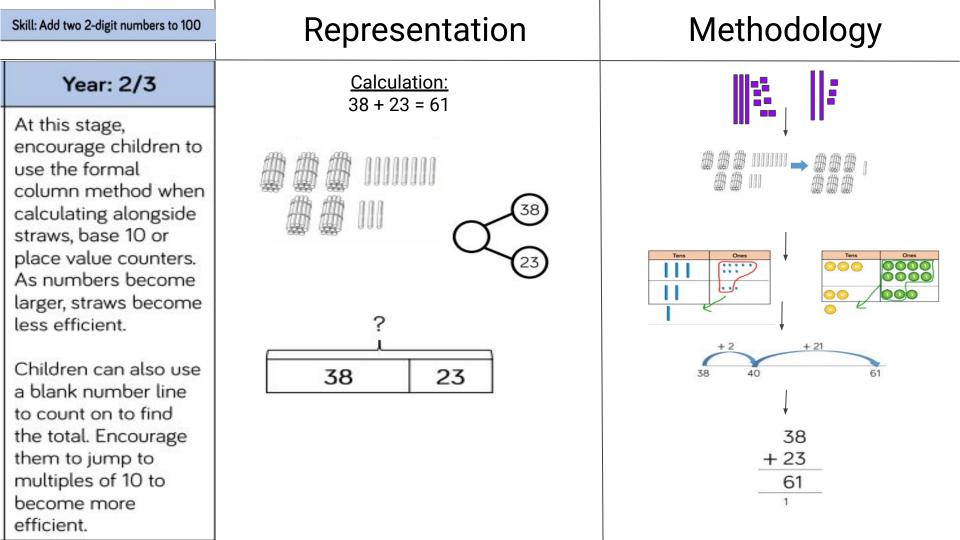
YEAR 2

Addition

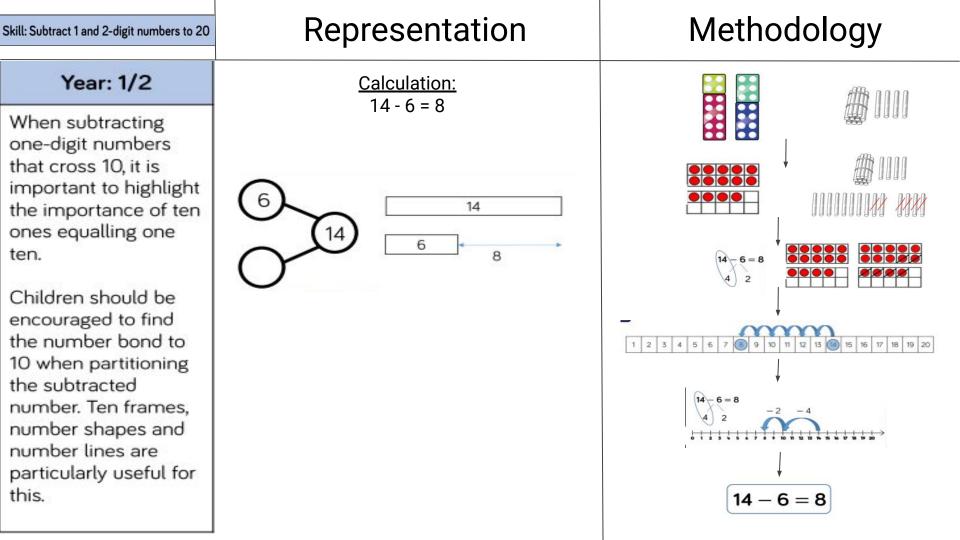


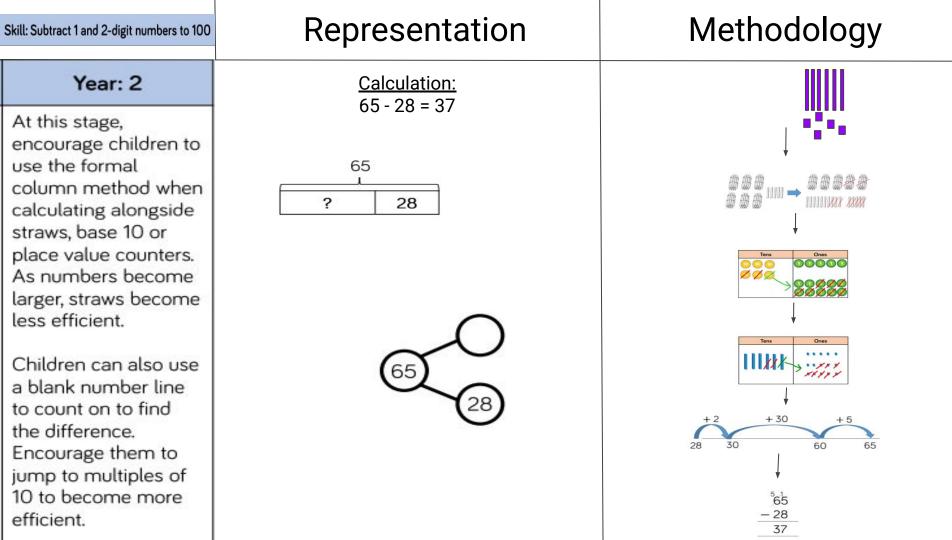






Subtraction





Multiplication

Year: 1/2

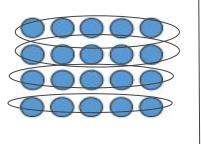
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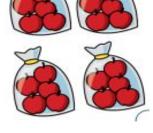
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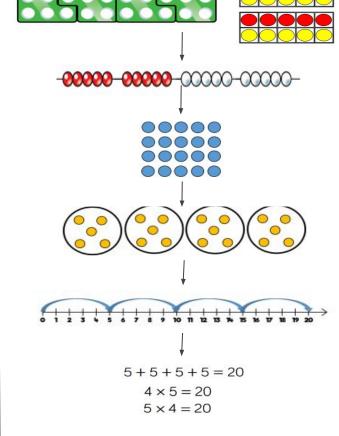
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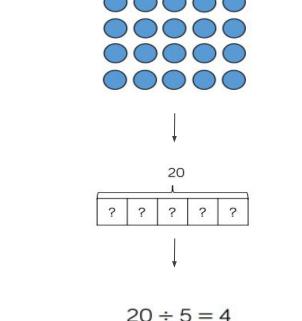




Division

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Methodology



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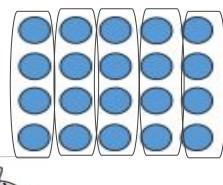
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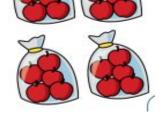
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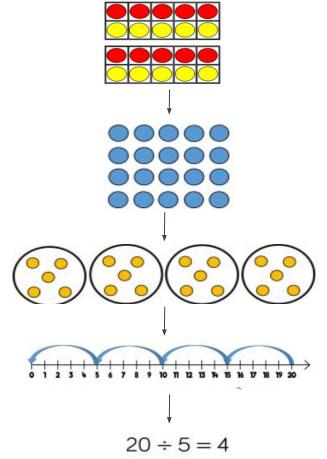
division.

