



Mathematics Calculation Policy

At St John's we are Loved by God - Learning with Jesus - Living by the Spirit.

1. Introduction

Mathematics is a creative and highly inter-connected discipline that has been developed over centuries, providing the solution to some of history's most intriguing problems. It is essential to everyday life, critical to science, technology and engineering, and necessary for financial literacy and most forms of employment. A high-quality mathematics education therefore provides a foundation for understanding the world, the ability to reason mathematically, an appreciation of the beauty and power of mathematics, and a sense of enjoyment and curiosity about the subject. (National Curriculum 2014)

This calculation policy has been written in line with the programmes of study taken from the revised National Curriculum for Mathematics (2014). It provides guidance on how appropriate calculation methods are represented to the children and how these representations are developed to ensure continuity and progression across the Milestones. Although, the skills are recommended to specific year groups, it is important to note that this is not fixed – this is to encourage a flexible approach to teaching and learning that meets the needs of the children.

2. EYFS & Milestones

The EYFS Statutory Framework 2021 sets standards for the learning, development and care of children from birth to five years old and supports an integrated approach to early learning. This is supported by the 'Development matters' non-statutory guidance. The EYFS Framework in relation to mathematics aims for our pupils to:

- Develop a strong grounding in number.
- Count confidently.
- Develop a deep understanding of the numbers to 10, the relationships between them and the patterns within those numbers.
- Develop their spatial reasoning skills across all areas of mathematics including shape, space and measures.
- Develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.

The National Curriculum sets out year-by-year programmes of study for Key Stages 1 and 2, which underpins St Johns' Milestones:

Milestone 1: Y1 – Y2

Milestone 2: Y3 – Y4

Milestone 3: Y5 – Y6

St John's has the holistic aim to develop the key skills and characteristics of a mathematician:

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- An understanding of the important concepts and an ability to make connections within mathematics.
- A broad range of skills in using and applying mathematics.
- Fluent knowledge and recall of number facts and the number system.
- The ability to show initiative in solving problems in a wide range of contexts, including the new or unusual.
- The ability to think independently and to persevere when faced with challenges, showing a confidence of success.
- The ability to embrace the value of learning from mistakes and false starts.
- The ability to reason, generalise and make sense of solutions.
- Fluency in performing written and mental calculations and mathematical techniques.
- A wide range of mathematical vocabulary.
- A commitment to, and passion for, the subject.

3. Teaching & Learning

At St Johns, the teaching of mathematics is underpinned by the White Rose Maths schemes of learning. This ensures that there is a clear progression of skills across the school and that teaching is built in appropriate steps.

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, it is our belief that the focus must always remain on breadth and depth rather than accelerating through concepts. Children will not be extended using curriculum materials from the year above. Instead, they should deepen their conceptual understanding by tackling challenging and varied problems that sure up their foundations and increase flexibility.

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. These mainly include Target Your Maths, Primary Stars, Maths Shed, Classroom Secrets and Twinkl.

4. Concrete, Pictorial and Abstract

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 and abstract methods. The principle of the concrete-pictorial abstract (CPA) approach [Make it, Draw it, Write it] is for children to have a true understanding of a mathematical concept and develop themselves as mathematicians. Reinforcement is achieved by going back and forth between these representations.

4.1 Concrete Representation

The enactive stage - a pupil is first introduced to an idea or a skill by acting it out with real objects. This is a 'hands on' component using real objects and it is the foundation for conceptual understanding.

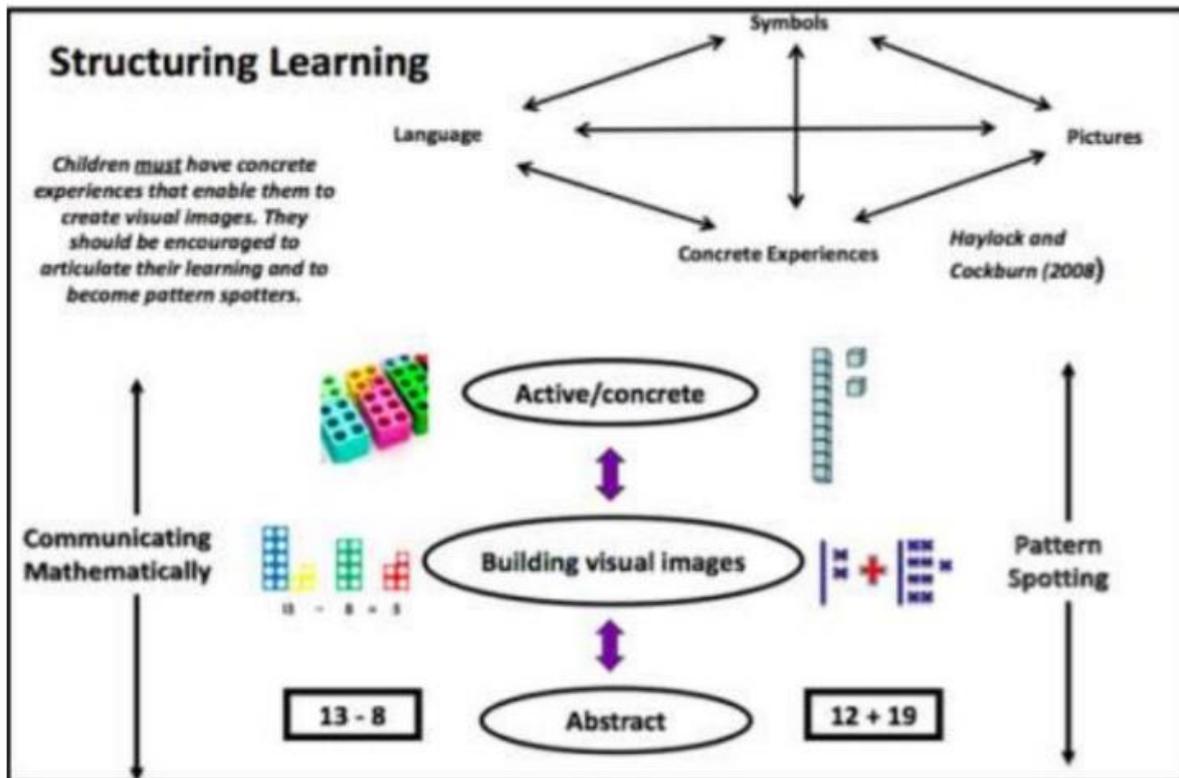
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4.2. Pictorial Representation

The iconic stage - a pupil has sufficiently understood the hands-on experiences performed and can now relate them to representations, such as a diagram or picture of the problem.

4.3 Abstract Representation

The symbolic stage - a pupil is now capable of representing problems by using mathematical notation, for example: $12 \div 2 = 6$.



5. Responsibilities of the Governing Body

As well as fulfilling their legal obligations, the governing body should also make sure that:

- all pupils make progress in achieving the expected educational outcomes;
- the subjects are well led, effectively managed and well planned;
- the quality of provision is subject to regular and effective self-evaluation;
- teaching is delivered in ways that are accessible to all pupils with SEND;
- clear information is provided for parents on the subject content and the right to request that their child is withdrawn;
- the subjects are resourced, staffed and timetabled in a way that ensures that the school can fulfil its legal obligations.
- the religious ethos of the school is maintained and developed.

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6. Linked Policies

Due to the focus and purpose of this policy, there are also direct and intrinsic links to the following:

- Curriculum Policy
- SMSC Policy
- Equalities Policy
- SEN Policy

Please also refer to those named policies for more comprehensive information.

Appendices

Addition/Subtraction

See Appendix 1.

Multiplication/Division

See Appendix 2.

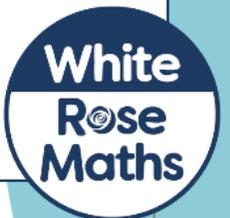
		Date
Version		1.2
Drafted by	Will Hopkins	20.09.2021
Reviewed by	All Staff	
Approved by	Curriculum Committee	
Ratified by	Governing Body	
Review period	2 years	
Date of Review	September 2023	

Year 1 - 6

Calculation Policy

Addition and Subtraction

[#MathsEveryoneCan](#)



