

EYFS / KSI Maths Calculation Guide for Parents



Lea Endowed C of E Primary January 2021



The 3 Ways Children are taught Maths

Concrete Representation

Children use real objects to explore Mathematical concepts

Pictorial Representation

Children have sufficiently understood the 'hands on' experiences and can now relate them, for example through diagrams or pictures of the problem.

Abstract representation

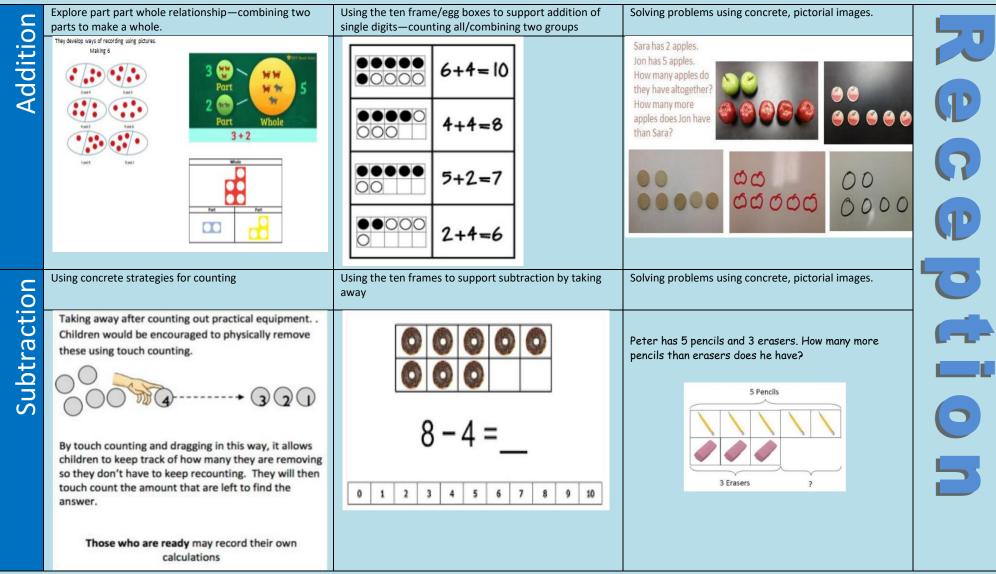
Children are now capable of representing problems by using mathematical notation, for example $12 \times 2 = 24$.



