

Merton Abbey Primary



Progression in Written Calculations

Year 1

Overview of progression in calculation strategies

	EYFS/Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition	<p>Combining two parts to make a whole: part whole model.</p> <p>Starting at the bigger number and counting on- using cubes.</p> <p>Regrouping to make 10 using ten frame.</p>	<p>Adding three single digits.</p> <p>Use of base 10 to combine two numbers.</p>	<p>Column method- regrouping.</p> <p>Using place value counters (up to 3 digits).</p>	<p>Column method- regrouping.</p> <p>(up to 4 digits)</p>	<p>Column method- regrouping.</p> <p>Use of place value counters for adding decimals.</p>	<p>Column method- regrouping.</p> <p>Abstract methods.</p> <p>Place value counters to be used for adding decimal numbers.</p>
Subtraction	<p>Taking away ones</p> <p>Counting back</p> <p>Find the difference</p> <p>Part whole model</p> <p>Make 10 using the ten frame</p>	<p>Counting back</p> <p>Find the difference</p> <p>Part whole model</p> <p>Make 10</p> <p>Use of base 10</p>	<p>Column method with regrouping.</p> <p>(up to 3 digits using place value counters)</p>	<p>Column method with regrouping.</p> <p>(up to 4 digits)</p>	<p>Column method with regrouping.</p> <p>Abstract for whole numbers.</p> <p>Start with place value counters for decimals- with the same amount of decimal places.</p>	<p>Column method with regrouping.</p> <p>Abstract methods.</p> <p>Place value counters for decimals- with different amounts of decimal places.</p>

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Multiplication</p>	<p>Recognising and making equal groups.</p> <p>Doubling</p> <p>Counting in multiples Use cubes, Numicon and other objects in the classroom</p>	<p>Arrays- showing commutative multiplication</p>	<p>Arrays</p> <p>$2d \times 1d$ using base 10</p>	<p>Column multiplication- introduced with place value counters.</p> <p>(2 and 3 digit multiplied by 1 digit)</p>	<p>Column multiplication</p> <p>Abstract only but might need a repeat of year 4 first (up to 4 digit numbers multiplied by 1 or 2 digits)</p>	<p>Column multiplication</p> <p>Abstract methods (multi-digit up to 4 digits by a 2 digit number)</p>
<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Division</p>	<p>Sharing objects into groups</p> <p>Division as grouping e.g. I have 12 sweets and put them in groups of 3, how many groups?</p> <p>Use cubes and draw round 3 cubes at a time.</p>	<p>Division as grouping</p> <p>Division within arrays- linking to multiplication</p> <p>Repeated subtraction</p>	<p>Division with a remainder- using lollipop sticks, times tables facts and repeated subtraction.</p> <p>$2d$ divided by $1d$ using base 10 or place value counters</p>	<p>Division with a remainder</p> <p>Short division (up to 3 digits by 1 digit- concrete and pictorial)</p>	<p>Short division</p> <p>(up to 4 digits by a 1 digit number including remainders)</p>	<p>Short division</p> <p>Long division with place value counters (up to 4 digits by a 2 digit number)</p> <p>Children should exchange into the tenths and hundredths column too</p>