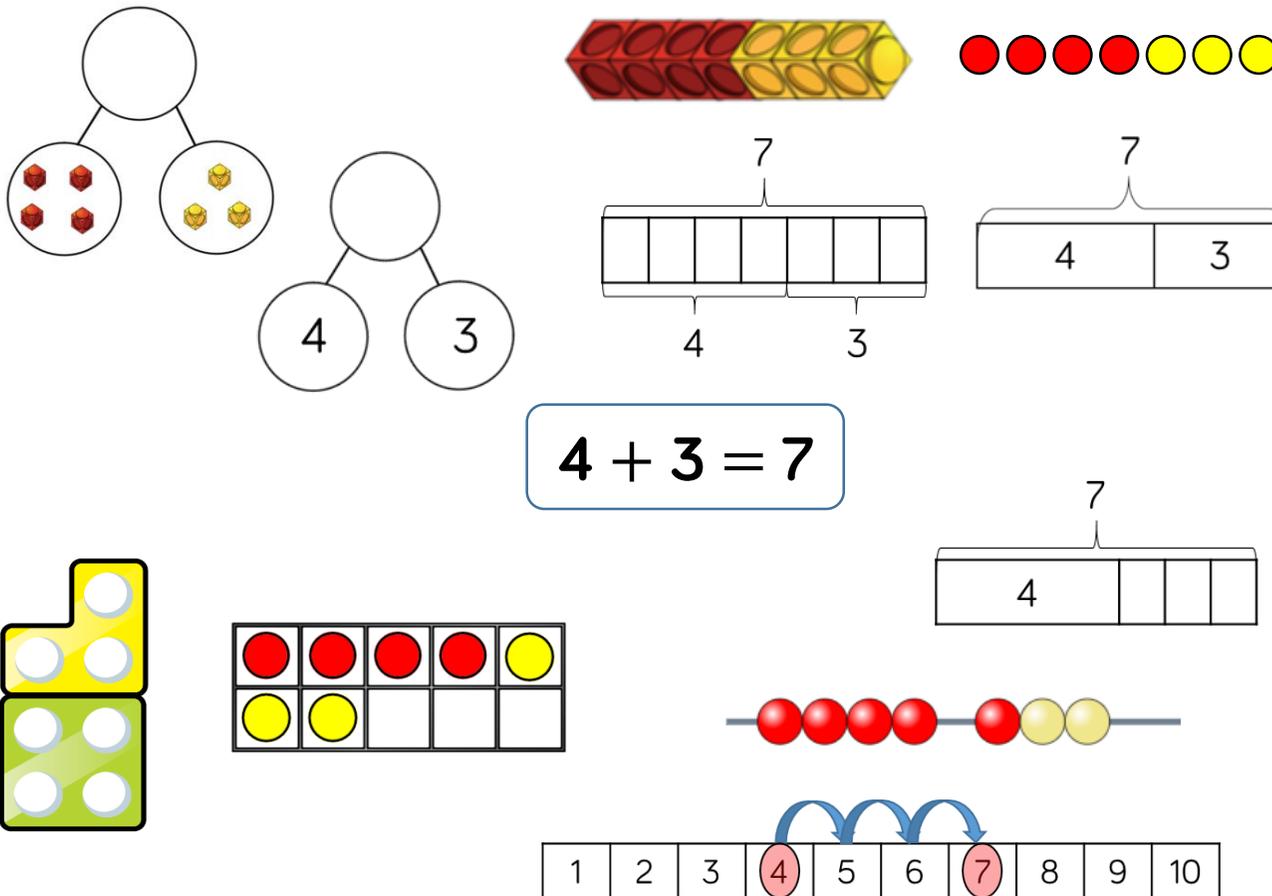
Addition

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	Representations 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

Skill: Add 1-digit numbers within 10

Year: 1



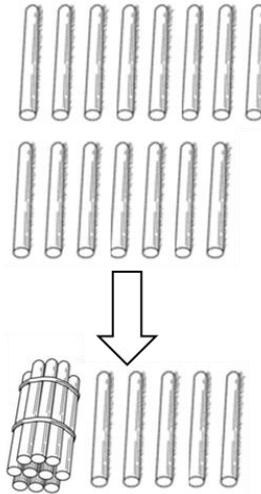
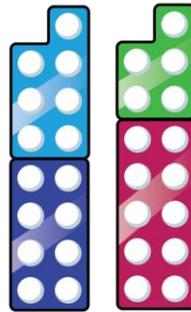
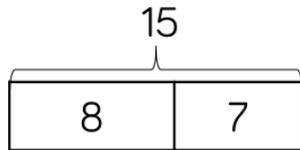
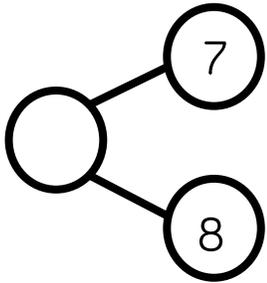
When adding numbers to 10, children can explore both aggregation and augmentation.

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

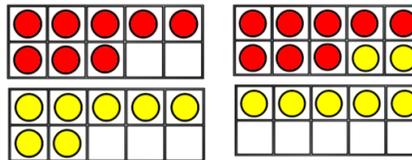
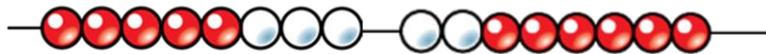
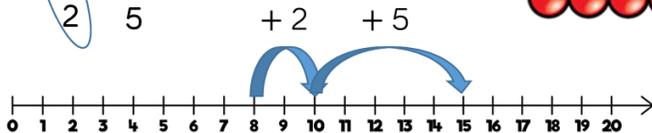
Year: 1/2



$$8 + 7 = 15$$

$$8 + 7 = 15$$

2 5



$$8 + 7 = 15$$

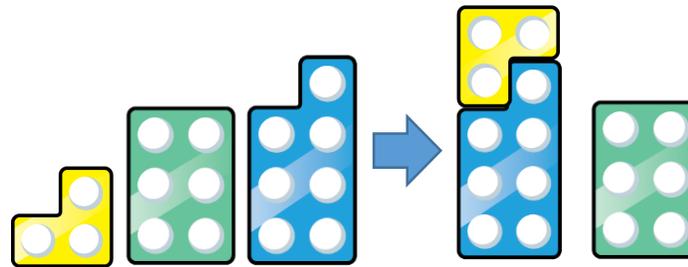
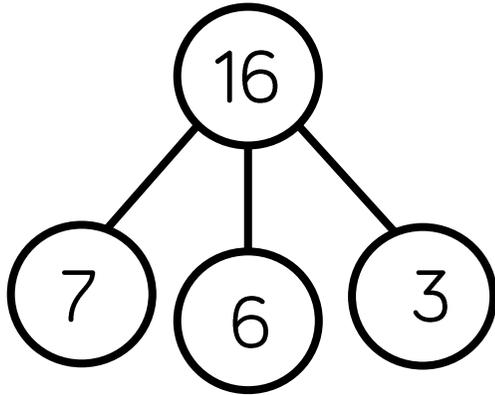
2 5

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

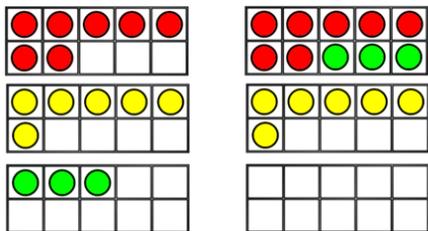
Different manipulatives can be used to represent this exchange. Use concrete resources alongside number lines to support children in understanding how to partition their jumps.

Skill: Add three 1-digit numbers

Year: 2

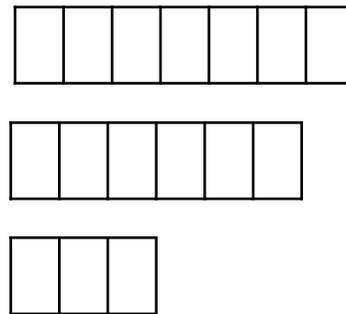


$$7 + 6 + 3 = 16$$



$$7 + 6 + 3 = 16$$

10



16

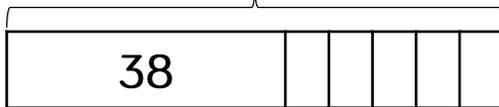
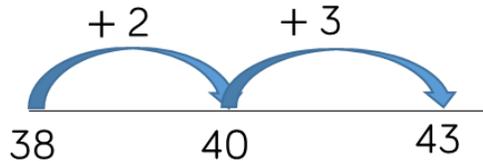
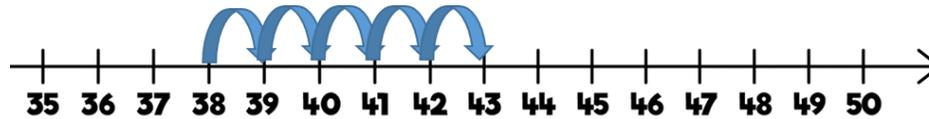
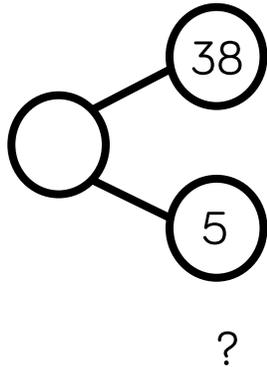
When adding three 1-digit numbers, children should be encouraged to look for number bonds to 10 or doubles to add the numbers more efficiently.

This supports children in their understanding of commutativity.

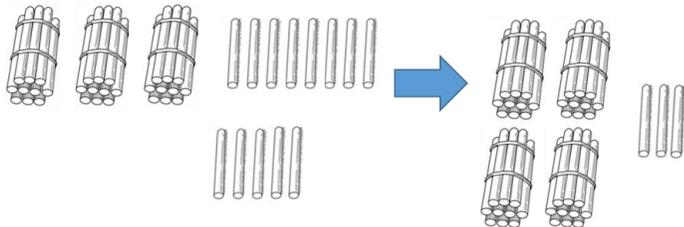
Manipulatives that highlight number bonds to 10 are effective when adding three 1-digit numbers.

Skill: Add 1-digit and 2-digit numbers to 100

Year: 2/3



$$38 + 5 = 43$$



1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

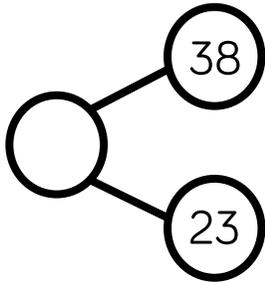
When adding single digits to a two-digit number, children should be encouraged to count on from the larger number.

They should also apply their knowledge of number bonds to add more efficiently e.g. $8 + 5 = 13$ so $38 + 5 = 43$.

Hundred squares and straws can support children to find the number bond to 10.

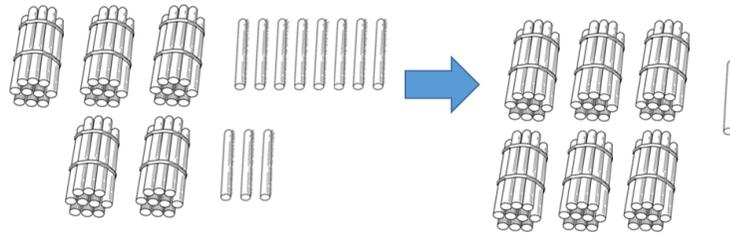
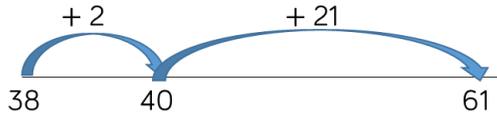
Skill: Add two 2-digit numbers to 100

Year: 2/3



?

