

Witley Cof E Infant School

Adapted from White Rose KS1 calculation policy

Calculation Policy

Multiplication and Division



Calculation Policy

Welcome to the White Rose Maths Calculation Policy.

This document is broken down into addition and subtraction, and multiplication and division.

At the start of each policy, there is an overview of the different models and images that can support the teaching of different concepts. These provide explanations of the benefits of using the models and show the links between different operations.

Each operation is then broken down into skills and each skill has a dedicated page showing the different models and images that could be used to effectively teach that concept.

Place Value Counters (Multiplication)

Benefits

Using place value counters is an effective way to support children's understanding of column multiplication. It is important that children write out their calculation alongside the equipment so they can see how the concrete and written match.

As numbers become larger in multiplication or the amounts of groups becomes higher, Base 10 / Dienes becomes less efficient due to the amount of equipment and number of exchanges needed. The counters should be used to support the understanding of the written method rather than support the arithmetic.

Place Value counters also support the area model of multiplication well. Children can see how to multiply 2-digit numbers by 2-digit numbers.

$$\begin{array}{r} 34 \\ \times 5 \\ \hline 120 \\ 120 \\ \hline 170 \end{array}$$

$$\begin{array}{r} 44 \\ \times 32 \\ \hline 88 \\ 880 \\ + 1200 \\ \hline 1408 \end{array}$$

Skill: Multiply 2-digit numbers by 1-digit numbers

Year: 3/4

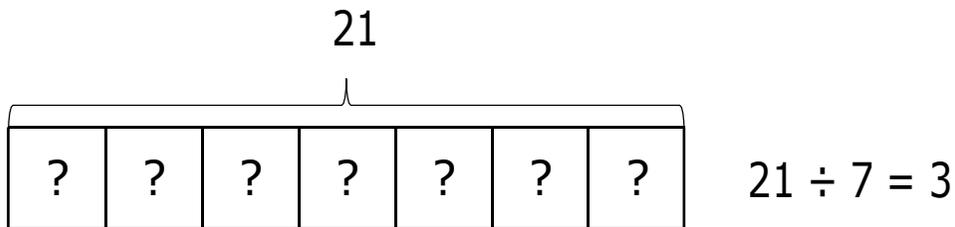
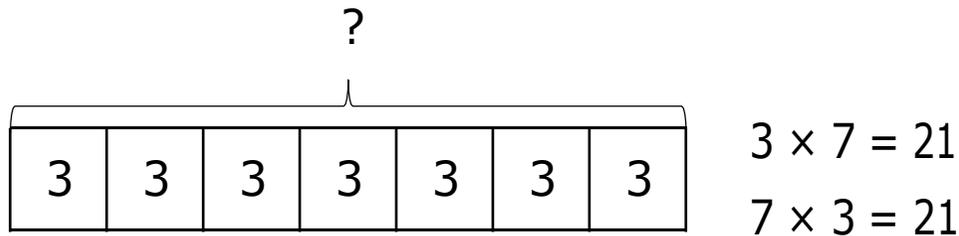
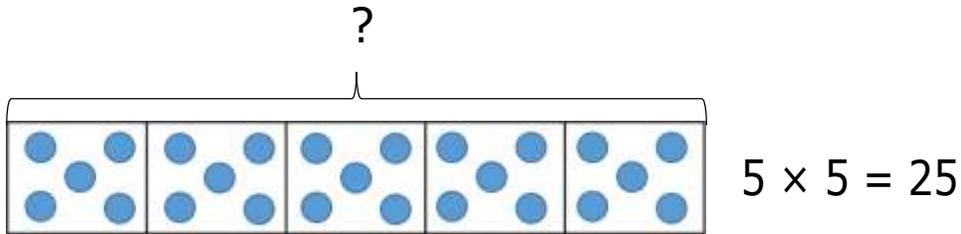
Teachers may decide to first look at the expanded column method before moving on to the short multiplication method.

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.

$$34 \times 5 = 170$$

There is an overview of skills linked to year groups to support consistency throughout school. A glossary of terms is provided at the end of the calculation policy to support understanding of the key language used to teach the four operations.

Bar Model



Benefits

Children can use the single bar model to represent multiplication as repeated addition. They could use counters, cubes or dots within the bar model to support calculation before moving on to placing digits into the bar model to represent the multiplication.

Division can be represented by showing the total of the bar model and then dividing the bar model into equal groups.

It is important when solving word problems that the bar model represents the problem.

Sometimes, children may look at scaling problems. In this case, more than one bar model is useful to represent this type of problem, e.g. There are 3 girls in a group. There are 5 times more boys than girls. How many boys are there?

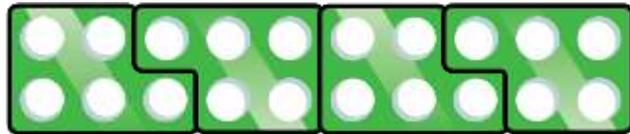
The multiple bar model provides an opportunity to compare the groups.