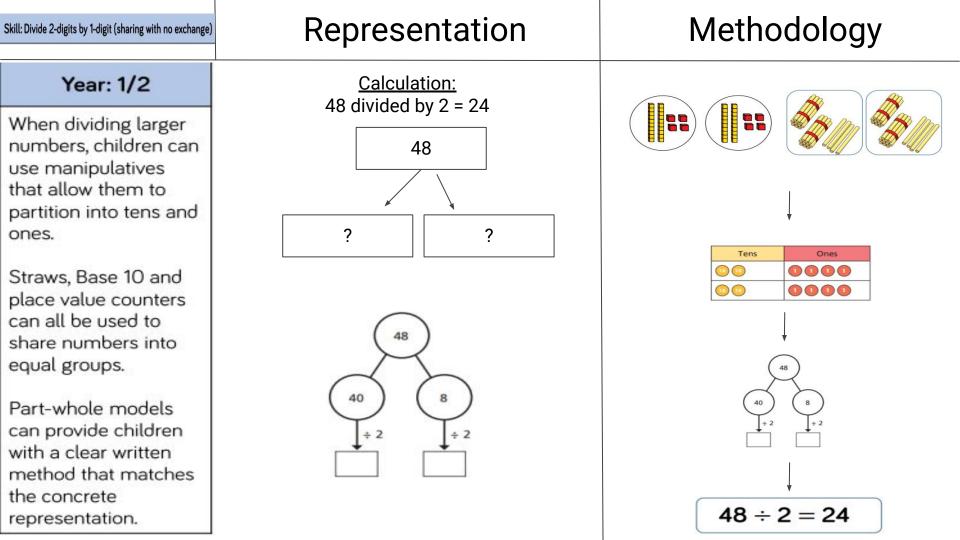
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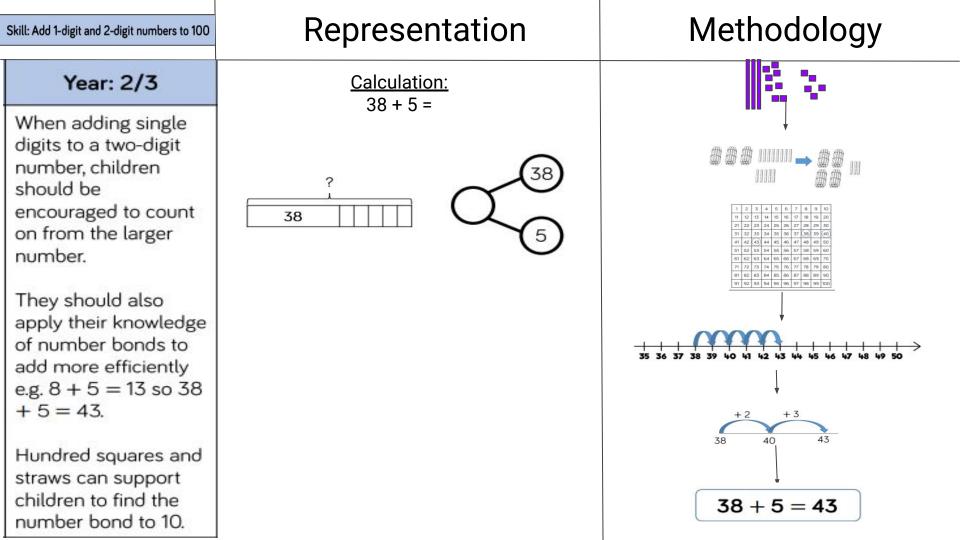