38	23
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$$38 + 23 = 61$$

Tens	Ones

$$\begin{array}{r}
 38 \\
 + 23 \\
 \hline
 61 \\
 1
 \end{array}$$

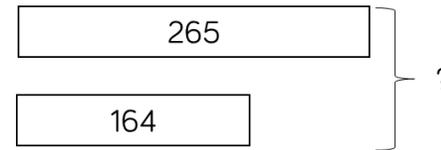
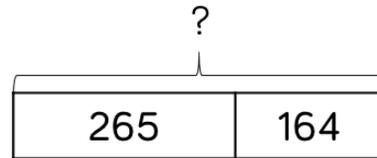
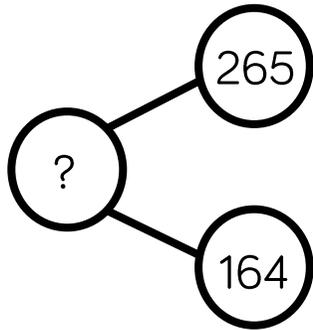
Tens	Ones

At this stage, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

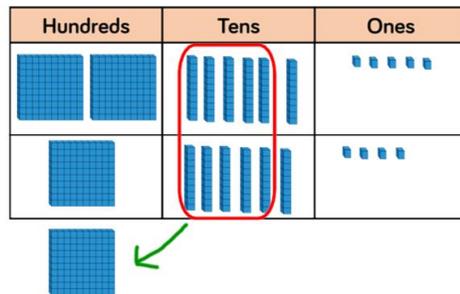
Children can also use a blank number line to count on to find the total. Encourage them to jump to multiples of 10 to become more efficient.

Skill: Add numbers with up to 3 digits

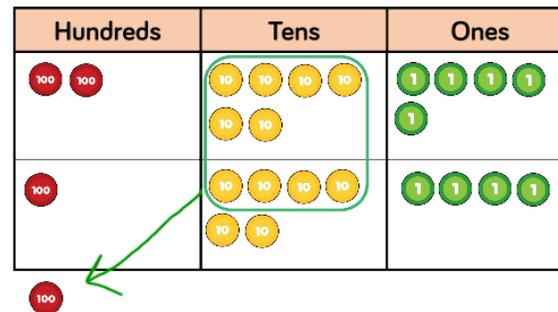
Year: 3



$$265 + 164 = 429$$



$$\begin{array}{r} 265 \\ + 164 \\ \hline 429 \\ \hline 1 \end{array}$$



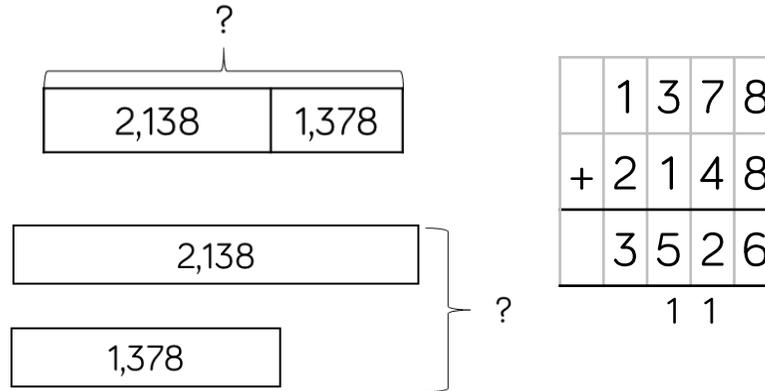
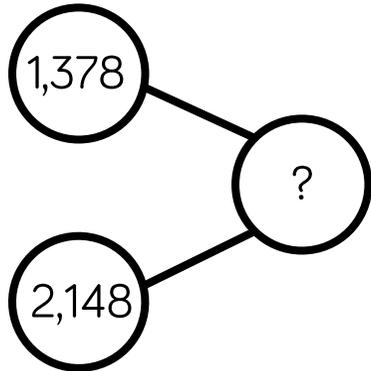
Base 10 and place value counters are the most effective manipulatives when adding numbers with up to 3 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

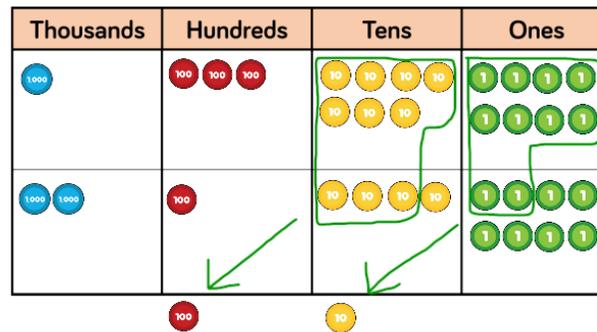
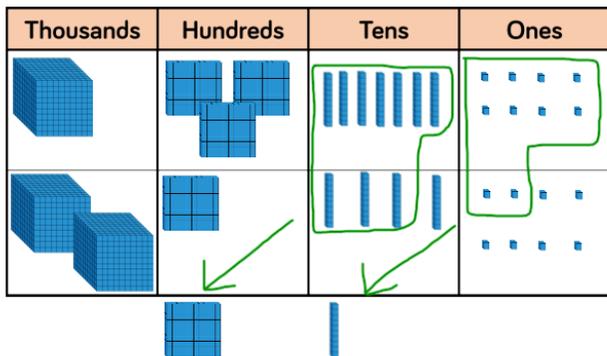
Plain counters on a place value grid can also be used to support learning.

Skill: Add numbers with up to 4 digits

Year: 4



$$1,378 + 2,148 = 3,526$$



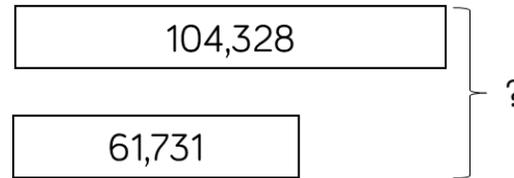
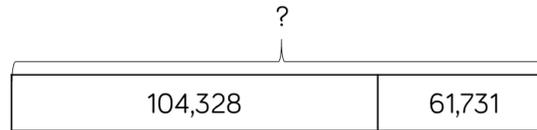
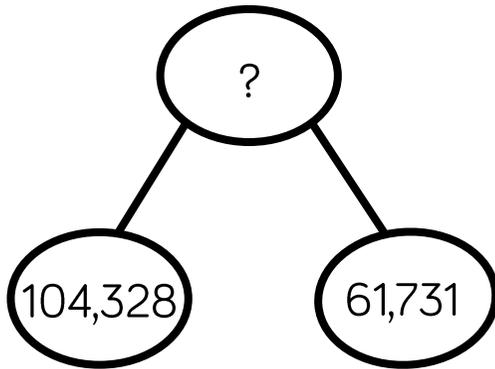
Base 10 and place value counters are the most effective manipulatives when adding numbers with up to 4 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.

Skill: Add numbers with more than 4 digits

Year: 5/6



$$104,328 + 61,731 = 166,059$$

HTh	TTh	Th	H	T	O
100000		1000 1000 1000 1000	100 100 100	10 10	1 1 1 1 1 1 1 1
	10000 10000 10000 10000 10000 10000	1000	100 100 100 100 100 100 100	10 10 10	1

1	0	4	3	2	8
+	6	1	7	3	1
1	6	6	0	5	9

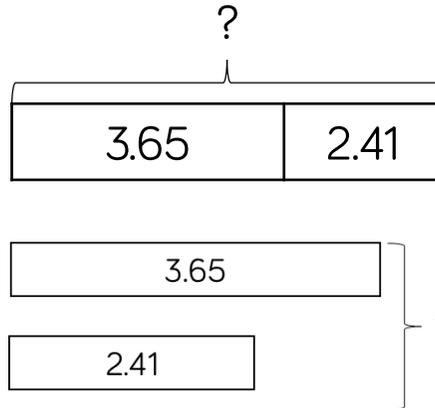
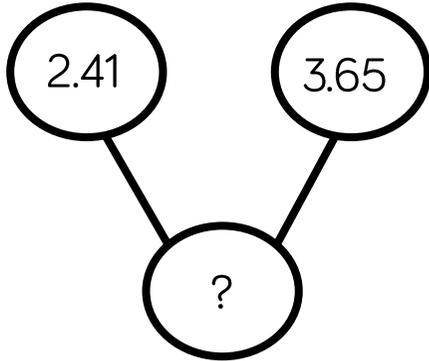
1

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

At this stage, children should be encouraged to work in the abstract, using the column method to add larger numbers efficiently.

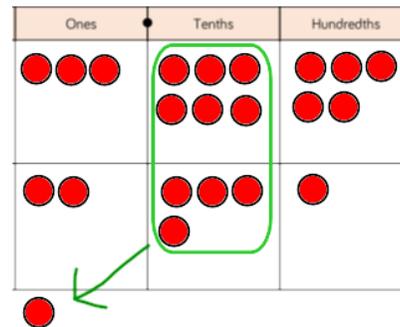
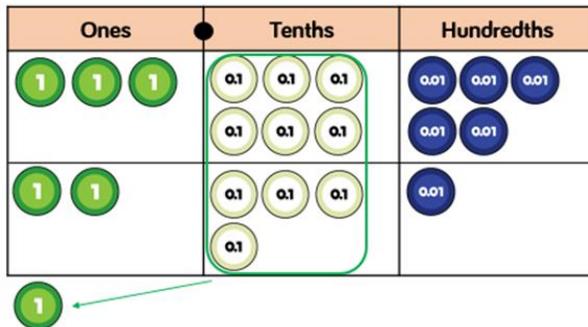
Skill: Add with up to 3 decimal places

Year: 5



$$\begin{array}{r} 3.65 \\ + 2.41 \\ \hline 6.06 \\ 1 \end{array}$$

$$3.65 + 2.41 = 6.06$$



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 decimal places.