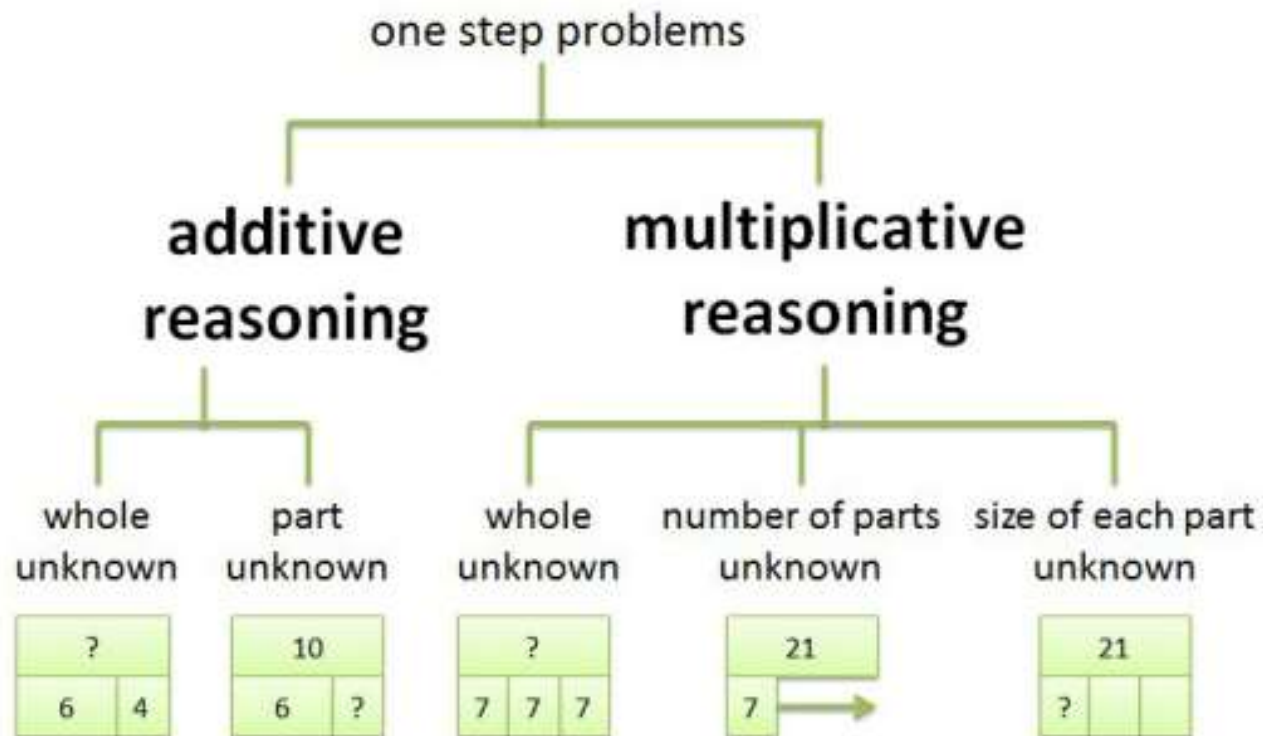
Problem solving is at the heart of maths and there are five basic problem structures. These five structures are aspects of either **additive** or **multiplicative** reasoning and are classified based on what is unknown in a problem:

These structures should be incorporated within the teaching of calculation strategies. They will help the children select the appropriate strategy or calculation.

To help, children should ask themselves the following questions:

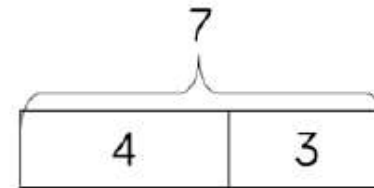
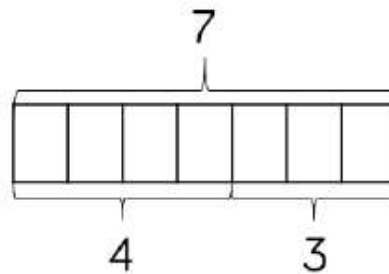
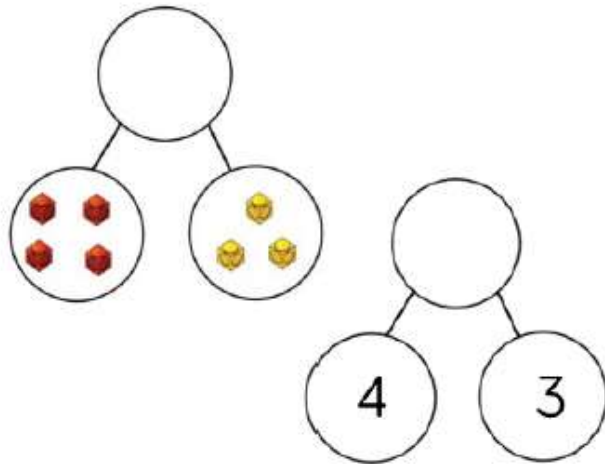
What information do we know?

