Cupernham Infants School Calculation Policy



Cupernham Infant School Calculation Policy 2024-2025 Addition and Subtraction Multiplication and Division

Cupernham Infant School calculation policy is set out in year group stages; however, prior attainment of our children is always taken into account and children progress through the stages once they're ready for the next challenge.



This calculation policy is for all school staff, parents and carers and this guidance is working document, which was written as a guide to indicate the progression through Addition, Subtraction, Multiplication and Division in Years R - 2. It documents the methods used when teaching calculation at Cupernham Infant School.

At Cupernham Infant School we use the CPA approach to teaching maths. This stands for Concrete (physical objects), Pictorial (pictures or drawing of resources), Abstract (calculations).

We welcome any suggestions to this document and are always looking to refine and improve where possible. We hope you find it useful!

This guidance can be used by parents and carers to support their children with maths learning at home.

Children will only be able to successfully master new mathematical concepts in the abstract form (i.e. 7 + 5 = 12) if they have first explored the concept through use of concrete objects and pictorial images. Through this every child is able to successfully access abstract recordings, however they should still continue to be exposed to, and encouraged to use, both concrete and pictorial approaches so that they can continue to develop strong links between the three approaches.

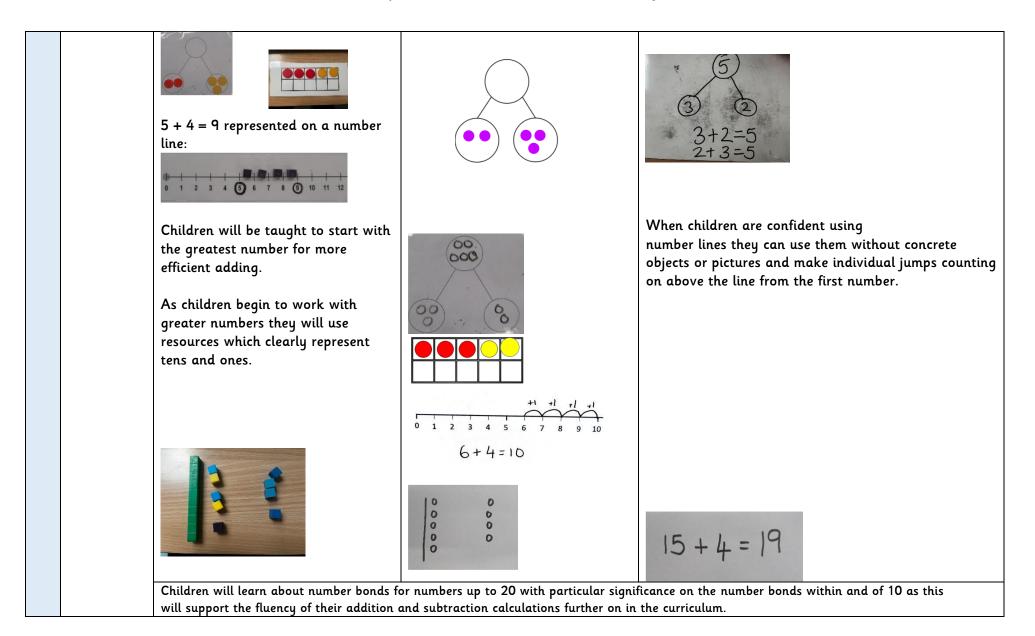
It is important to remember that the numbers children are expected to use for calculating should always be within the range below that in which they are developing their place value understanding e.g. children in Year 1 should be beginning to read, write and order numbers to 100 but will only be expected to add and subtract within the range 0-50.