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

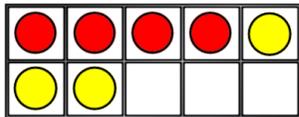
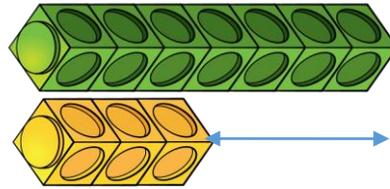
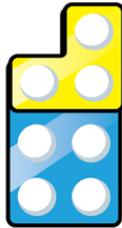
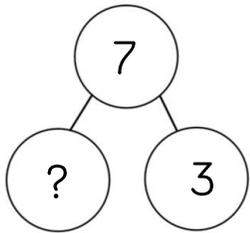
Subtraction

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

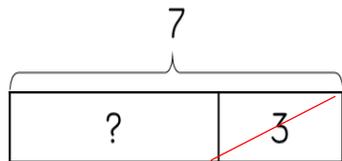
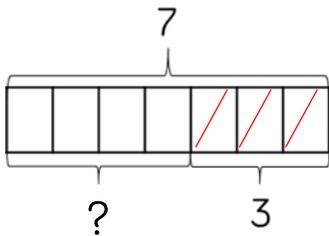
Skill	Year	Representations and models	
Subtract with up to 3-digits	3	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with up to 4-digits	4	Part-whole model Bar model	Base 10 Place value counters Column addition
Subtract with more than 4 digits	5	Part-whole model Bar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

Skill: Subtract 1-digit numbers within 10

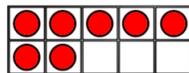
Year: 1



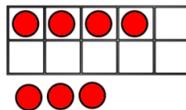
$$7 - 3 = 4$$



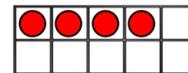
First



Then



Now



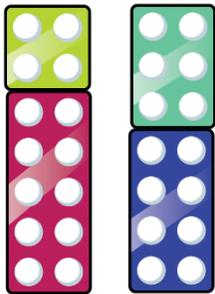
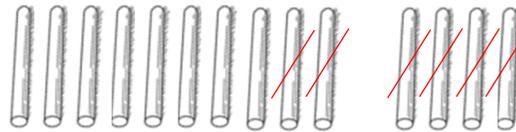
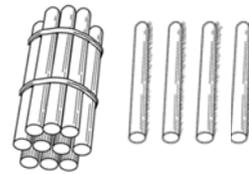
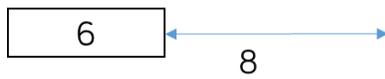
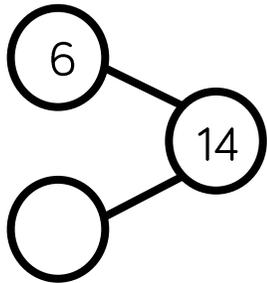
Part-whole models, bar models, ten frames and number shapes support partitioning.

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

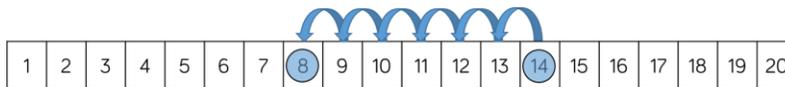
Cubes and bar models with two bars can support finding the difference.

Skill: Subtract 1 and 2-digit numbers to 20

Year: 1/2

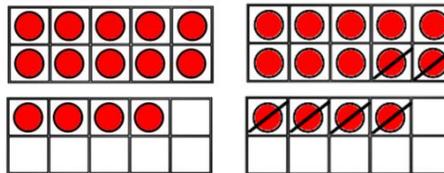
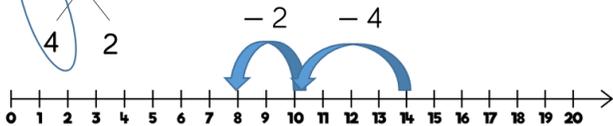


$$14 - 6 = 8$$



$$14 - 6 = 8$$

A number bond diagram for the equation $14 - 6 = 8$. The number 14 is circled in blue. Lines connect it to 4 and 2.



$$14 - 6 = 8$$

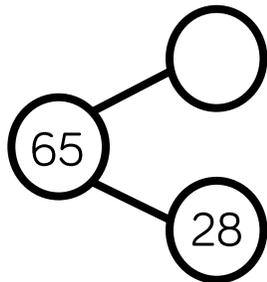
A number bond diagram for the equation $14 - 6 = 8$. The number 14 is circled in blue. Lines connect it to 4 and 2.

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

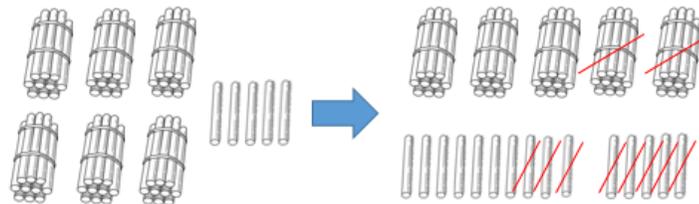
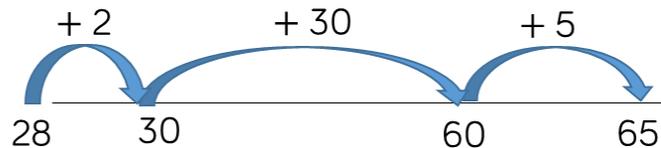
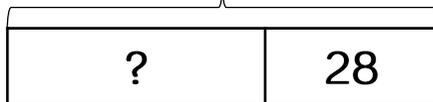
Children should be encouraged to find the number bond to 10 when partitioning the subtracted number. Ten frames, number shapes and number lines are particularly useful for this.

Skill: Subtract 1 and 2-digit numbers to 100

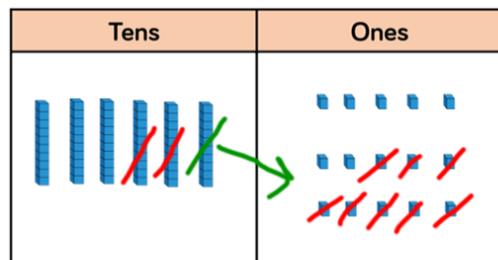
Year: 2



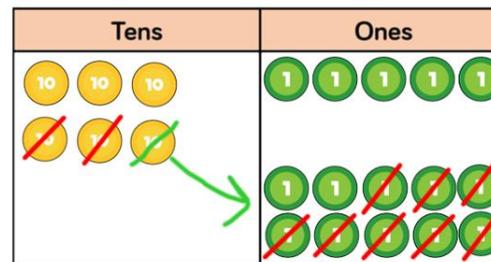
65



$$65 - 28 = 37$$



$$\begin{array}{r} 5 \ 1 \\ 65 \\ - 28 \\ \hline 37 \end{array}$$

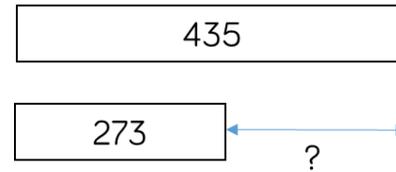
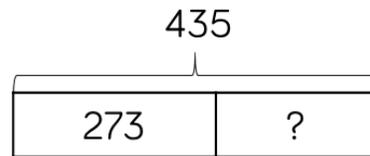
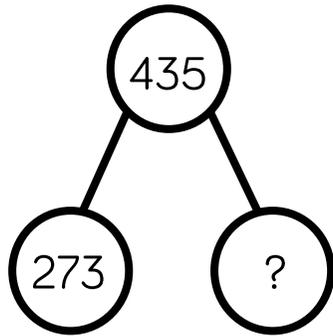


At this stage, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

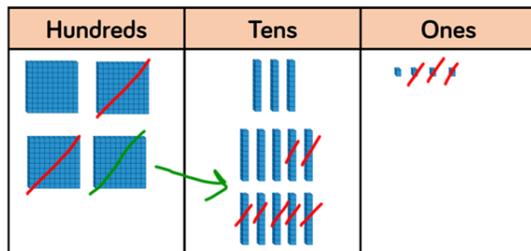
Children can also use a blank number line to count on to find the difference. Encourage them to jump to multiples of 10 to become more efficient.

Skill: Subtract numbers with up to 3 digits

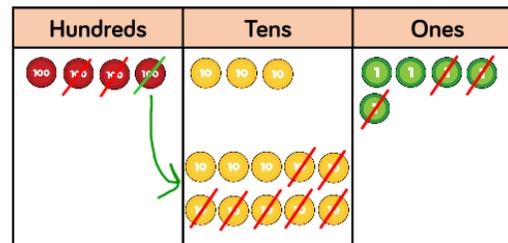
Year: 3



$$435 - 273 = 262$$



$$\begin{array}{r} \overset{3}{4} \overset{1}{3} 5 \\ - 273 \\ \hline 262 \end{array}$$



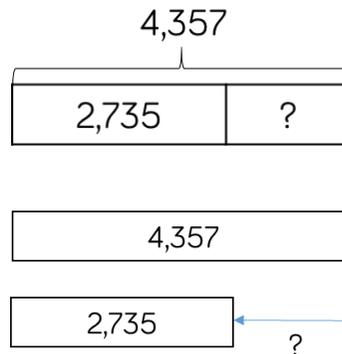
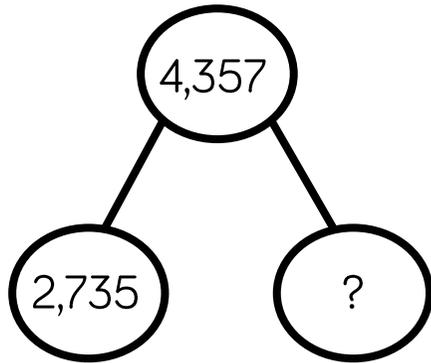
Base 10 and place value counters are the most effective manipulative when subtracting numbers with up to 3 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.