What do we need to find out?

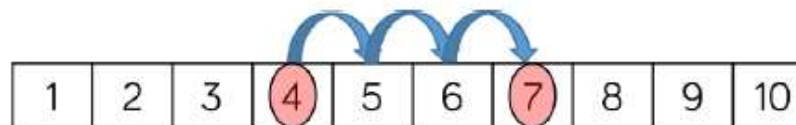
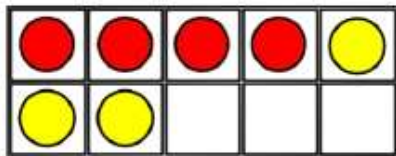
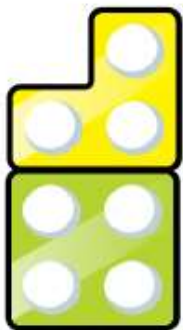
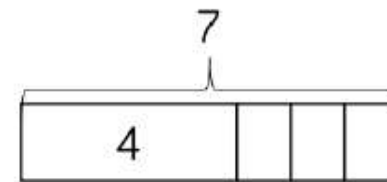


Skill: Add 1-digit numbers within 10

Year: 1



$$4 + 3 = 7$$



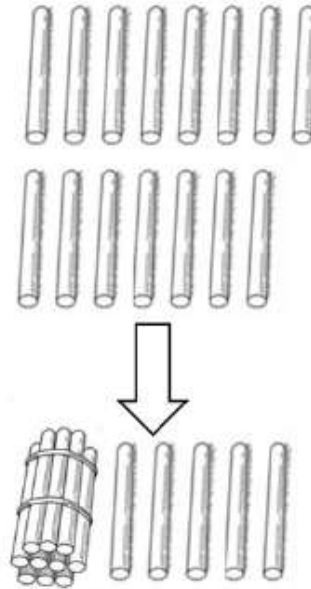
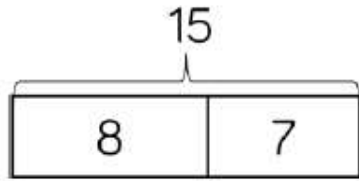
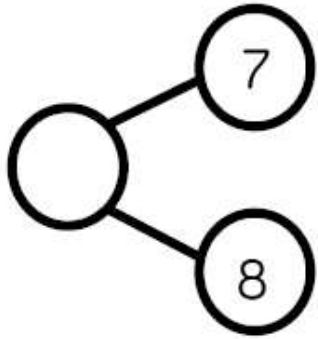
When adding numbers to 10, children can explore both aggregation and augmentation.

The part-whole model, discrete and continuous bar model, number shapes and ten frame support aggregation.

The combination bar model, ten frame, bead string and number track all support augmentation.

Skill: Add 1 and 2-digit numbers to 20

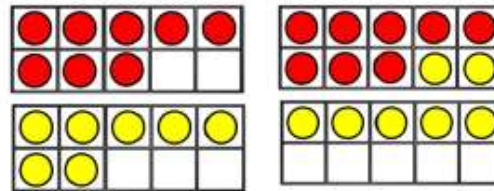
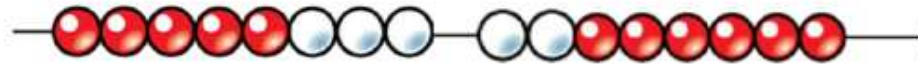
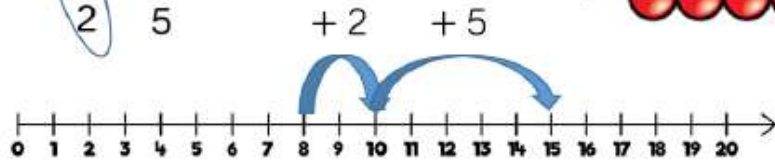
Year: 1/2