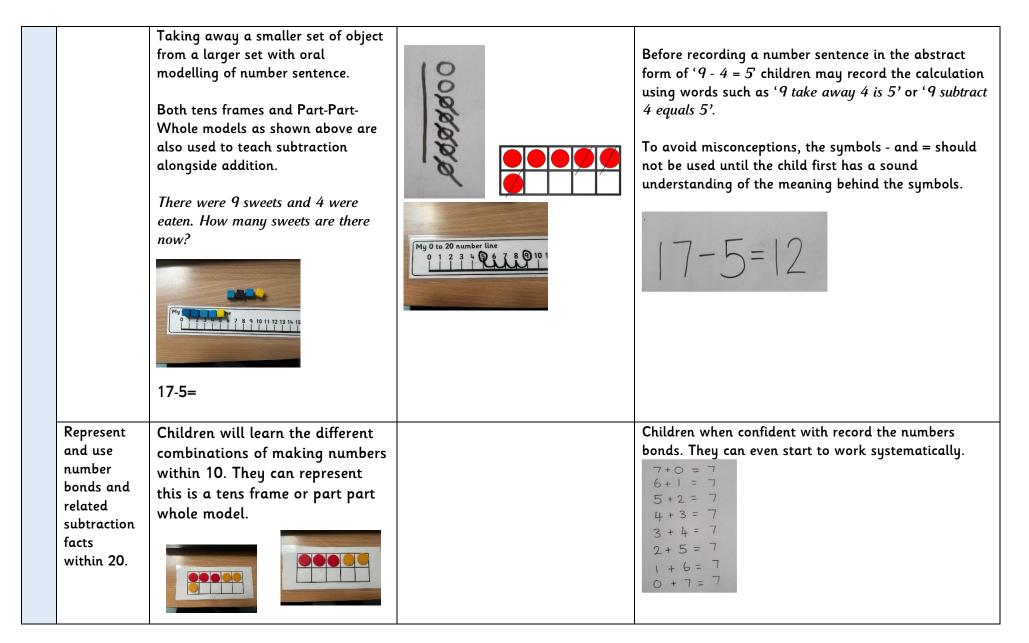
The teaching and learning of Maths at Cupernham Infant School is developed in line with the National Curriculum for Mathematics in England which can be accessed at <u>www.gov.uk</u>.

Part 1: Addition and Subtraction

	Using	Concrete resources	Pictorial Images	Abstract
	quantities	Counting altogether/combining sets.	Children to represent the problem	Children start to move away from
	and	You have 2 cars and Jess has 3 cars.	through their pictures of concrete	drawing the real object and use
	objects,	How	resources and through their own	representations such as circles. At this stage children
	children	many cars do you have altogether?	symbols and mark making.	are not expected to use abstract symbols such as + or -
	add two single-digit		\bigcirc	
	numbers			
	and count	Using real objects to count two sets	$\langle \rangle$	
	on to find the answer.	together.		
2	the answer.			
Year				
		Progress to putting objects onto a		
		number		
		track to support counting.	Encourses shildren to odd	
		Children will also be exposed to	Encourage children to add numerals	
		addition on a Part-Part-Whole	to their drawings when they are	
		model and using tens	ready to.	
		frames.	i caag to.	
		Initially children will combine two set	s always starting at 1, i.e. counting	
		the cars above '1,2,3,4,5'. Progression	n from this is to count on from the	
		first set i.e. with the cars we know th	ere are 2 in the first set so we count	
		on '3,4,5'.		