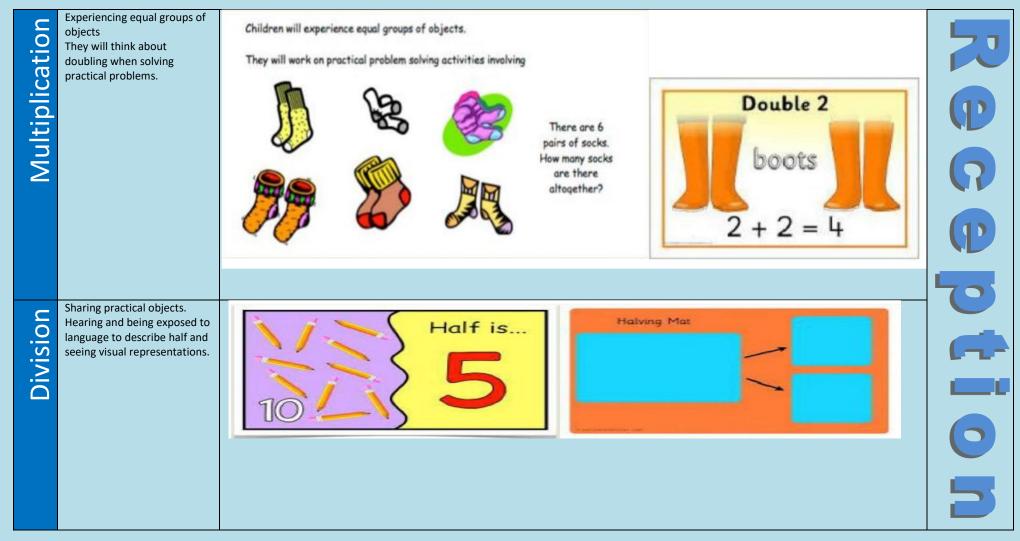


Overview	EYFS/Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition	Combining two parts to make a whole: part whole model. Starting at the bigger number and counting on – using cubes. Regrouping to make 10 using ten frame.	Adding three single digits Use of base 10 to combine two numbers.	Column method - regrouping. Using place value counters. (up to 3 digits).	Column method - regrouping. (up to 4 digits)	Column method - regrouping. Use of place value counters for adding decimals.	Column method - regrouping. Abstract methods. Place value counters to be used for adding decimals.
Subtraction	Taking away ones Counting back Find the difference Part whole model. Making 10 using the ten frame	Counting back Find the difference Part whole model. Make 10 Use of base 10	Column method with regrouping. (up to 3 digits using place value counters)	Column method with regrouping. (up to 3 digits)	Column method with regrouping. Abstract for whole numbers Start with place value counters for decimals — with the same amount of decimal places.	Column method with regrouping. Abstract for whole numbers Place value counters for decimals – with the different amount of decimal places
Multiplicatio n	Recognising and making equal groups. Doubling Counting in multiples. Use cubes. Numicon and other objects in the classroom.	Arrays-showing commutative multiplication	Arrays 2d x 1d using base 10	Column multiplication- introduced with place value counters. (2 and 3 digit multiplied by 1 digit)	Column multiplication Abstract only but need a repeat of year 4 first (up to 4 digit numbers multiplied by 1 or 2 digits)	Column multiplication Abstract methods (multi – digit up to 4 digits by a 2 digit number)
Division	Sharing objects into groups. Division as grouping e.g. I have 12 sweets and put them in groups of 3, how many groups? Use cubes and draw round 3 cubes at a time.	Division as grouping. Division within arrays – linking to multiplication. Repeated subtraction.	Division with a remainder – using lollipop sticks, times tables facts and repeated subtraction. 2d divided by 1d using base 10 or place value counters.	Division with a remainder. Short division (up to 3 digits by 1 digit – concrete and pictorial)	Short division (up to 4 digits by a 1 digits number including numbers)	Short division Bus stop method with place value counters (up to 4d by a 2d number) Children should exchange into the tenths and hundredth column too.











Objective & Strategy	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part- whole model	Use part part whole model. Use cubes to add two numbers together as a group or in a bar.	S 1 Suffix 2 Buffs 1 Suffix 2 Buffs 2 Buffs 2 Buffs 2 Buffs 2 Buffs 3	4 + 3 = 7 Use the part-part whole diagram as shown above to move into the abstract.
Starting at the big- ger number and counting on	Start with the larger number on the bead string and then count on to the smaller number 1 by 1 to find the answer.	12 + 5 = 17 10 11 12 13 14 15 16 17 18 19 20 Start at the larger number on the number line and count on in ones or in one jump to find the answer.	5 + 12 = 17 Place the larger number in your head and count on the smaller number to find your answer.
Regrouping to make 10. This is an essential skill for column addition later.	Start with the bigger number and use the smaller number to make 10. Use ten frames.	Use pictures or a number line. Regroup or partition the smaller number using the part part whole model to make 10. 9 + 5 = 14	7 + 4= 11 If I am at seven, how many more do I need to make 10. How many more do I add on now?
Represent & use number bonds and related subtraction facts within 20	2 more than 5.	Chart 2 receive rate	Emphasis should be on the language '1 more than 5 is equal to 6.' '2 more than 5 is 7.' '8 is 3 more than 5.'