Number Shapes



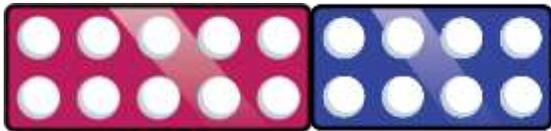
$$5 \times 4 = 20$$

$$4 \times 5 = 20$$

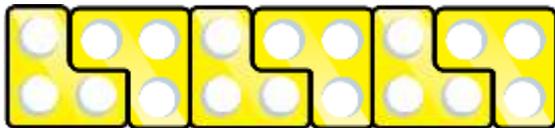


$$5 \times 4 = 20$$

$$4 \times 5 = 20$$



$$18 \div 3 = 6$$



Benefits

Number shapes support children's understanding of multiplication as repeated addition.

Children can build multiplications in a row using the number shapes. When using odd numbers, encourage children to interlock the shapes so there are no gaps in the row. They can then use the tens number shapes along with other necessary shapes over the top of the row to check the total. Using the number shapes in multiplication can support children in discovering patterns of multiplication e.g. odd \times odd = even, odd \times even = odd, even \times even = even.

When dividing, number shapes support children's understanding of division as grouping. Children make the number they are dividing and then place the number shape they are dividing by over the top of the number to find how many groups of the number there are altogether e.g. There are 6 groups of 3 in 18.

Bead Strings



$$5 \times 3 = 15$$
$$3 \times 5 = 15$$

$$15 \div 3 = 5$$



$$5 \times 3 = 15$$
$$3 \times 5 = 15$$

$$15 \div 5 = 3$$



$$4 \times 5 = 20$$
$$5 \times 4 = 20$$

$$20 \div 4 = 5$$

Benefits

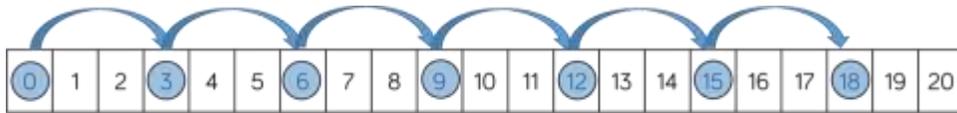
Bead strings to 100 can support children in their understanding of multiplication as repeated addition. Children can build the multiplication using the beads. The colour of beads supports children in seeing how many groups of 10 they have, to calculate the total more efficiently.

Encourage children to count in multiples as they build the number e.g. 4, 8, 12, 16, 20.

Children can also use the bead string to count forwards and backwards in multiples, moving the beads as they count.

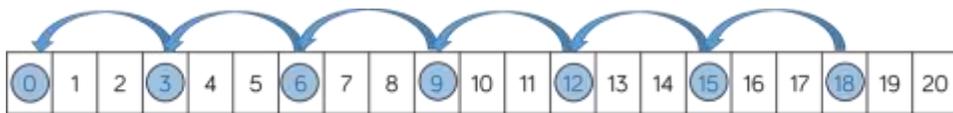
When dividing, children build the number they are dividing and then group the beads into the number they are dividing by e.g. 20 divided by 4 - Make 20 and then group the beads into groups of four. Count how many groups you have made to find the answer.

Number Tracks



$$6 \times 3 = 18$$

$$3 \times 6 = 18$$



$$18 \div 3 = 6$$

Benefits

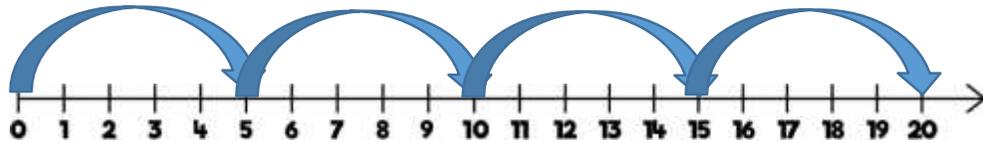
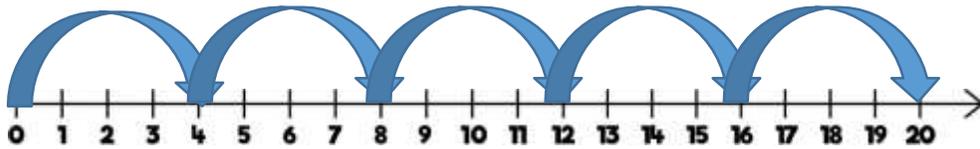
Number tracks are useful to support children to count in multiples, forwards and backwards. Moving counters or cubes along the number track can support children to keep track of their counting. Translucent counters help children to see the number they have landed on whilst counting.

When multiplying, children place their counter on 0 to start and then count on to find the product of the numbers.