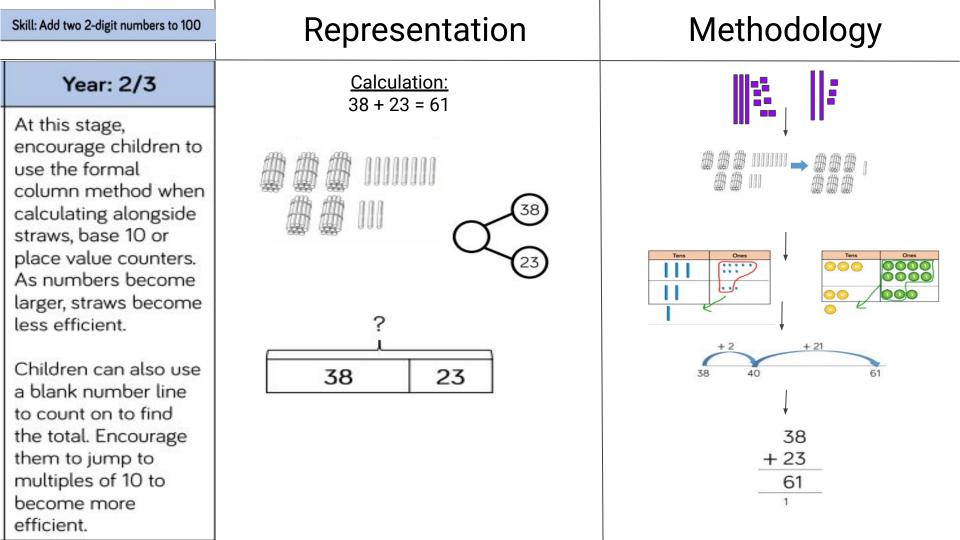


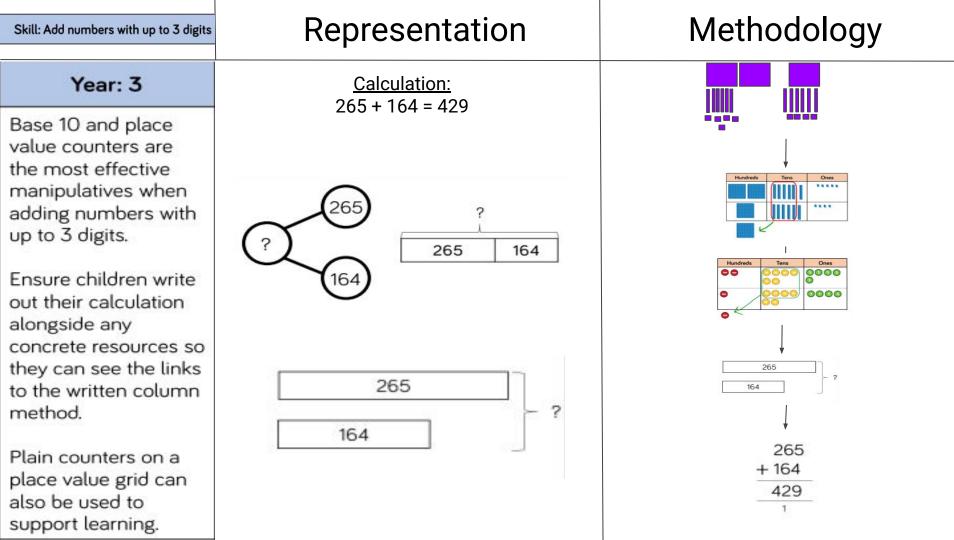


YEAR 3

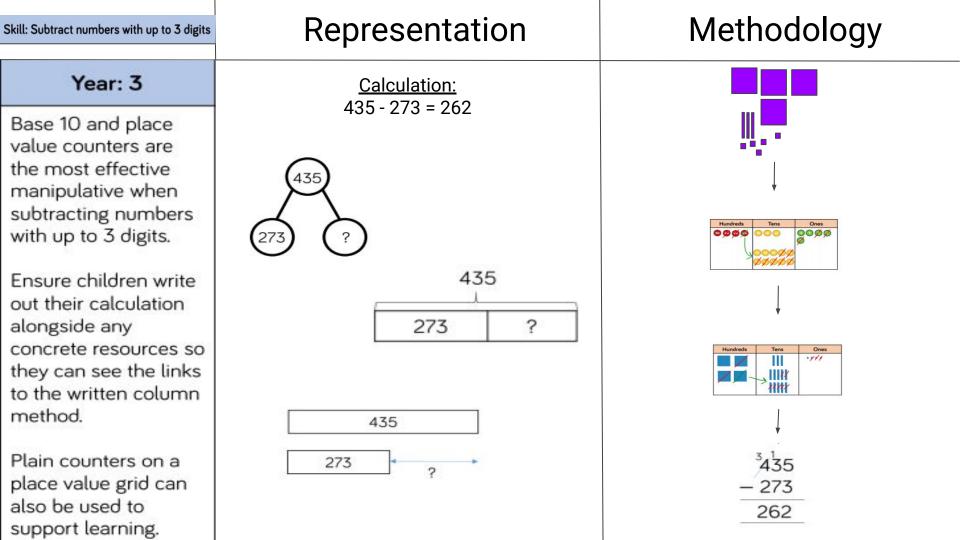
Addition



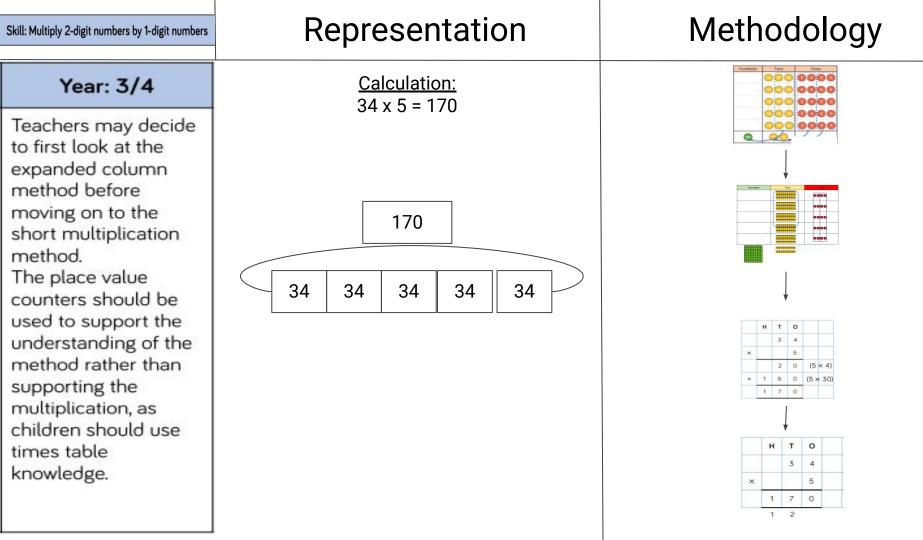


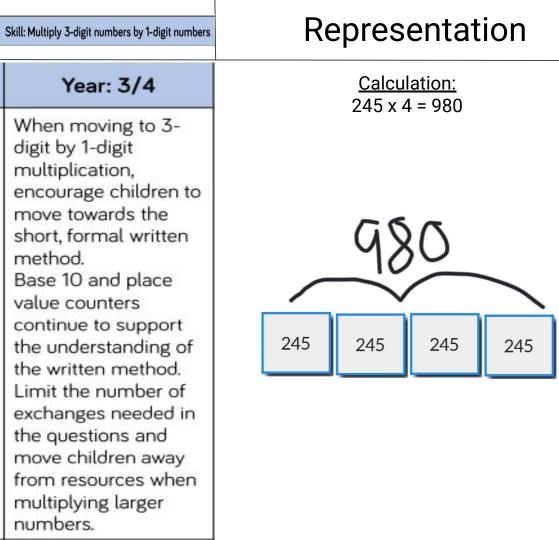


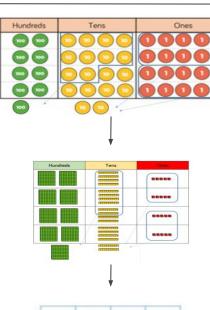
Subtraction

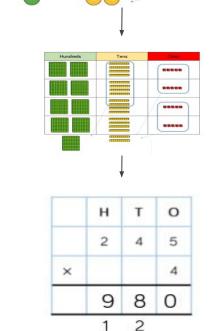


Multiplication









Division

Year: 3/4

When dividing numbers involving an exchange, children can use Base 10 and place value counters to exchange one ten for ten ones.
Children should start with the equipment