$$8 + 7 = 15$$

$$8 + 7 = 15$$

2 5



$$8 + 7 = 15$$

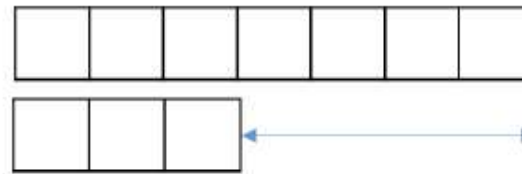
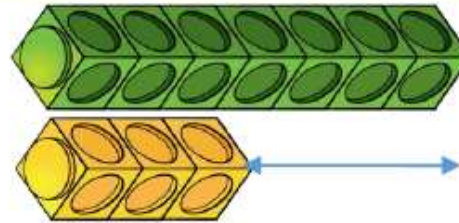
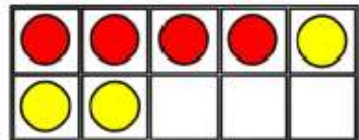
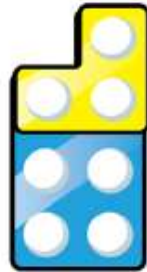
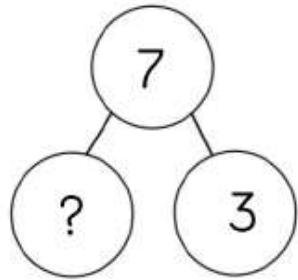
2 5

When adding one-digit numbers that cross 10, it is important to highlight the importance of ten ones equalling one ten.

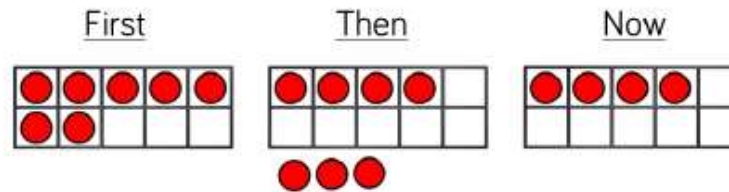
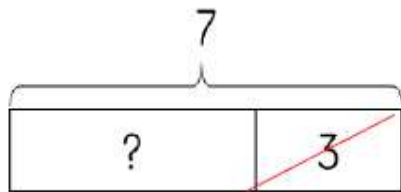
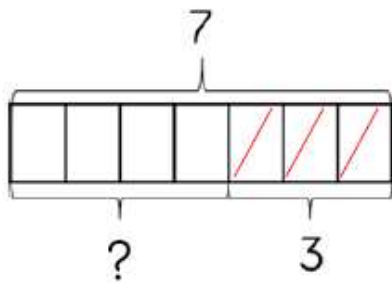
Different manipulatives can be used to represent this exchange. Use concrete resources alongside number lines to support children in understanding how to partition their jumps.

Skill: Subtract 1-digit numbers within 10

Year: 1



$$7 - 3 = 4$$



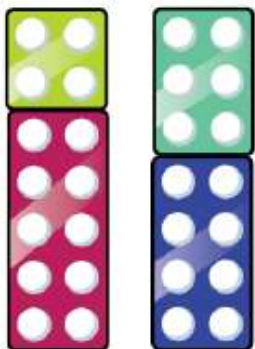
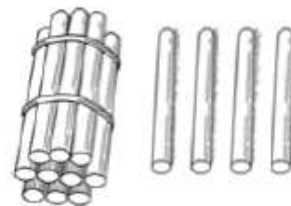
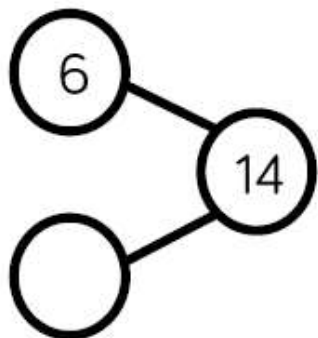
Part-whole models, bar models, ten frames and number shapes support partitioning.