Skill: Subtract numbers with up to 4 digits

Year: 4



$$\begin{array}{r} \\ 4357 \\ - 2735 \\ \hline 1622 \end{array}$$

$$4,357 - 2,735 = 1,622$$

Thousands	Hundreds	Tens	Ones

Thousands	Hundreds	Tens	Ones

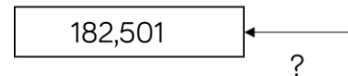
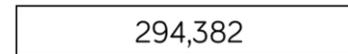
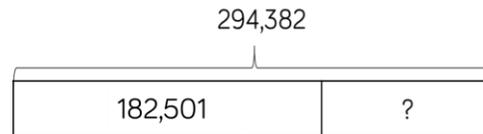
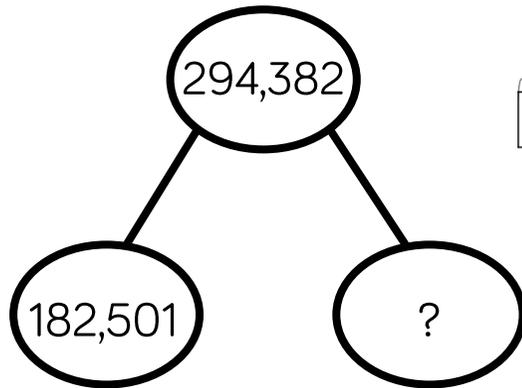
Base 10 and place value counters are the most effective manipulatives when subtracting numbers with up to 4 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.

Skill: Subtract numbers with more than 4 digits

Year: 5/6



$$294,382 - 182,501 = 111,881$$

HTh	TTh	Th	H	T	O

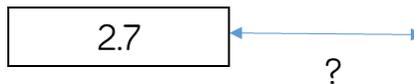
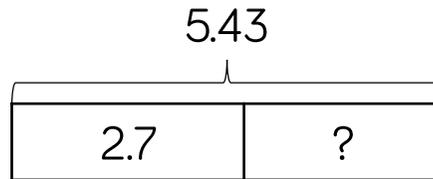
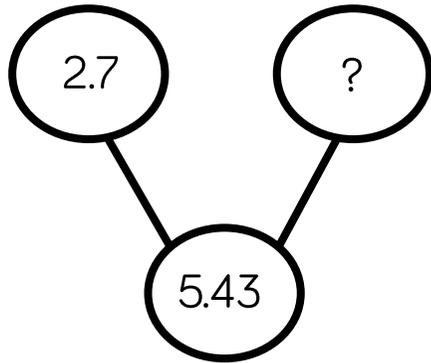
	2	9	3	1 3	8	2
-	1	8	2	5	0	1
	1	1	1	8	8	1

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.

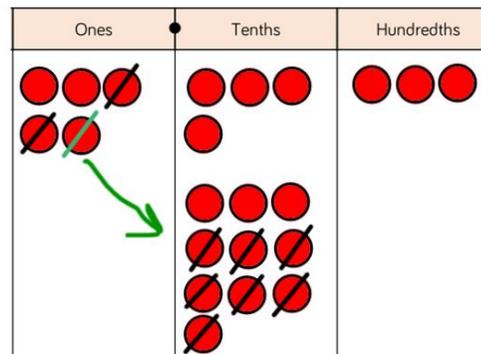
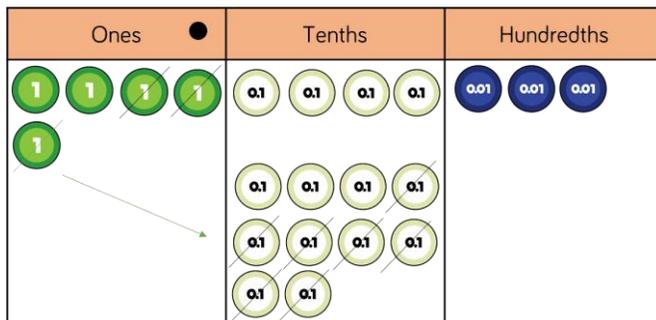
Skill: Subtract with up to 3 decimal places

Year: 5



$$\begin{array}{r} 4 \quad 1 \\ \cancel{5}.43 \\ - 2.7 \\ \hline 2.73 \end{array}$$

$$5.43 - 2.7 = 2.73$$



Place value counters and plain counters on a place value grid are the most effective manipulative when subtracting decimals with 1, 2 and then 3 decimal places.

Ensure children have experience of subtracting decimals with a variety of decimal places. This includes putting this into context when subtracting money and other measures.

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.

Year 1 - 6

Calculation Policy

Multiplication and Division

[#MathsEveryoneCan](#)



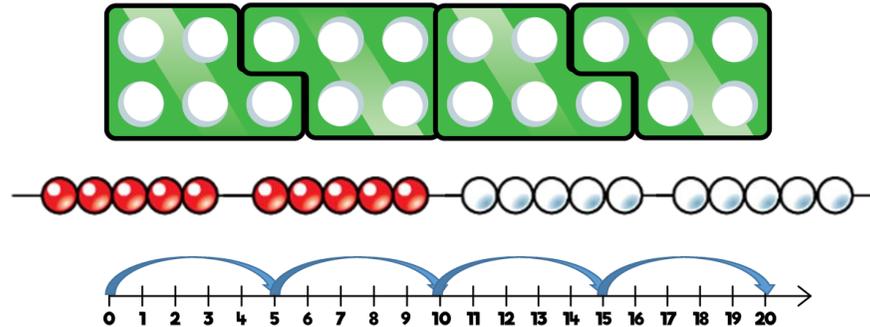
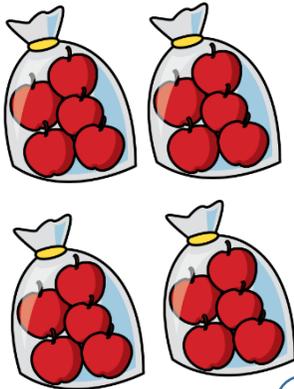
Multiplication

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

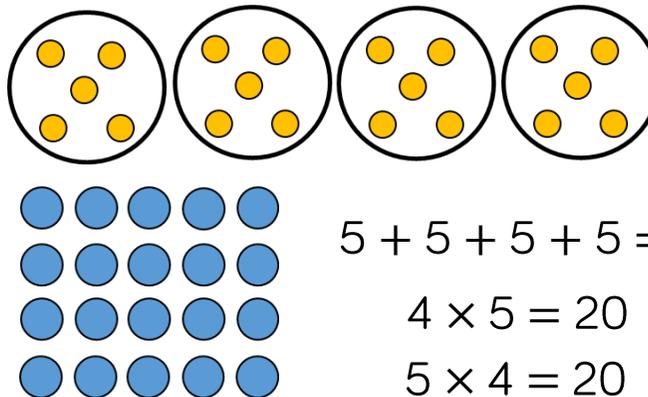
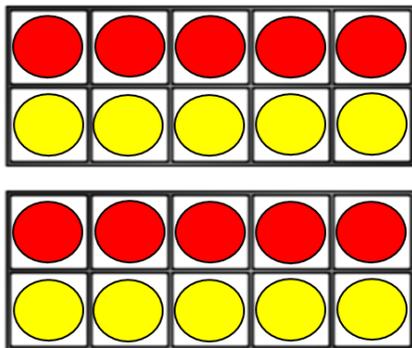
Skill	Year	Representations and models	
Multiply 2-digit by 2-digit numbers	5	Place value counters Base 10	Short written method Grid method
Multiply 2-digit by 3-digit numbers	5	Place value counters	Short written method Grid method
Multiply 2-digit by 4-digit numbers	5/6	Formal written method	

Skill: Solve 1-step problems using multiplication

Year: 1/2



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



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

$$4 \times 5 = 20$$

$$5 \times 4 = 20$$

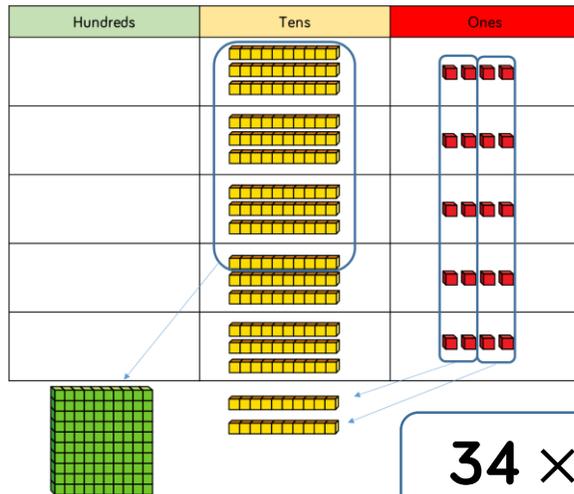
Children represent multiplication as repeated addition in many different ways.

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: Multiply 2-digit numbers by 1-digit numbers

Year: 3/4



	H	T	O	
		3	4	
x			5	
		2	0	(5 × 4)
+	1	5	0	(5 × 30)
	1	7	0	

$$34 \times 5 = 170$$

	H	T	O	
		3	4	
x			5	
	1	7	0	
	1	2		

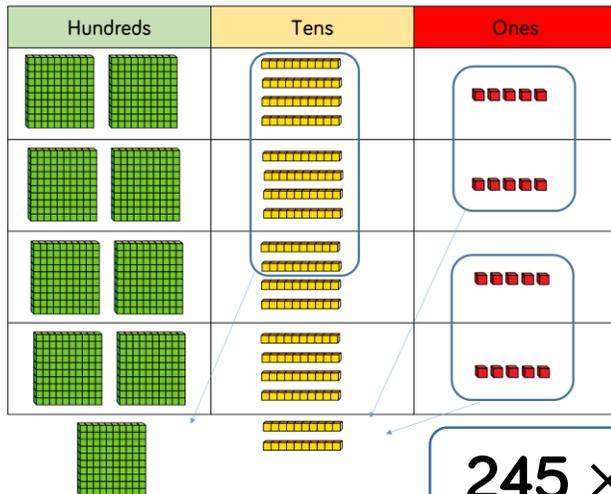


Teachers may decide to first look at the expanded column method before moving on to the short multiplication method.