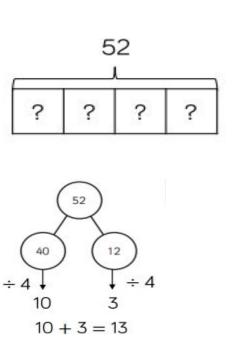
outside the place

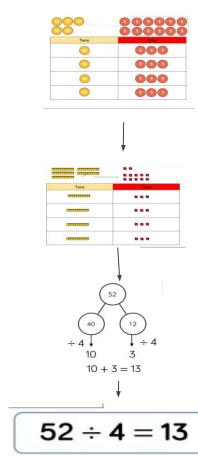
value grid before

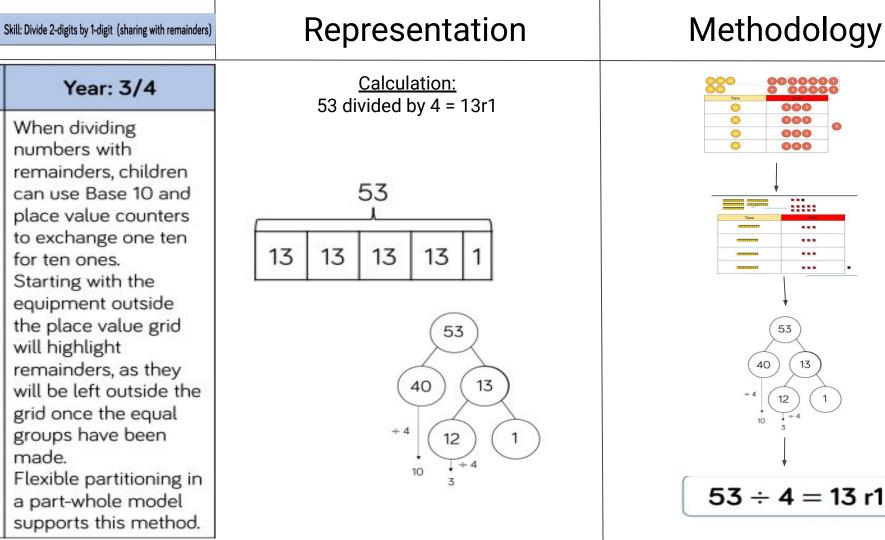
the rows.

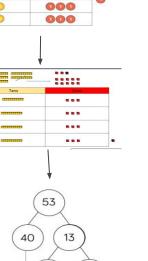
Flexible partitioning in a part-whole model supports this method.

sharing the tens and ones equally between <u>Calculation:</u> 52 divided by 4 = 13