Ten frames, number tracks, single bar models and bead strings support reduction.

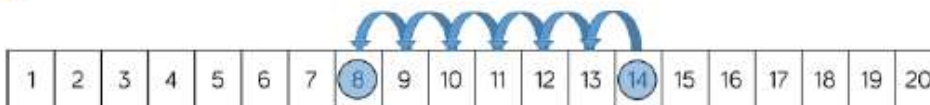
Cubes and bar models with two bars can support finding the difference.

Skill: Subtract 1 and 2-digit numbers to 20

Year: 1/2

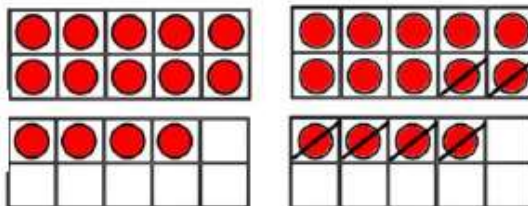
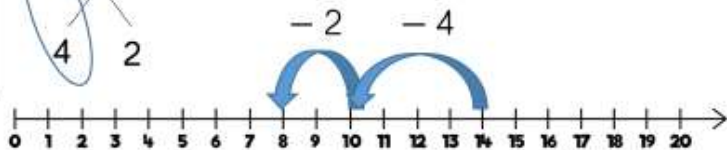


$$14 - 6 = 8$$



$$14 - 6 = 8$$

A diagram showing the number 14 circled in blue. A line from the 4 in 14 goes to the 6 in 6, and another line goes to the 8 in 8.



$$14 - 6 = 8$$

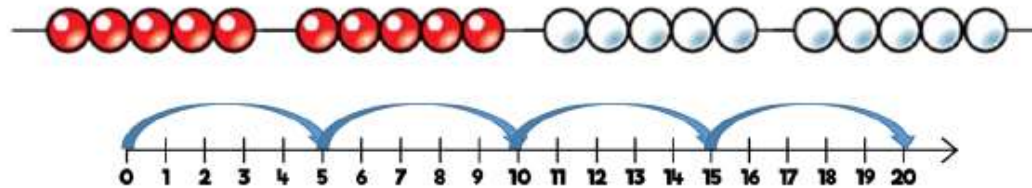
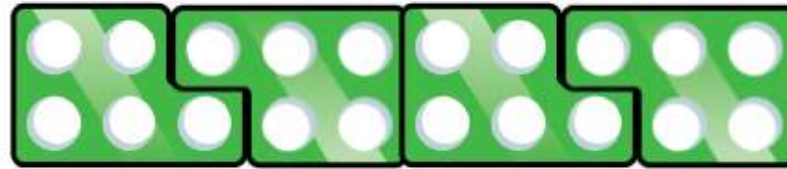
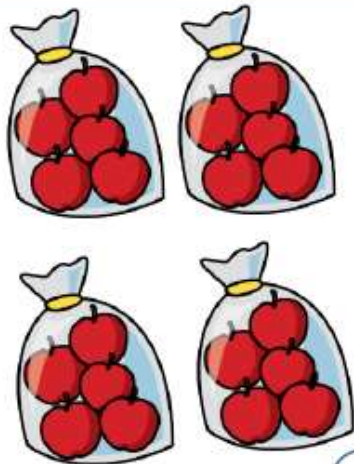
A diagram showing the number 14 circled in blue. A line from the 4 in 14 goes to the 6 in 6, and another line goes to the 8 in 8.

When subtracting one-digit numbers that cross 10, it is important to highlight the importance of ten ones equalling one ten.