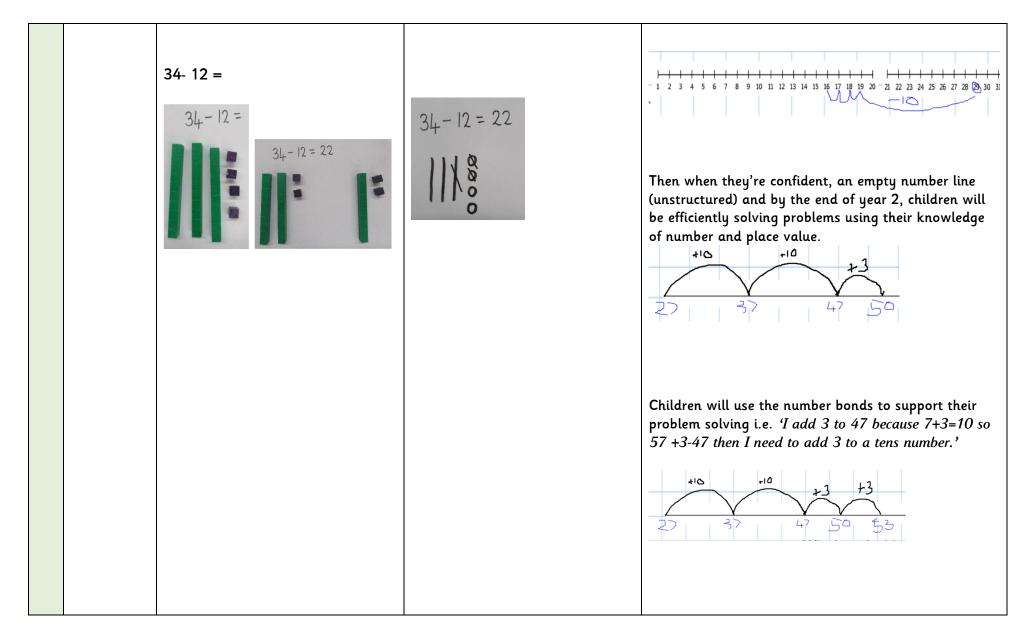
		Physical removal/taking away. 'There are 5 cars and we need to give 2 to Jess. How many cars do we have now?' Children will physically take objects 'away' and count how many are left. Progress to aking away on a number track. Image: Children will physically take objects 'away' and count how many are left. Progress to aking away on a number track.	Children then are to represent the problem through pictures of concrete resources or through their own symbols and mark making. Not all children will include numerals initially. Children may rub out or cross out to show taking away.	
Year 1	Add one digit and two-digit numbers to	Initially children will take away by remove counting the remaining objects. Progression total i.e. counting '5, 4, 3' as they remove Combining sets of objects or counting on to find a total with oral modelling of number sentence. There are 2 red cars and 3 yellow	on from this is to count back from the	Before recording a number sentence in the abstract form of $2 + 3 = 5$ children may record the calculation using words such as 2 and 3 is 5 or 2 add 3 equals 5. To avoid misconceptions, the symbols + and = should
	20, including zero.	cars. How many toys are there all together? Children use maths resources to represent real objects. 2 + 3 = 5 represented on a Part-Part-Whole Model and/or a tens frame:		not be used until the child first has a sound understanding of the meaning behind the symbols.





				Also begin to think of the other related facts. 7-1 = 6 7-2 = 5 7-3 = 4 7-4 = 3 7-5 = 2 7-6 = 1
ar 2	Add and subtract	In order for children to successfully add a and ones:	and subtract using two digit numbers they	need to be able to confidently partition numbers into tens
Year	numbers	27 partitioned into tens and ones	The children will then draw:	
	including:	either with a part part whole model or tens and ones chart:		
	A two-digit number and ones.	27 1 2 1 1 1		20 7

A two-digit number and tens.	Children will need to be able to orally count on and back in 10s from any number before they are ready to count on and back in 10s on a number line i.e. 43, 33, 23, 13, 3			
	34 + 20=	Tens ones ···· 	$ \begin{array}{c} $	
Two two digit numbers.	33 + 14 =	Tens ones III	Children then progress to use a number line first adding tens and single ones; then adding ones in a jump.	



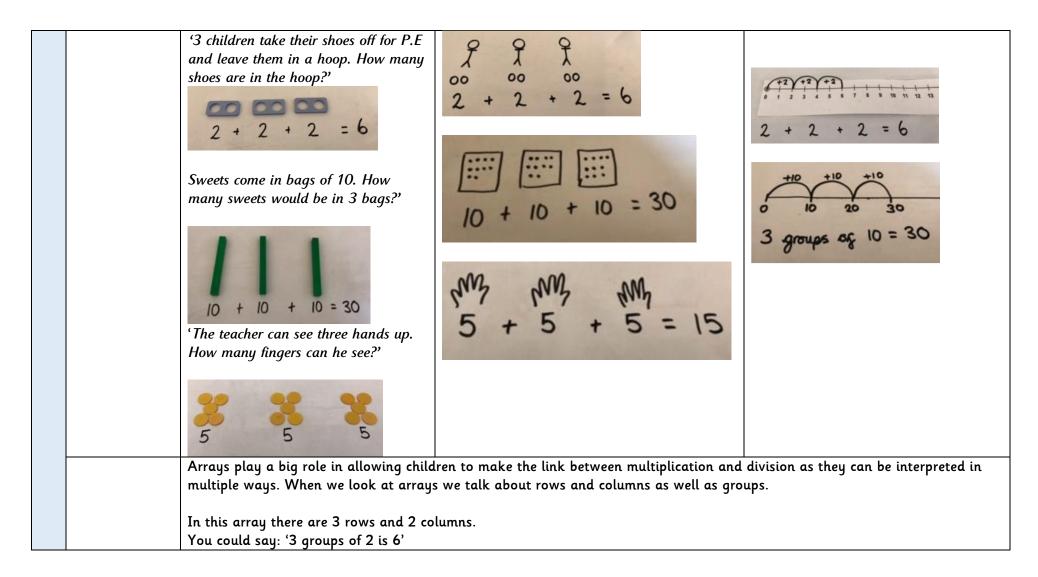
Adding three one digit numbers.	Children are taught that once they have 10 ones they exchange them for a ten. 7 + 4 + 3=	The children will use their number bonds to support their finding the answer. 7 + 4 + 3 = 7+3=10 10+4=
Recall and use addition and subtraction facts to 20 fluently.	Children will use their developing knowledge of number bonds to help them solve addition and subtraction problems for example by bridging to 10:	10+4=