The place value counters should be used to support the understanding of the method rather than supporting the multiplication, as children should use times table knowledge.

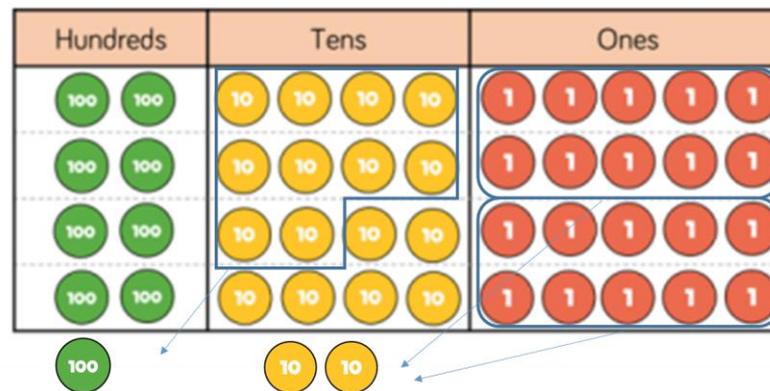
Skill: Multiply 3-digit numbers by 1-digit numbers

Year: 3/4



	H	T	O
	2	4	5
x			4
<hr/>			
	9	8	0
	1	2	

$$245 \times 4 = 980$$

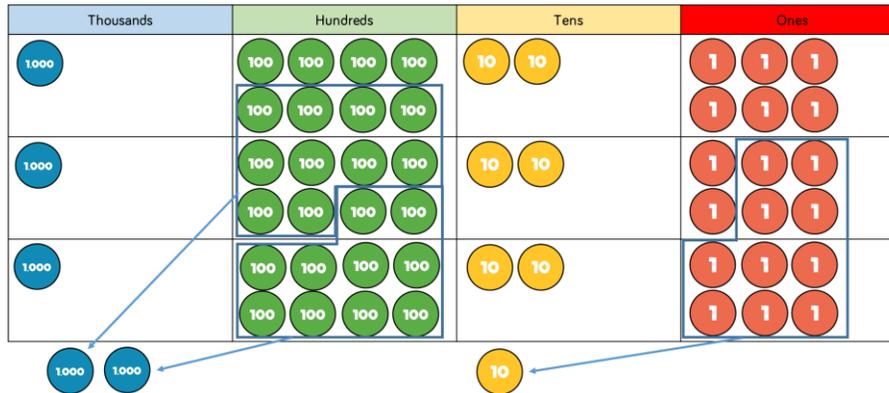


When moving to 3-digit by 1-digit multiplication, encourage children to move towards the short, formal written method.

Base 10 and place value counters continue to support the understanding of the written method. Limit the number of exchanges needed in the questions and move children away from resources when multiplying larger numbers.

Skill: Multiply 4-digit numbers by 1-digit numbers

Year: 5



$$1,826 \times 3 = 5,478$$

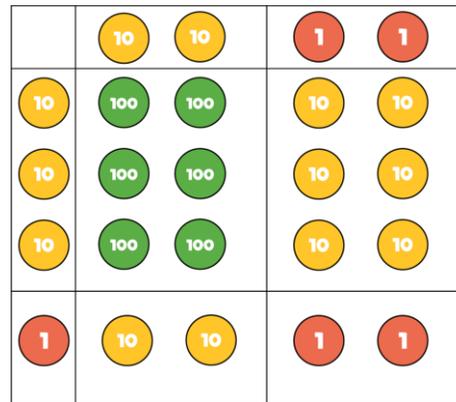
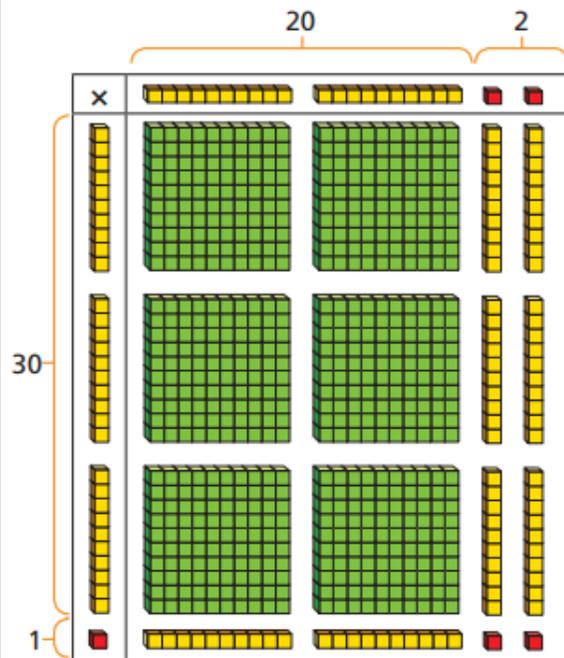
	Th	H	T	O
	1	8	2	6
×				3
	5	4	7	8
	2		1	

When multiplying 4-digit numbers, place value counters are the best manipulative to use to support children in their understanding of the formal written method.

If children are multiplying larger numbers and struggling with their times tables, encourage the use of multiplication grids so children can focus on the use of the written method.

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

Year: 5



×	20	2
30	600	60
1	20	2

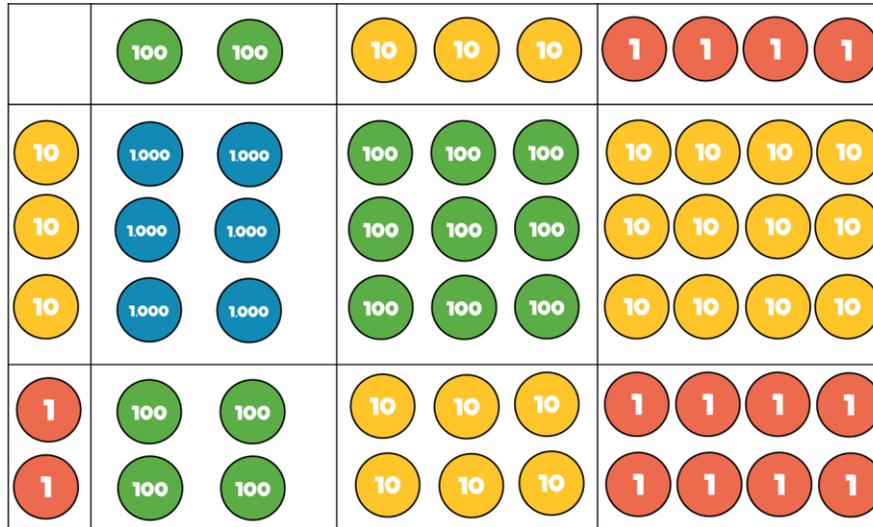
	H	T	O
		2	2
×		3	1
		2	2
	6	6	0
	6	8	2

$$22 \times 31 = 682$$

When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the numbers they are using. This links to finding the area of a rectangle by finding the space covered by the Base 10. The grid method matches the area model as an initial written method before moving on to the formal written multiplication method.

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

Year: 5



	Th	H	T	O
		2	3	4
×			3	2
		4	6	8
₁ 7	₁ 0	2	0	
7	4	8	8	

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

$$234 \times 32 = 7,488$$

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

Skill: Multiply 4-digit numbers by 2-digit numbers

Year: 5/6

TTh	Th	H	T	O
	2	7	3	9
×			2	8
2	1	9	1	2
<small>2</small>	<small>5</small>	<small>3</small>	<small>7</small>	
5	4	7	8	0
<small>1</small>		<small>1</small>		
7	6	6	9	2

1

$$2,739 \times 28 = 76,692$$

When multiplying 4-digits by 2-digits, children should be confident in the written method.

If they are still struggling with times tables, provide multiplication grids to support when they are focusing on the use of the method.

Consider where exchanged digits are placed and make sure this is consistent.

Division

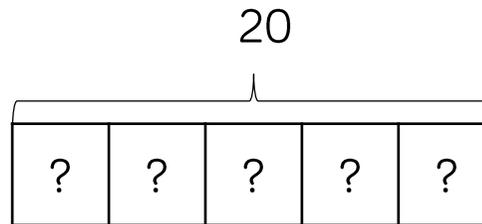
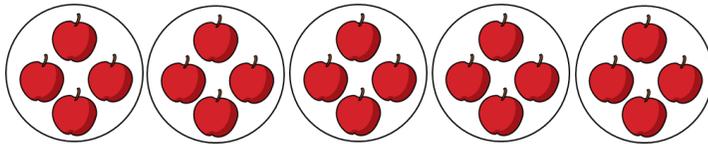
Skill	Year	Representations and models	
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters
Divide 2-digits by 1-digit (no 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

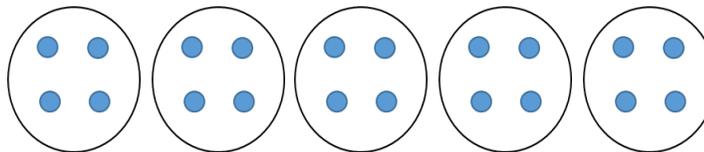
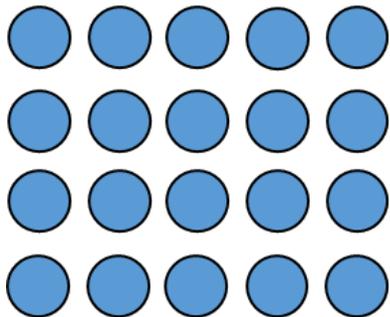
Skill	Year	Representations and models	
Divide 4-digits by 1-digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long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

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?



$$20 \div 5 = 4$$

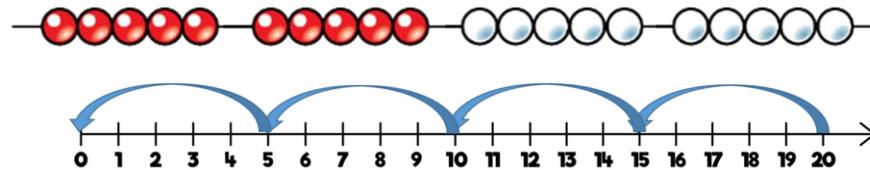
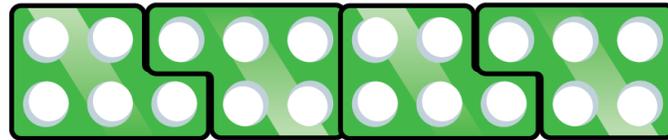
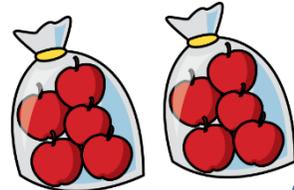
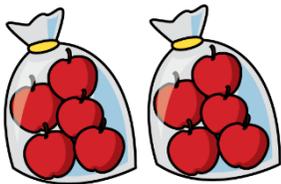
Children solve problems by sharing amounts into equal groups.