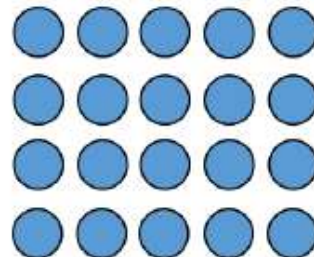
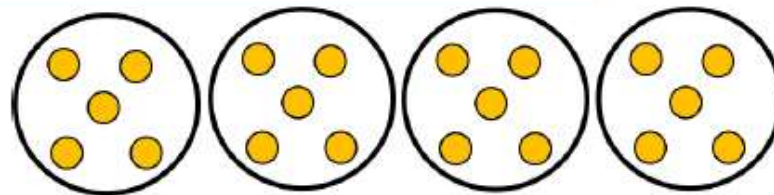
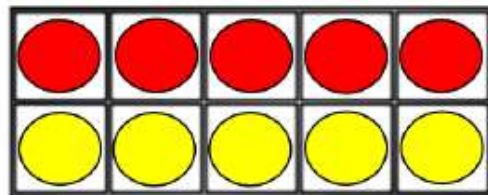
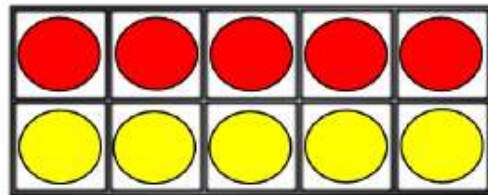
Children should be encouraged to find the number bond to 10 when partitioning the subtracted number. Ten frames, number shapes and number lines are particularly useful for this.

Skill: Solve 1-step problems using multiplication

Year: 1/2



One bag holds 5 apples.
How many apples do 4 bags hold?



$$5 + 5 + 5 + 5 = 20$$

$$4 \times 5 = 20$$

$$5 \times 4 = 20$$

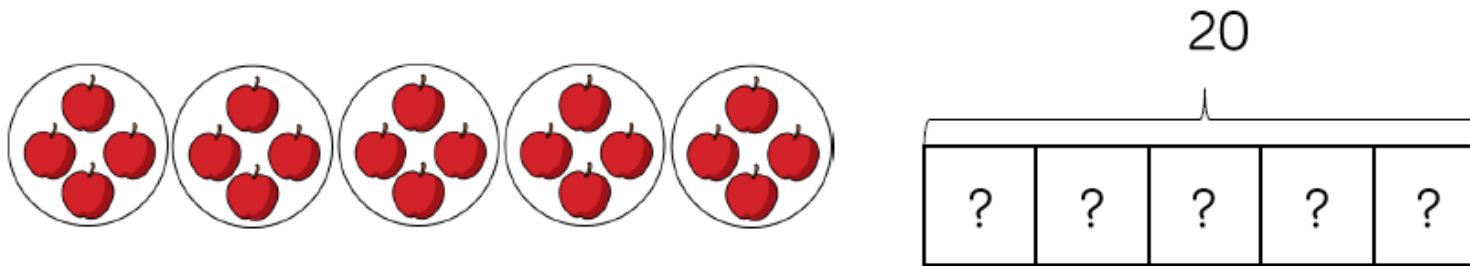
Children represent multiplication as repeated addition in many different ways.

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

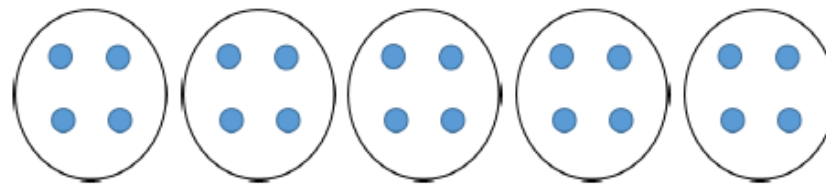
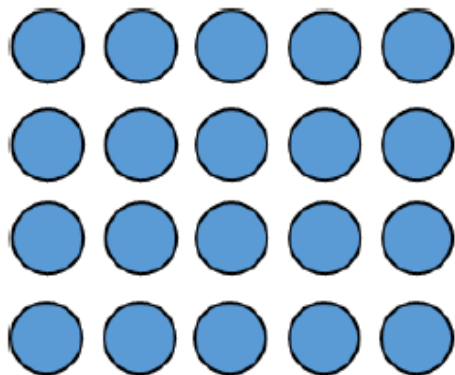
In Year 2, children are introduced to the multiplication symbol.