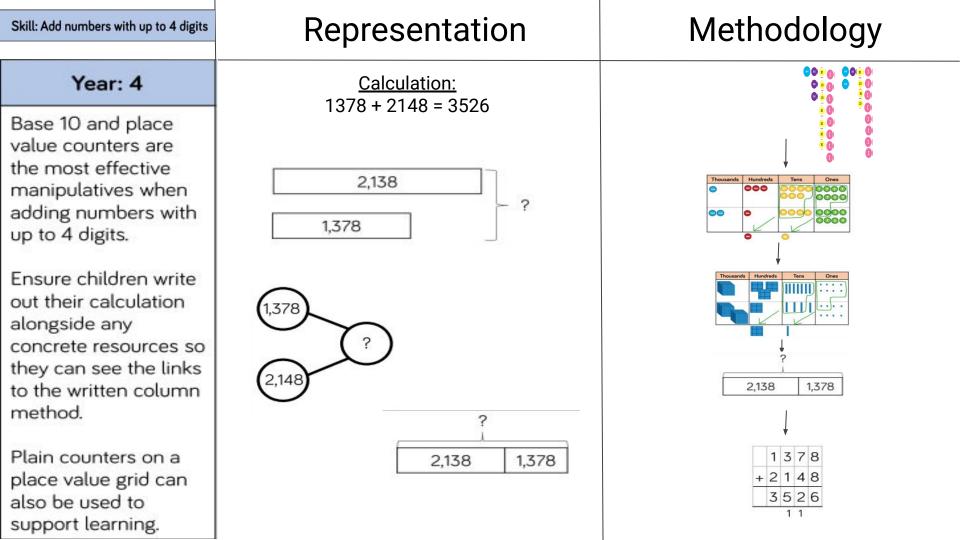




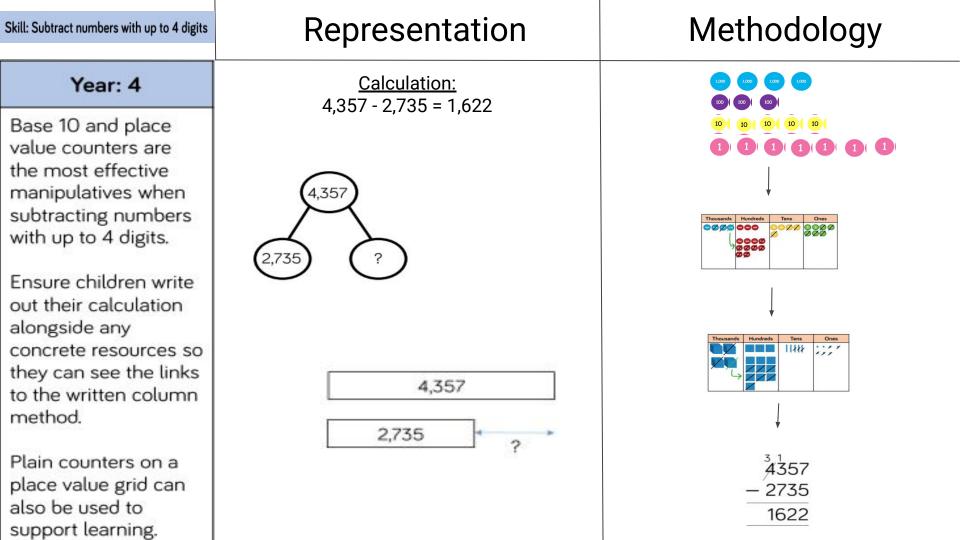


YEAR 4

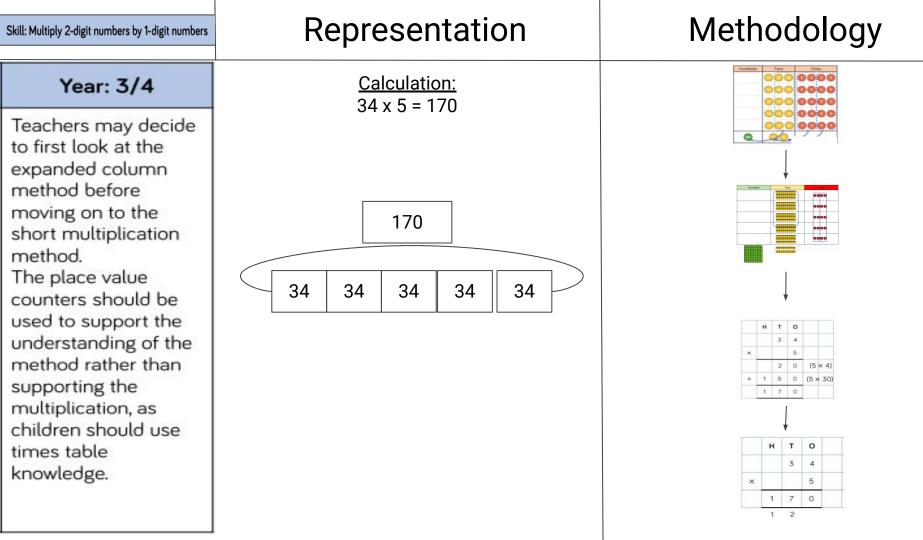
Addition

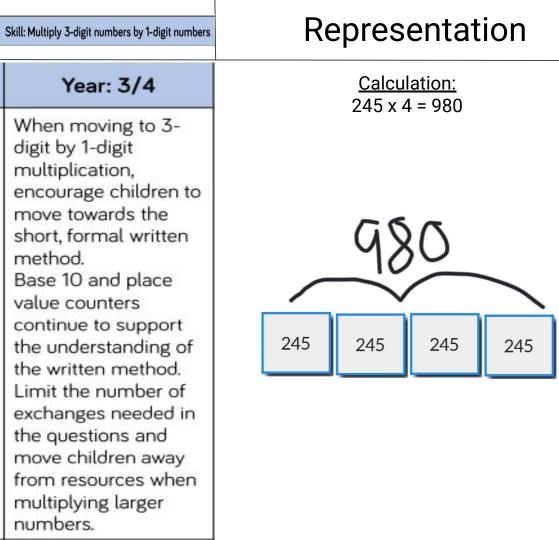


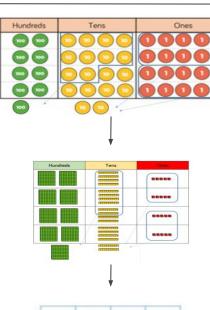
Subtraction

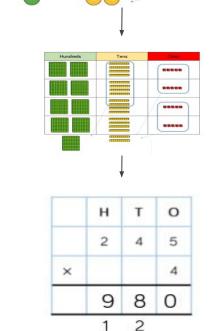


Multiplication









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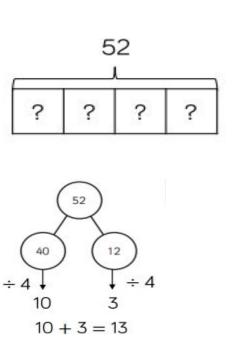
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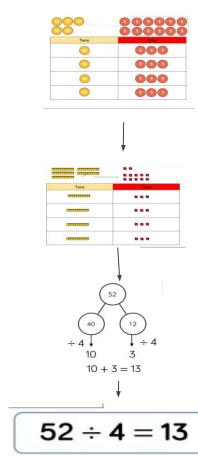
value grid before

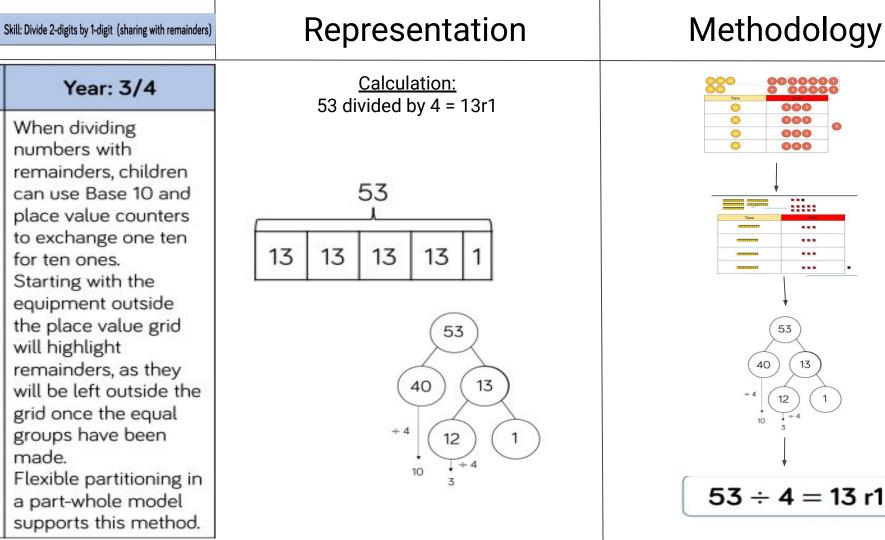
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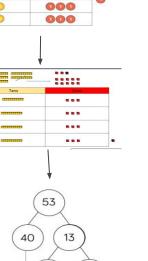
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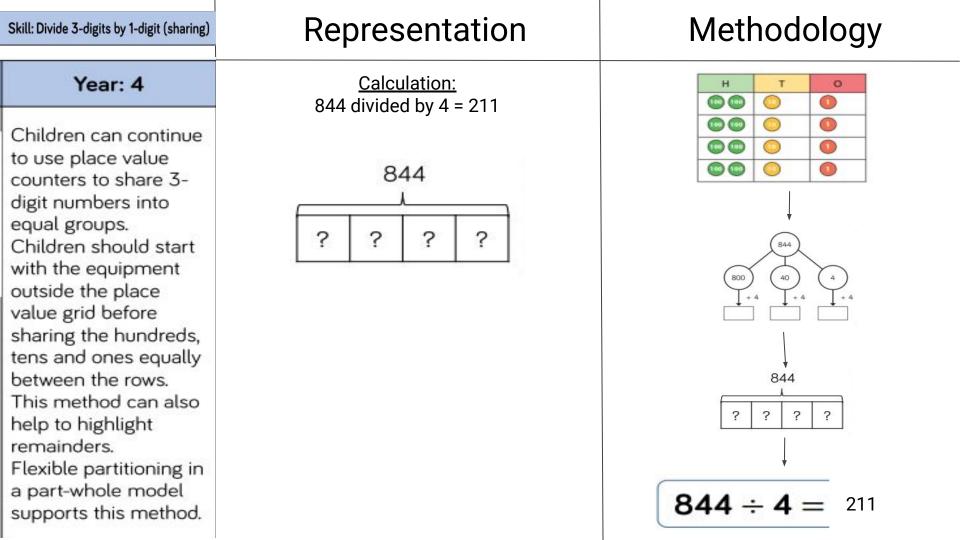
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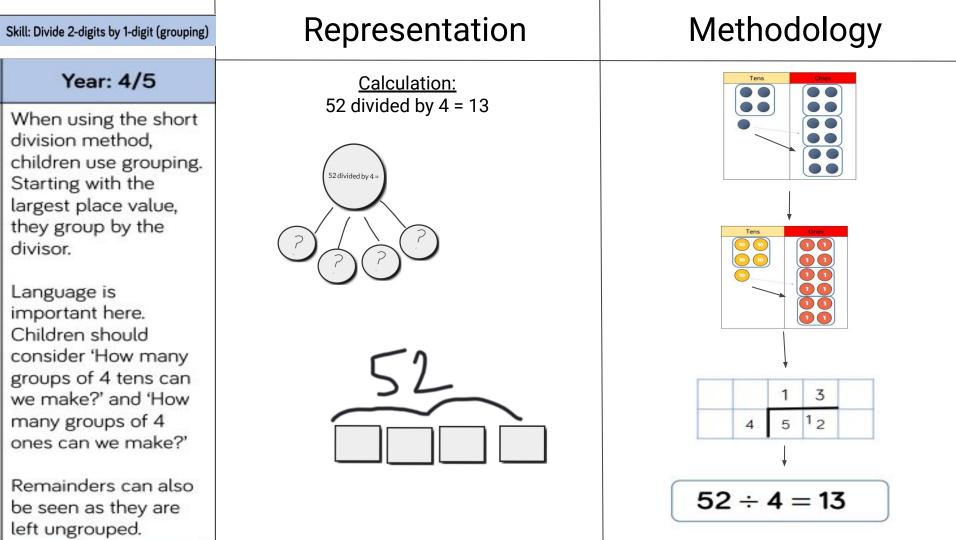