In the number sentence 15 + 8	
children will know that 5 more	than
15 makes 20. 5 and 3 are bond	s to
8. They can use this to solve th	
problem.	

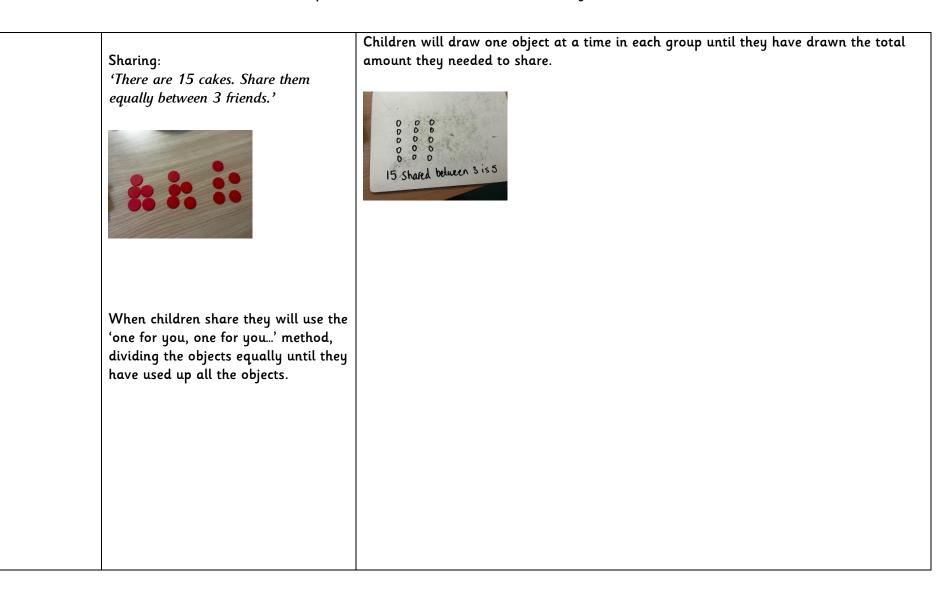
Part 2: Multiplication and Division

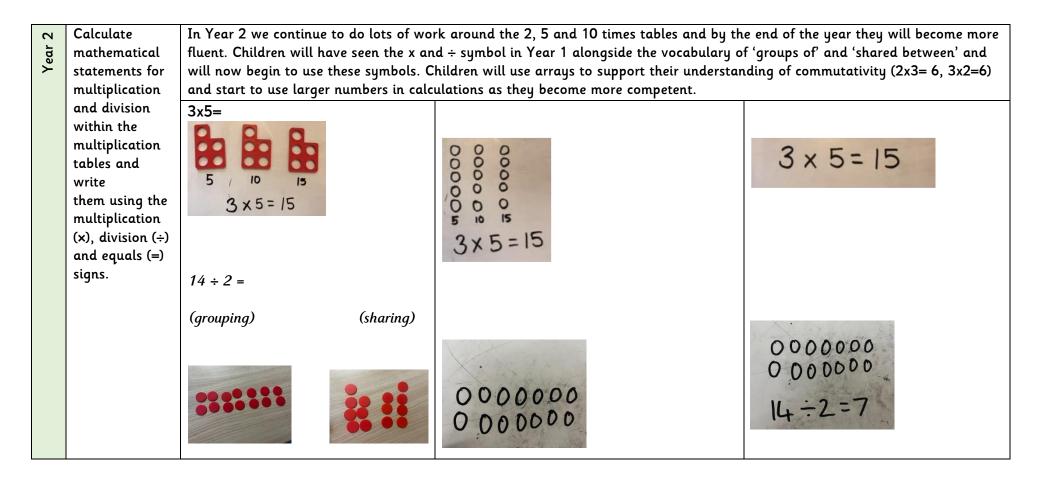
2		Concrete resources	Pictorial Images	Abstract	
Year	Odd and Even	Multiplication and division learning in Year R will be through real life contexts, role play and stories. Children will also be			
×		exposed to counting in 2s, 5s and 10s towards the end of the year.			
	Using quantities and objects to solve problems, including:] doubling	Sam and Jess both have wellies on today. How many wellies can we see?"	Children are encouraged to represent the problem in a way that is meaningful to them.	Children may use numbers to record in the abstract. If they know symbols such as + they may choose to include these as well.	
		We have 5 fingers on one hand. How many fingers do we have on 2 hands?'		5 and 5 is 10 5 + 5 = 10	

		As well looking at the 'real' problems children will be encouraged to use concrete resources.		
	• halving and sharing.	Can you share the 10 carrots equally between the 5 teddies?' Where the standard stan	1100	$2 \frac{10}{2} \frac{2}{2} \frac{2}{2}$
	Solve one-step problems involving multiplication by calculating the	be based around the 2, 5 and 10 times when learning multiplication. The purp	nd 10s. A large amount of the multiplication and tables. In Year 1 we use repeated addition and t ose of this is to provide all children with a good a really secure understanding of what the symbo Children will be encouraged to draw out the problem to show their understanding as well	he language of 'groups of' and 'lots of' understanding of multiplication so that
Year 1	answer using concrete objects and pictorial representations with the support of the teacher	to act out the problem with real objects. We will then move onto concrete representations for problems such as Numicon or counting objects.	as to supporting them to solve it.	addition and can interpret what the question is asking they may use more abstract models such as number lines.