Skill: Solve 1-step problems using multiplication (sharing)

Year: 1/2



There are 20 apples altogether.
They are shared equally between 5 bags.
How many apples are in each bag?



$$20 \div 5 = 4$$

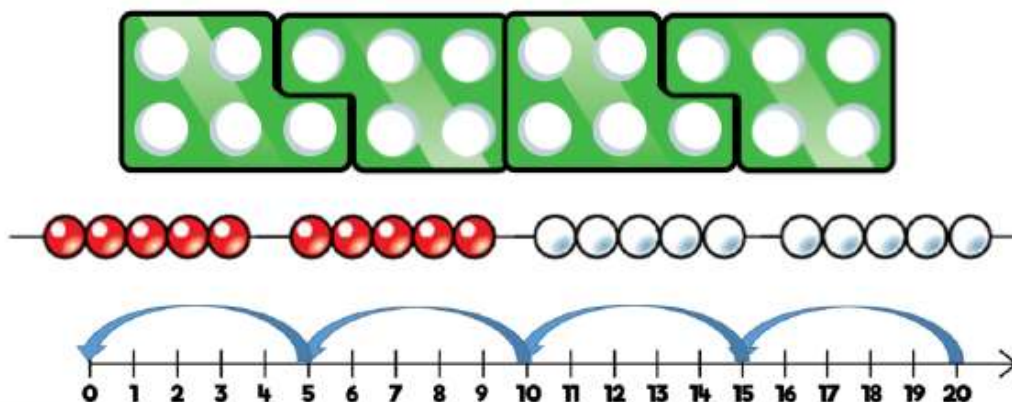
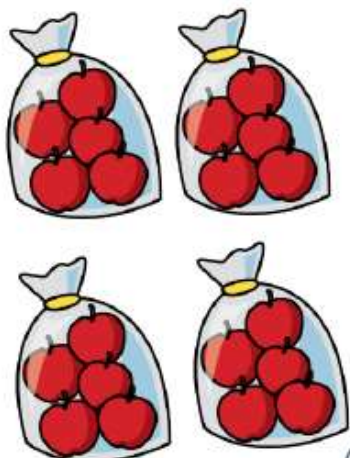
Children solve problems by sharing amounts into equal groups.

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

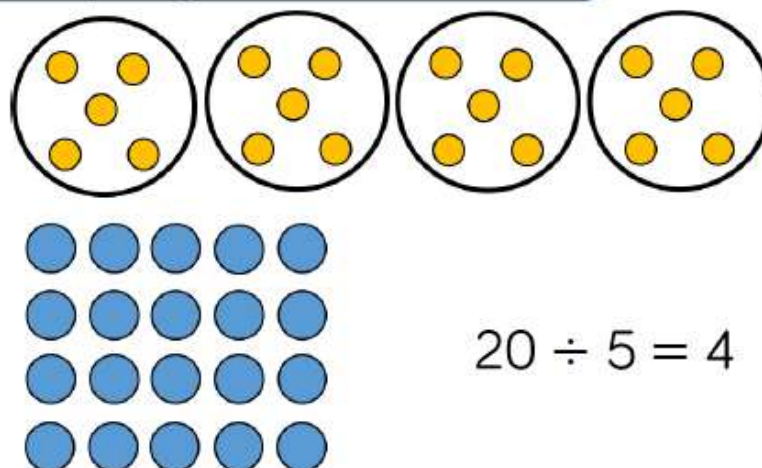
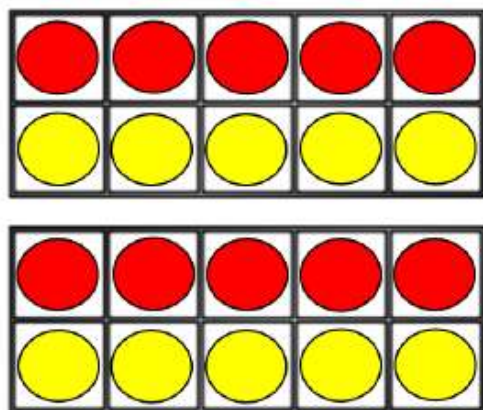
In Year 2, children are introduced to the division symbol.