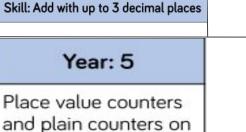






YEAR 5

Addition



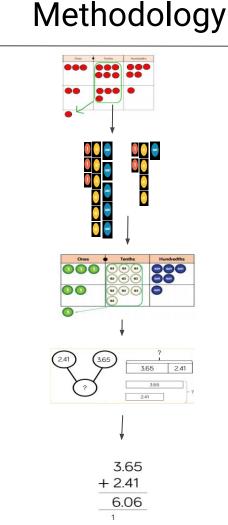
Place value counters and plain counters on a place value grid are the most effective manipulatives when adding decimals with 1, 2 and then 3

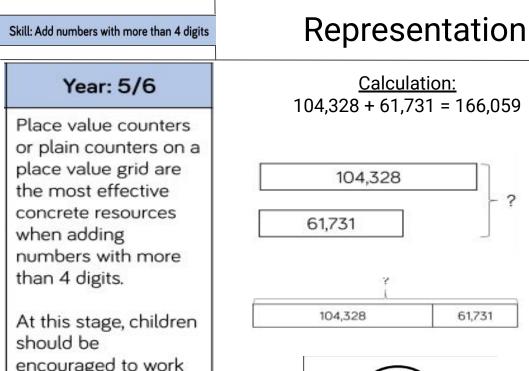
experience of adding decimals with a variety of decimal places. This includes putting this into context when adding money and other

measures.

<u>Calculation:</u> 3.65 + 2.41 = 6.063.65 2.41 3.65 2.41 3.65 2.41

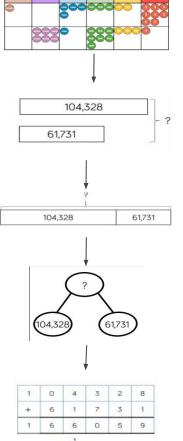
Representation



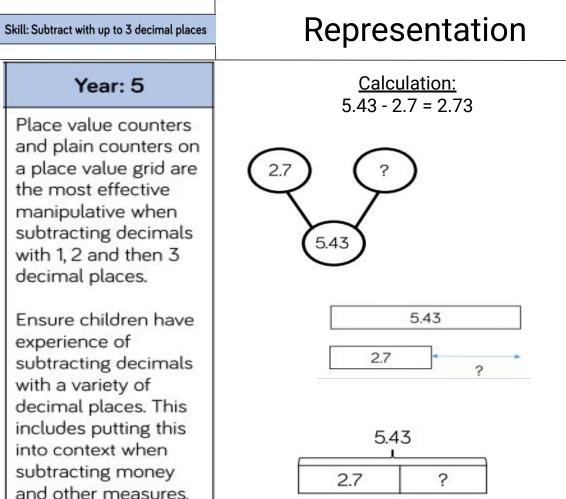


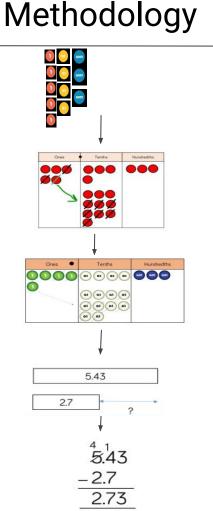
104,328

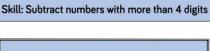
61,731 encouraged to work in the abstract, using the column method to add larger numbers efficiently. 104,328 61,731



Subtraction







Representation

Calculation:

294,382 - 182,501 = 11,881

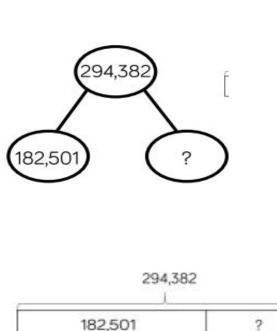
Methodology

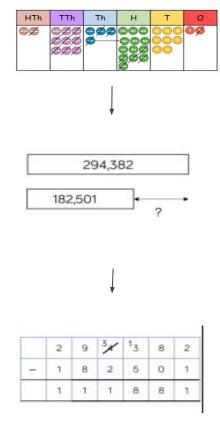


Place value counters or plain counters on a place value grid are the most effective concrete resource when subtracting numbers with more than 4 digits.

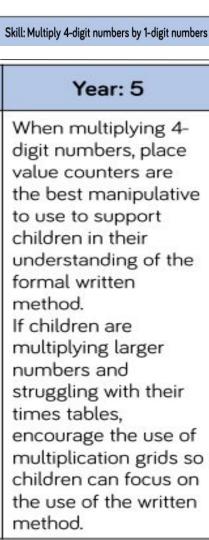
At this stage, children should be encouraged to work in the abstract, using column method to subtract larger

numbers efficiently.