Objective &	Concrete	Pictorial	Abstract
Strategy Adding multiples of ten	50= 30 = 20 Model using dienes and bead strings	30 + 50 = Use representations for base ten.	20 + 30 = 50 70 = 50 + 20 40 + = 60
Use known number facts Part part whole	Children explore ways of making numbers within 20	20	+ 1 = 16
Using known facts		∴ + ∴ = ∴	3 + 4 = 7 leads to 30 + 40 = 70 leads to 300 + 400 = 700
Bar model	3+4=7	7+3=10	23 25 ? 23 + 25 = 48



Objective &	Concrete	Pictorial	Abstract
Strategy Add a two digit number and ones	17 + 5 = 22 Use ten frame to make 'magic ten Children explore the pattern. 17 + 5 = 22 27 + 5 = 32	Use part part whole and number line to model. 17 + 5 = 22 3 2 16 + 7 16 20 23	17 + 5 = 22 Explore related facts 17 + 5 = 22 5 + 17 = 22 22 - 17 = 5 22 - 5 = 17
Add a 2 digit num- ber and tens	25 + 10 = 35 Explore that the ones digit does not change	27 + 30 +10 +10 +10 	27 + 10 = 37 27 + 20 = 47 27 + \square = 57
Add two 2-digit numbers	Model using dienes , place value counters and numicon	+20 +6 Or +20 *3 +2 47 67 72 47 67 70 72 Use number line and bridge ten using part whole if necessary.	25 + 47 20 + 5 40 + 7 20 + 40 = 60 5+ 7 = 12 60 + 12 = 72
Add three 1-digit numbers	Combine to make 10 first if possible, or bridge 10 then add third digit	Regroup and draw representation. + = 15	4+7+6 = 10+7 = 17 Combine the two numbers that make/ bridge ten then add on the third.



Objective & Strategy	Concrete	Pictorial	Abstract	V 4
Taking away ones.	Use physical objects, counters, cubes etc to show how objects can be taken away. $6-4=2$ $4-2=2$	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$	7—4 = 3 16—9 = 7	S
Counting back	Move objects away from the group, counting backwards. Move the beads along the bead string as you count backwards.	5 - 3 = 2 Count back in ones using a number line.	Put 13 in your head, count back 4. What number are you at?	BTRA
Find the Difference	Compare objects and amounts 7 'Seven is 3 more than four' 4 'I am 2 years older than my sister' 3 Penchi 2 Lay objects to represent bar model.	Count on using a number line to find the difference.	Hannah has12 sweets and her sister has 5. How many more does Hannah have than her sister.?	CTION-



Objective & Strategy	Concrete	Pictorial	Abstract
Represent and use number bonds and related subtraction facts within 20 Part Part Whole model	Link to addition. Use PPW model to model the inverse. If 10 is the whole and 6 is one of the arts, what s the other part? 10—6 = 4	Use pictorial representations to show the part.	Move to using numbers within the part whole model. 5
Make 10	Make 14 on the ten frame. Take 4 away to make ten, then take one more away so that you have taken 5.	13—7 13—7 13—8 Jump back 3 first, then another 4. Use ten as the stopping point.	16—8 How many do we take off first to get to 10? How many left to take off?
Bar model	5-2=3	**************************************	8 2 10 = 8 + 2 10 = 2 + 8 10-2 = 8 10-8 = 2



Objective & Strategy	Concrete	Pictorial	Abstract
Regroup a ten into ten ones	Use a PV chart to show how to change a ten into ten ones, use the term 'take and make'	20 — 4 =	20—4 = 16
Partitioning to sub- tract without re- grouping. 'Friendly numbers'	Use Dienes to show how to partition the number when subtracting without regrouping.	Children draw representations of Dienes and cross off.	43—21 = 22
Make ten strategy Progression should be crossing one ten, crossing more than one ten, cross- ing the hundreds.	34—28 Use a bead bar or bead strings to model counting to next ten and the rest.	76 80 90 93 'counting on' to find 'difference' Use a number line to count on to next ten and then the rest.	93—76 = 17