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

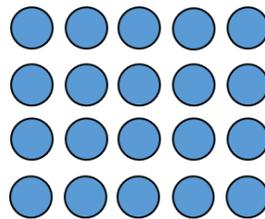
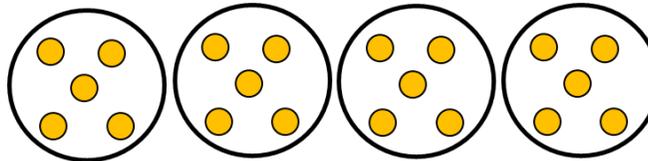
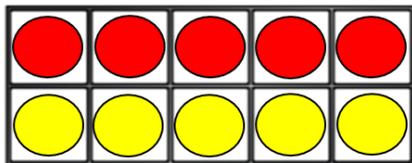
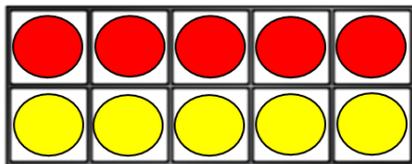
In Year 2, children are introduced to the division symbol.

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?



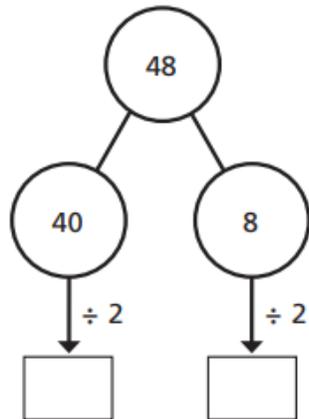
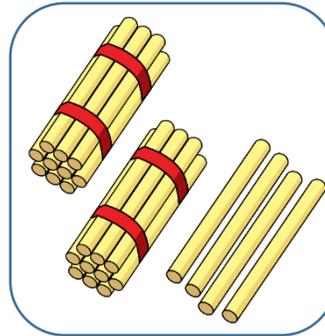
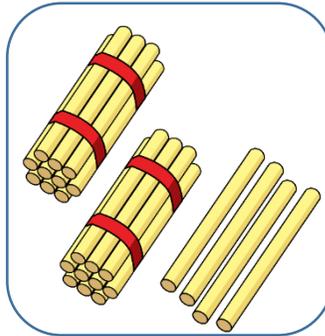
$$20 \div 5 = 4$$

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.

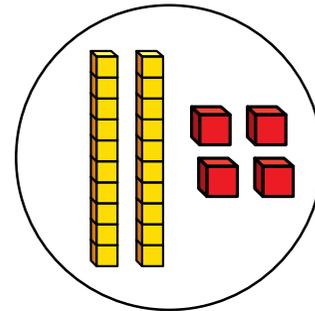
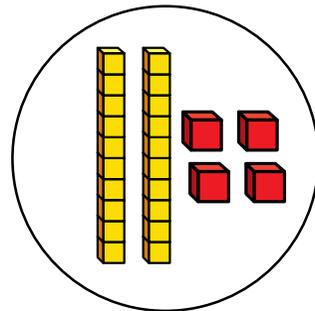
Skill: Divide 2-digits by 1-digit (sharing with no exchange)

Year: 1/2

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



$$48 \div 2 = 24$$



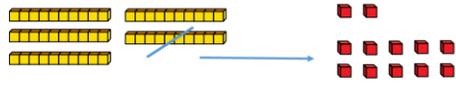
When dividing larger numbers, children can use manipulatives that allow them to partition into tens and ones.

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.

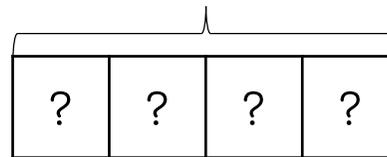
Skill: Divide 2-digits by 1-digit (sharing with exchange)

Year: 3/4

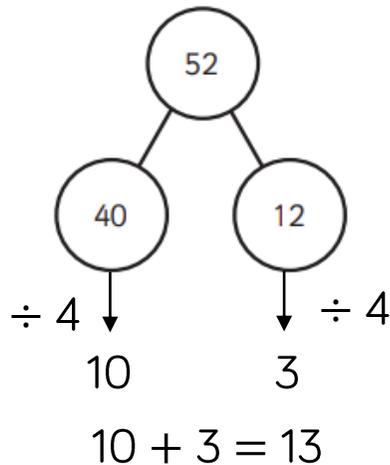


Tens	Ones

52



$$52 \div 4 = 13$$



Tens	Ones

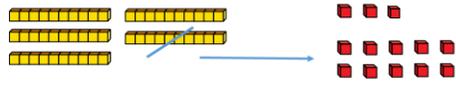
When dividing numbers involving an exchange, children can use Base 10 and place value counters to exchange one ten for ten ones.

Children should start with the equipment outside the place value grid before sharing the tens and ones equally between the rows.

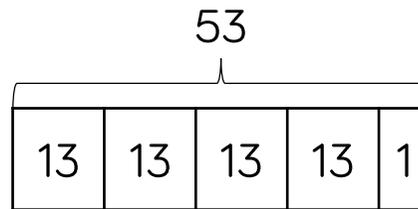
Flexible partitioning in a part-whole model supports this method.

Skill: Divide 2-digits by 1-digit (sharing with remainders)

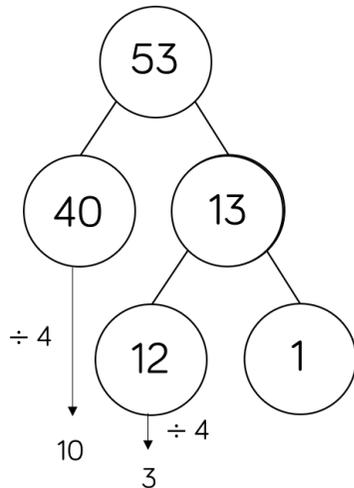
Year: 3/4



Tens	Ones
	
	
	
	



$$53 \div 4 = 13 \text{ r}1$$



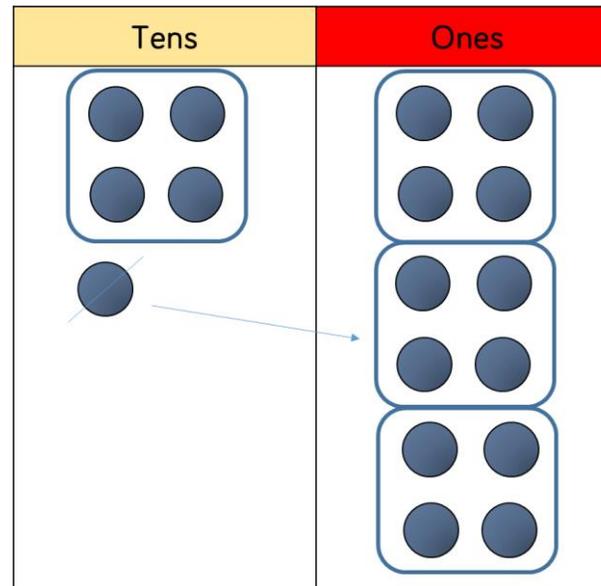
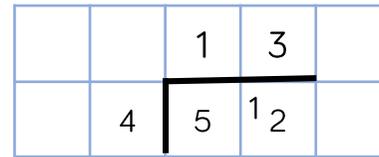
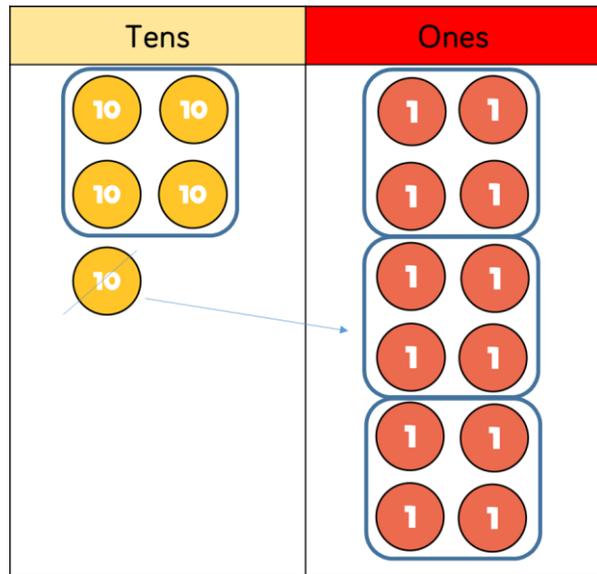
Tens	Ones
	
	
	
	



When dividing numbers with remainders, children can use Base 10 and place value counters to exchange one ten for ten ones. Starting with the equipment outside the place value grid will highlight remainders, as they will be left outside the grid once the equal groups have been made. Flexible partitioning in a part-whole model supports this method.