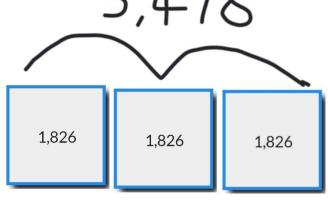
Multiplication

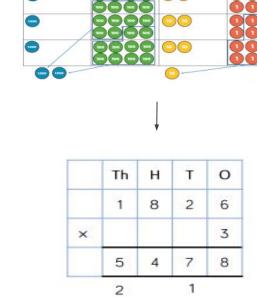


Representation Calculation:

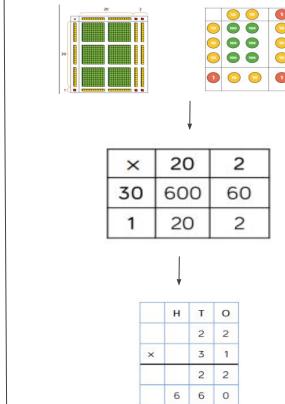
 $1.826 \times 3 = 5.478$







Representation Skill: Multiply 2-digit numbers by 2-digit numbers Year: 5 Calculation: 22 x 31 = 682 When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the 20 numbers they are using. This links to finding the area of a 30 600 rectangle by finding the space covered by 20 the Base 10. The grid method matches the area model as an initial written method before moving on to the formal written multiplication method.



6

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

Representation

Calculation:

Methodology

Year: 5

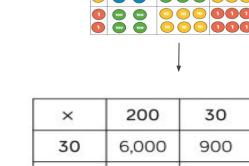
Children can continue to use the area model when multiplying 3digits by 2-digits. become more efficient to use but

Place value counters Base 10 can be used to highlight the size of numbers.

Encourage children to move towards the formal written method, seeing the links with the grid method.

234 x 32 = 7,488

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



400

2



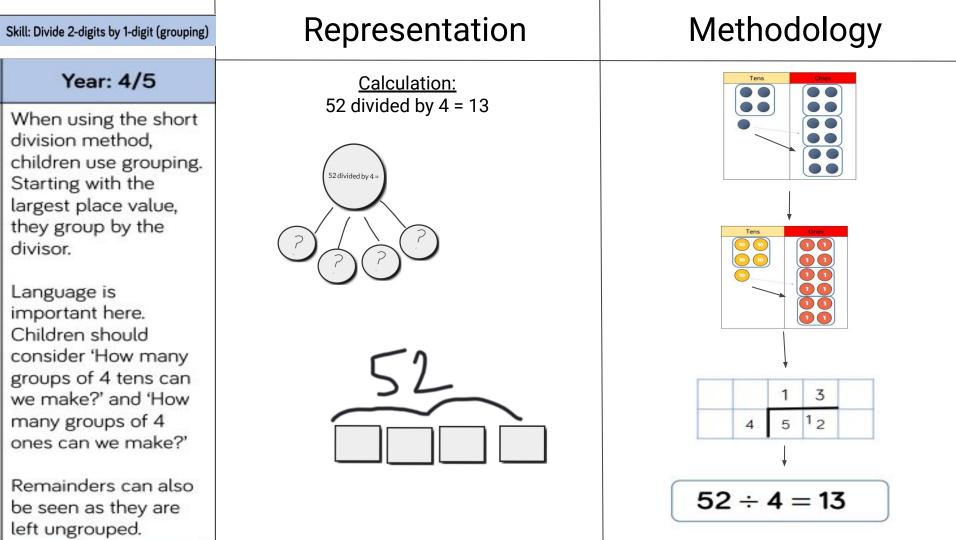
60

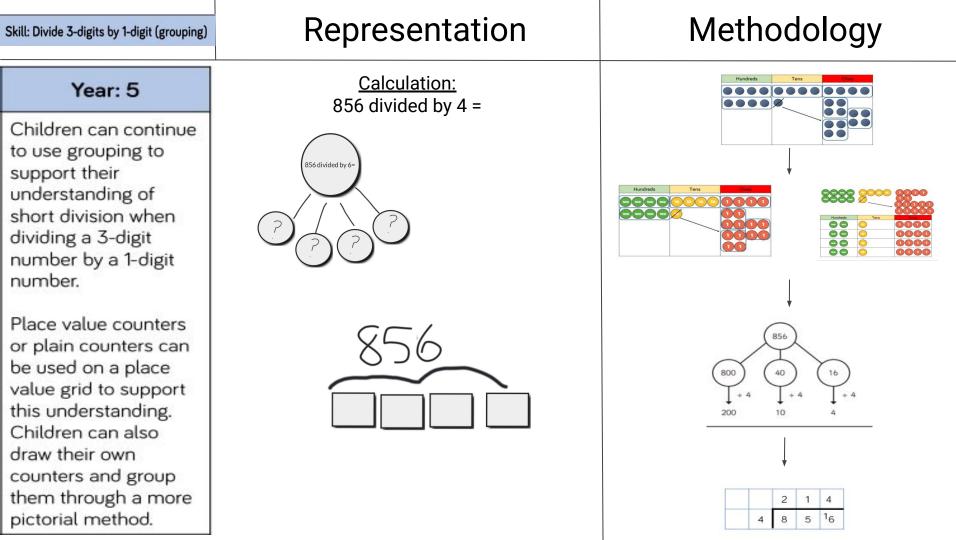
4

120

8

Division

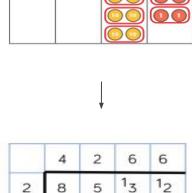




Representation Skill: Divide 4-digits by 1-digit (grouping) Calculation: Year: 5 8,352 divided by 2 = 4,266Place value counters or plain counters can be used on a place value grid to support 8.352 divided by 2 = children to divide 4digits by 1-digit. Children can also draw their own counters and group them through a more pictorial method. Children should be encouraged to move away from the concrete and pictorial when dividing numbers with multiple exchanges.