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Objective &	Concrete	Pictorial	Abstract	V
Strategy				
Doubling	Use practical activities using manipultives including cubes and Numicon to demonstrate doubling	Double 4 is 8	Partition a number and then double each part before recombining it back together. 16 10 6 1 x2 1 x2 20 + 12 = 32	
Counting in multi- ples	Count the groups as children are skip counting, children may use their fingers as they are skip counting.	Children make representations to show 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	
Making equal groups and counting the total	□ x □ = 8 Use manipulatives to create equal groups.	Draw to show 2 x 3 = 6 Draw and make representations	2 x 4 = 8	



Objective & Strategy	Concrete	Pictorial	Abstract
Repeated addition	Use different objects to add equal groups	Use pictorial including number lines to solve prob There are 3 sweets in one bag. How many sweets are in 5 bags altogether? 3+3+3+3+3 15	Write addition sentences to describe objects and pictures. 2+2+2+2 = 10
Understanding ar- rays	Use objects laid out in arrays to find the answers to 2 lots 5, 3 lots of 2 etc.	Draw representations of arrays to show understanding	3 x 2 = 6 2 x 5 = 10



Objective & Strategy	Concrete	Pictorial	Abstract
Doubling	Model doubling using dienes and PV counters.	Draw pictures and representations to show how to double numbers	Partition a number and then double each part before recombining it back together. 16 10 6 12 20 + 12 = 32
Counting in multi- ples of 2, 3, 4, 5, 10 from 0 (repeated addition)	Count the groups as children are skip counting, children may use their fingers as they are skip counting. Use bar models. 5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	Number lines, counting sticks and bar models should be used to show representation of counting in multiples. 3 3 3 3 3 3	Count in multiples of a number aloud. Write sequences with multiples of numbers. 0, 2, 4, 6, 8, 10 0, 3, 6, 9, 12, 15 0, 5, 10, 15, 20, 25, 30 4 × 3 =



Objective &	Concrete	Pictorial	Abstract	V
Strategy				14
Multiplication is commutative	Create arrays using counters and cubes and Numicon. Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the answer.	Use representations of arrays to show different calculations and explore commutativity.	12 = 3 × 4 12 = 4 × 3 Use an array to write multiplication sentences and reinforce repeated addition. 5 + 5 + 5 = 15 3 + 3 + 3 + 3 + 3 = 15 5 x 3 = 15 3 x 5 = 15	
Using the Inverse This should be taught alongside division, so pupils learn how they work alongside each other.		x =	2 x 4 = 8 4 x 2 = 8 8 ÷ 2 = 4 8 ÷ 4 = 2 8 = 2 x 4 8 = 4 x 2 2 = 8 ÷ 4 4 = 8 ÷ 2 Show all 8 related fact family sentences.	SAII UN A



Objective & Strategy	Concrete	Pictorial	Abstract
Strategy Division as sharing Use Gordon ITPs for modelling		Children use pictures or shapes to share quantities. \$\mathcal{F}\$ \mathcal{F}\$ \mathcal{F}\$ \mathcal{F}\$ \$\mathcal{F}\$\$ \$\ma	12 shared between 3 is 4
	have 10 cubes, can you share them equally in 2 groups?	12 shared between 3 is 4	



Objective & Strategy	Concrete	Pictorial	Abstract
Division as sharing	I have 10 cubes, can you share them equally in 2 groups?	Children use pictures or shapes to share quantities. 8 ÷ 2 = 4 Children use bar modelling to show and support understanding.	12 ÷ 3 = 4
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.	Use number lines for grouping 12 3 4 5 6 7 8 9 10 11 12 12 3 3 4 5 6 7 8 9 10 11 12 Think of the part as a whole, spirit in into the number of groups you are dividing by and work out how many would be within each group.	28 ÷ 7 = 4. Divide 28 into 7 groups. How many are in each group?