Skill: Divide 2-digits by 1-digit (grouping)

Year: 4/5



$$52 \div 4 = 13$$

When using the short division method, children use grouping. Starting with the largest place value, they group by the divisor.

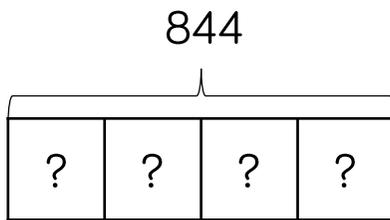
Language is important here. Children should consider 'How many groups of 4 tens can we make?' and 'How many groups of 4 ones can we make?'

Remainders can also be seen as they are left ungrouped.

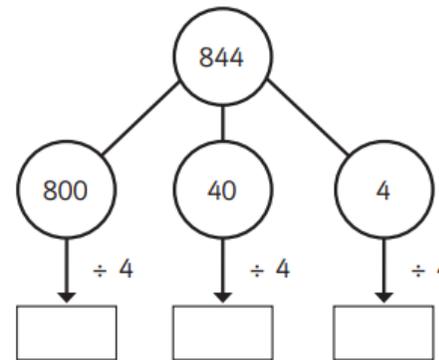
Skill: Divide 3-digits by 1-digit (sharing)

Year: 4

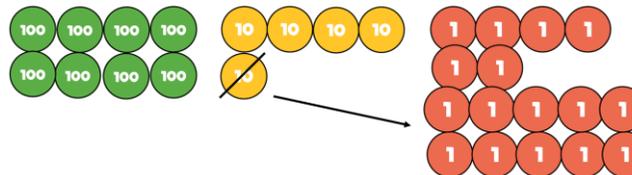
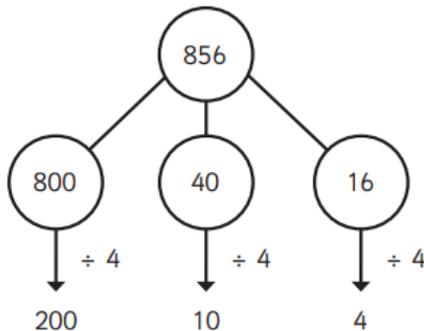
$$844 \div 4 = 211$$



H	T	O
100 100	10	1
100 100	10	1
100 100	10	1
100 100	10	1



$$844 \div 4 = 211$$

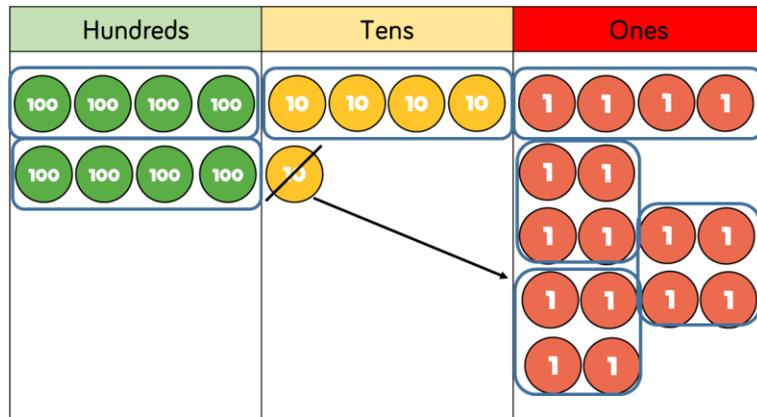


Hundreds	Tens	Ones
100 100	10	1 1 1 1
100 100	10	1 1 1 1
100 100	10	1 1 1 1
100 100	10	1 1 1 1

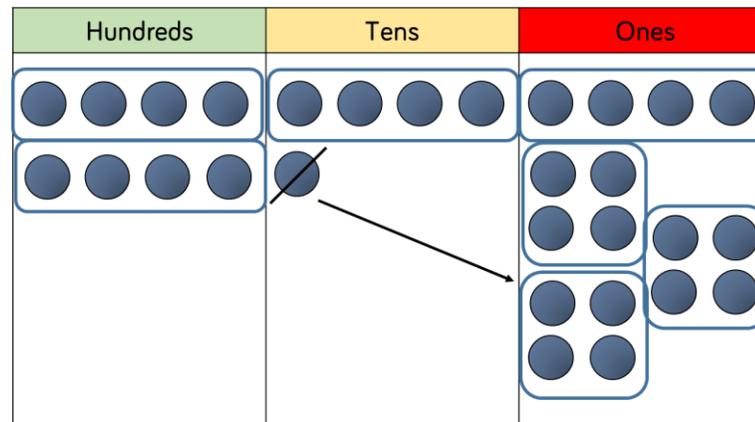
Children can continue to use place value counters to share 3-digit numbers into equal groups. Children should start with the equipment outside the place value grid before sharing the hundreds, tens and ones equally between the rows. This method can also help to highlight remainders. Flexible partitioning in a part-whole model supports this method.

Skill: Divide 3-digits by 1-digit (grouping)

Year: 5



		2	1	4
	4	8	5	16



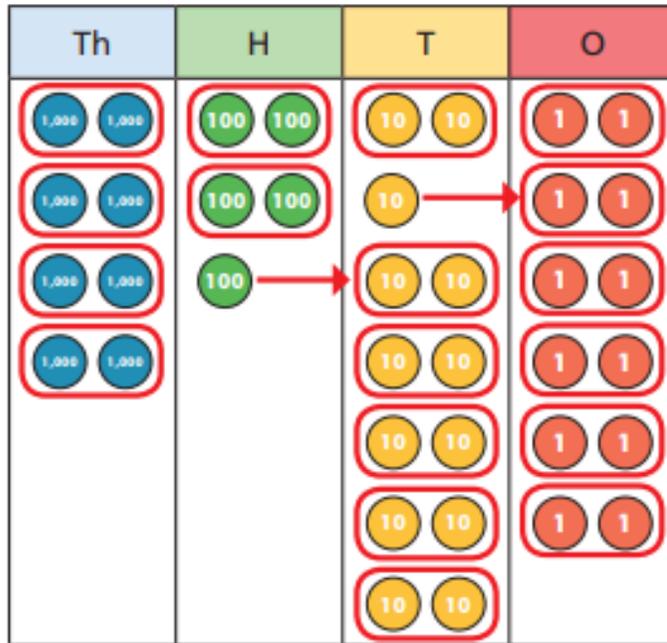
$$856 \div 4 = 214$$

Children can continue to use grouping to support their understanding of short division when dividing a 3-digit number by a 1-digit number.

Place value counters or plain counters can be used on a place value grid to support this understanding. Children can also draw their own counters and group them through a more pictorial method.

Skill: Divide 4-digits by 1-digit (grouping)

Year: 5



	4	2	6	6
2	8	5	¹ 3	¹ 2

$$8,532 \div 2 = 4,266$$

Place value counters or plain counters can be used on a place value grid to support children to divide 4-digits 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.

Skill: Divide multi digits by 2-digits (short division)

Year: 6

		0	3	6
	12	4	⁴ 3	⁷ 2

$$432 \div 12 = 36$$

$$7,335 \div 15 = 489$$

		0	4	8	9
	15	7	⁷ 3	¹³ 3	¹³ 5

15	30	45	60	75	90	105	120	135	150
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When children begin to divide up to 4-digits by 2-digits, written methods become the most accurate as concrete and pictorial representations become less effective. Children can write out multiples to support their calculations with larger remainders. Children will also solve problems with remainders where the quotient can be rounded as appropriate.

Skill: Divide multi-digits by 2-digits (long division)

Year: 6

		0	3	6
1	2	4	3	2
	-	3	6	0
			7	2
	-		7	2
				0

(x30)

$$\begin{aligned} 12 \times 1 &= 12 \\ 12 \times 2 &= 24 \\ 12 \times 3 &= 36 \\ 12 \times 4 &= 48 \\ 12 \times 5 &= 60 \\ 12 \times 6 &= 72 \\ 12 \times 7 &= 84 \\ 12 \times 8 &= 96 \\ 12 \times 7 &= 108 \\ 12 \times 10 &= 120 \end{aligned}$$

$$432 \div 12 = 36$$

$$7,335 \div 15 = 489$$

		0	4	8	9
15		7	3	3	5
	-	6	0	0	0
		1	3	3	5
	-	1	2	0	0
			1	3	5
	-		1	3	5
					0

(x400)

$$\begin{aligned} 1 \times 15 &= 15 \\ 2 \times 15 &= 30 \\ 3 \times 15 &= 45 \\ 4 \times 15 &= 60 \\ 5 \times 15 &= 75 \\ 10 \times 15 &= 150 \end{aligned}$$

(x80)

(x9)

Children can also divide by 2-digit numbers using long division.

Children can write out multiples to support their calculations with larger remainders.

Children will also solve problems with remainders where the quotient can be rounded as appropriate.

Skill: Divide multi digits by 2-digits (long division)

Year: 6

$$372 \div 15 = 24 \text{ r}12$$

			2	4	r	1	2
1	5	3	7	2			
	-	3	0	0			
			7	2			
	-		6	0			
			1	2			

- $1 \times 15 = 15$
- $2 \times 15 = 30$
- $3 \times 15 = 45$
- $4 \times 15 = 60$
- $5 \times 15 = 75$
- $10 \times 15 = 150$

When a remainder is left at the end of a calculation, children can either leave it as a remainder or convert it to a fraction. This will depend on the context of the question.

Children can also answer questions where the quotient needs to be rounded according to the context.

			2	4	$\frac{4}{5}$
1	5	3	7	2	
	-	3	0	0	
			7	2	
	-		6	0	
			1	2	

$$372 \div 15 = 24 \frac{4}{5}$$

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