	⁽² groups of 3 is 6' ⁽⁶ shared into 2 is 3' ⁽⁶ shared into 3 is 2'
	Children will interpret arrays as well as making their own arrays: 3 groups of 5 5 groups of 3
	When learning about division children will use two different methods; grouping and sharing. In Year 1 we use the language of 'groups of' and 'shared between' when learning division. The purpose of this is to provide all children with a sound understanding of division so that when they use the ÷ symbol in Year 2 they have a really secure understanding of what the symbol really means.
Solve one-step problems involving division by calculating the answer using concrete objects and pictorial representations with the support of the teacher.	Grouping: In order to understand multiplication as grouping, the children will learn what equal groups are. 'You have 8 gloves, how many groups of 2 can you make?





Show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot.	Use an array to show that $3x5 = 5x3^{\circ}$ $3 \times 5 = 15$ $5 \times 10 \times 15$	$3 \times 5 = 15$ $5 \times 3 = 15$ $5 \times 10 \times 15$	0000 3x5=15 000 5x3=15 000
Solve problems involving multiplication and division using materials, arrays,	familiar with and will be asked to show Ann has 20 sweets and shares them between 5 friends. Tom has 20 sweets and shares them between 10 friends. Whose friends get more sweets?	x problems using methods they have previously lo w these in different ways to demonstrate depth of Complex problem: 6 x 5 = + 14 + 5 8 x 2 = ÷ 2	5
repeated addition, mental methods, and multiplication and division facts, including problems in	the concept of <i>inverse</i> in multiplication table knowledge to work out division p	ed knowledge of the 2, 5 and 10 times tables and and division. If we know 5x10=50 we also know problems as well as multiplication problems. ultiplication and begin to use their recall of their	50÷10=5. We can use our times