Skill: Solve 1-step problems using division (grouping)

Year: 1/2



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



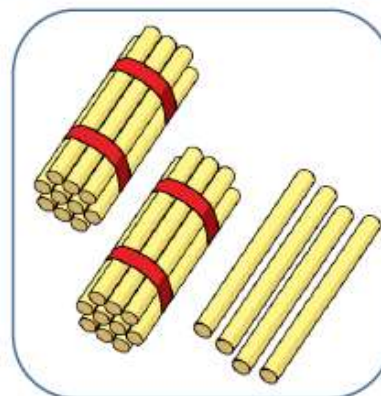
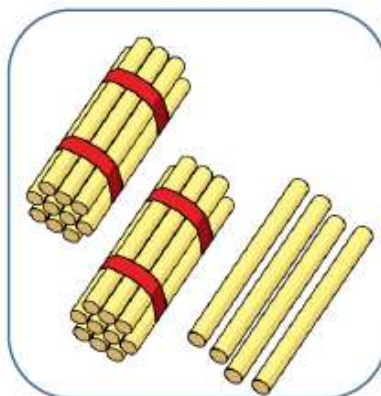
$$20 \div 5 = 4$$

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 multiplication and division.

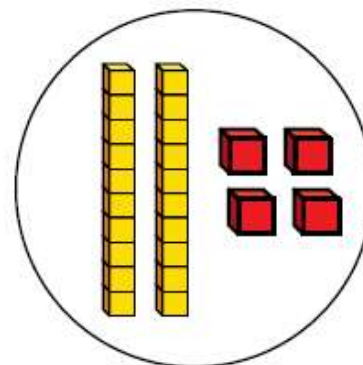
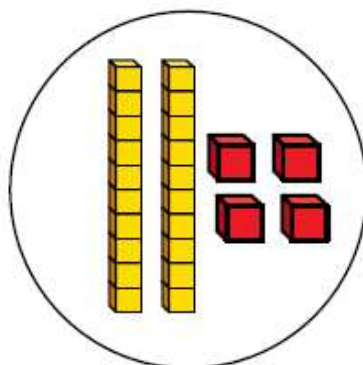
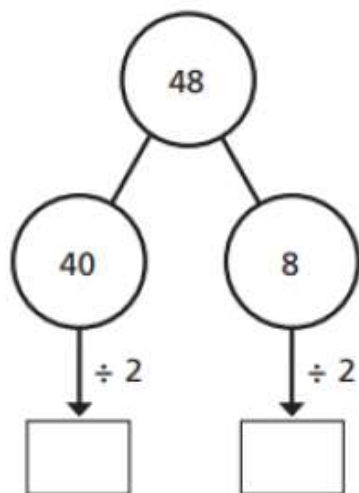
Skill: Divide 2-digits by 1-digit (sharing with no exchange)

Year: 1/2

Tens	Ones
10 10	1 1 1 1
10 10	1 1 1 1



$$48 \div 2 = 24$$



When dividing larger numbers, children can use manipulatives that allow them to partition into tens and ones.

Straws, Base 10 and place value counters can all be used to share numbers into equal groups.

Part-whole models can provide children with a clear written method that matches the concrete representation.