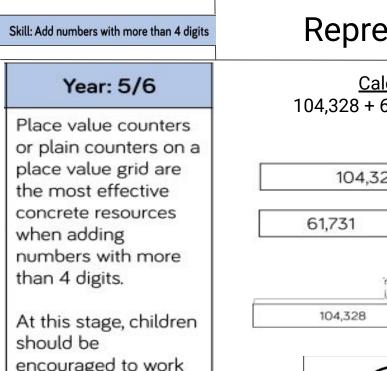
Th H T O

Methodology



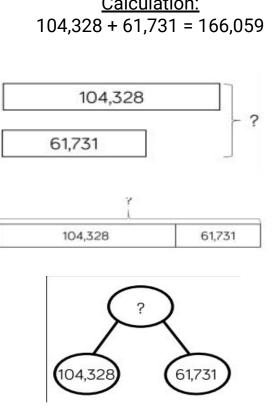
YEAR 6

Addition

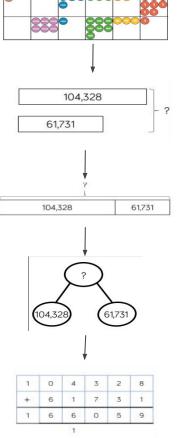


encouraged to work in the abstract, using the column method to add larger numbers efficiently.

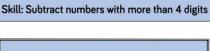
Representation Calculation:



Methodology



Subtraction



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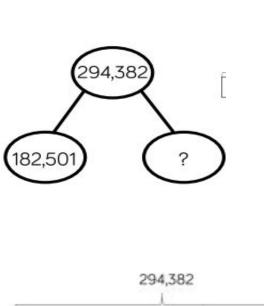
Methodology



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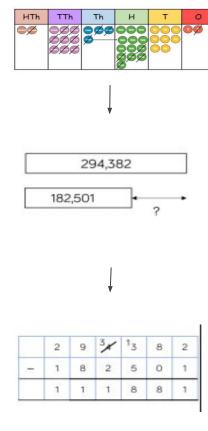
At this stage, children should be encouraged to work in the abstract, using column method to subtract larger

numbers efficiently.



182,501

?



Multiplication

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

Representation

Calculation:

Methodology

Year: 5

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

numbers.

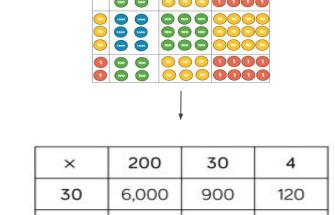
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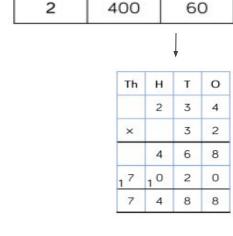
to highlight the size of

234 x 32 = 7,488

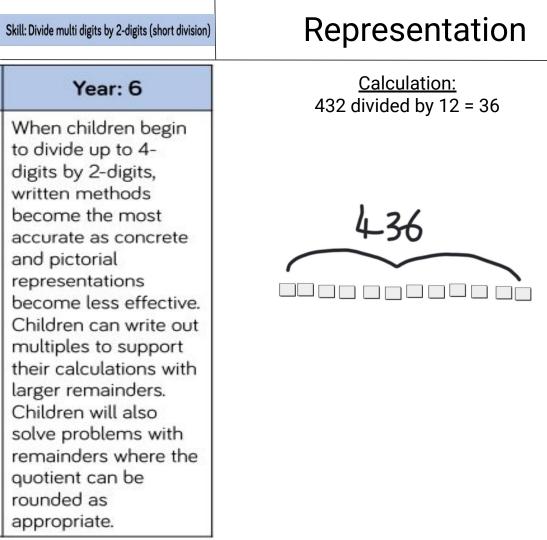
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8



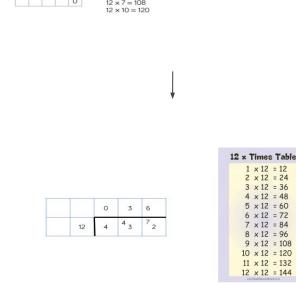
Division

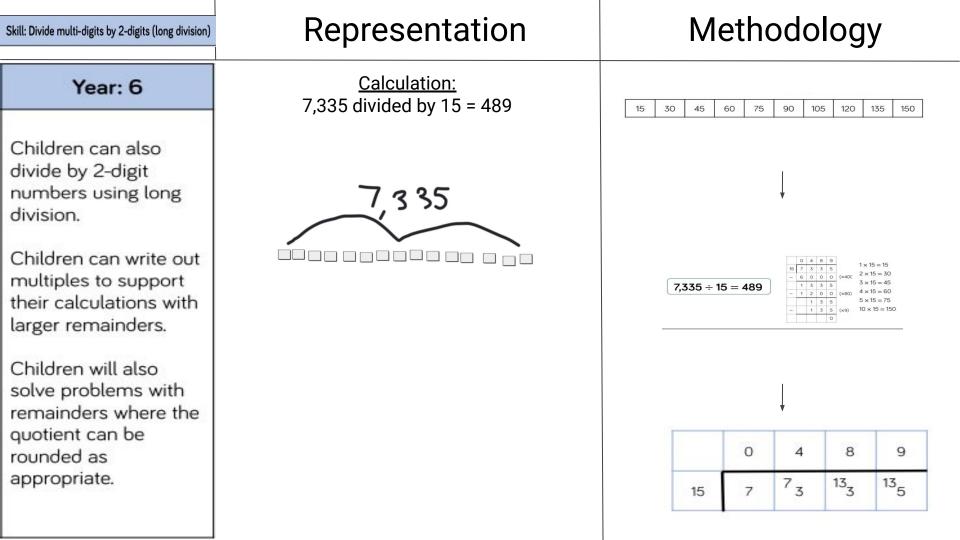


$12 \times 1 = 12$ $12 \times 2 = 24$ $12 \times 3 = 36$ $12 \times 4 = 48$ $12 \times 5 = 60$ $12 \times 6 = 72$ $12 \times 7 = 84$ $12 \times 8 = 96$ $432 \div 12 = 36$

Methodology

1 2 4 3 2 - 3 6 0





Small Steps - 4 Operations

Addition

Skill	Year	Representations and models	
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square

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

Subtraction

Skill	Year	Representations and models	
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters Column addition

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

Multiplication

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

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

Division

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

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

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

4 Operations Vocabulary

Glossary

Addend - A number to be added to another.

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

Augmentation - increasing a quantity or measure by another quantity.

Commutative - numbers can be added in any order.

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

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

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

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

Partitioning – Splitting a number into its component parts.

Reduction - Subtraction as take away.

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

Subtrahend - A number to be subtracted from another.

Sum - The result of an addition.

Total – The aggregate or the sum found by addition.

Glossary

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

Commutative – Numbers can be multiplied in any order.

Dividend – In division, the number that is divided.

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

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

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

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

Partitioning – Splitting a number into its component parts.

Product – The result of multiplying one number by another.

Quotient - The result of a division

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

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