When dividing, children place their counter on the number they are dividing and the count back in jumps of the number they are dividing by until they reach 0. Children record how many jumps they have made to find the answer to the division.

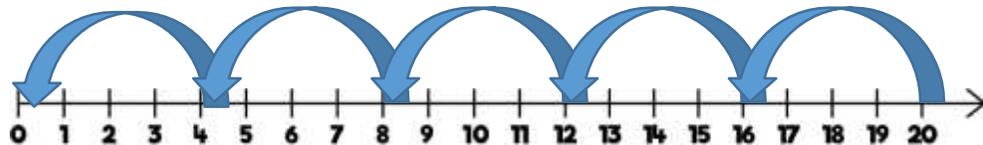
Number tracks can be useful with smaller multiples but when reaching larger numbers they can become less efficient.

Number Lines (labelled)



$$4 \times 5 = 20$$

$$5 \times 4 = 20$$



$$20 \div 4 = 5$$

Benefits

Labelled number lines are useful to support children to count in multiples, forwards and backwards as well as calculating single-digit multiplications.

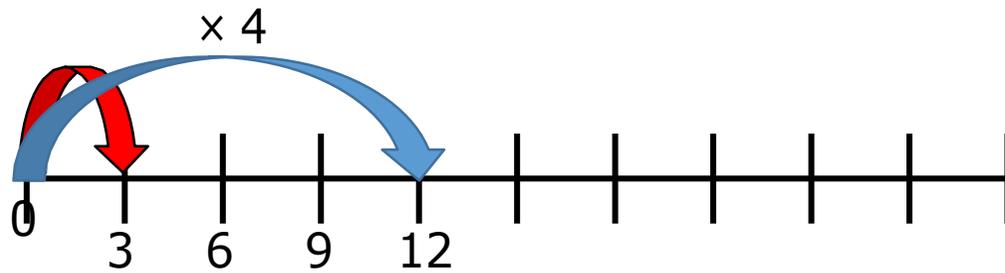
When multiplying, children start at 0 and then count on to find the product of the numbers.

When dividing, start at the number they are dividing and the count back in jumps of the number they are dividing by until they reach 0.

Children record how many jumps they have made to find the answer to the division.

Labelled number lines can be useful with smaller multiples, however they become inefficient as numbers become larger due to the required size of the number line.

Number Lines (blank)

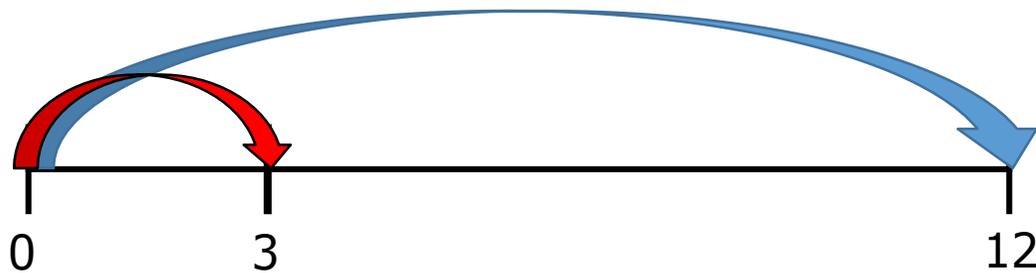


A red car travels 3 miles.

A blue car 4 times further.

How far does the blue car travel?

$\times 4$



A blue car travels 12 miles.

A red car 4 times less.

How far does the red car travel?

Benefits

Children can use blank number lines to represent scaling as multiplication or division.

Blank number lines with intervals can support children to represent scaling accurately. Children can label intervals with multiples to calculate scaling problems.

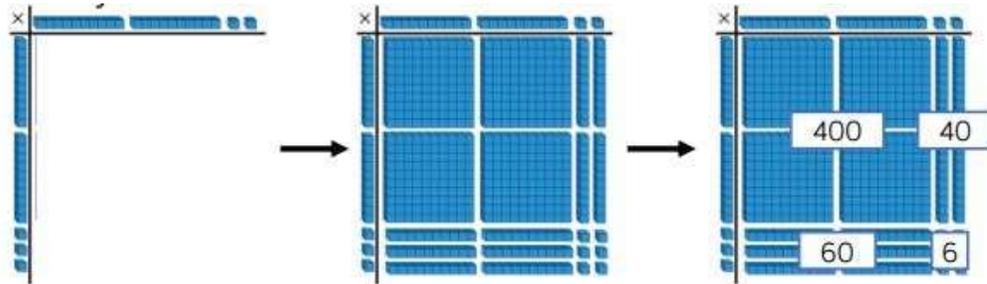
Blank number lines without intervals can also be used for children to represent scaling.

Base 10 (multiplication)

Hundreds	Tens	Ones
		●●●●
		●●●●
		●●●●

←

$$\begin{array}{r} 24 \\ \times 3 \\ \hline 72 \\ \hline 1 \end{array}$$



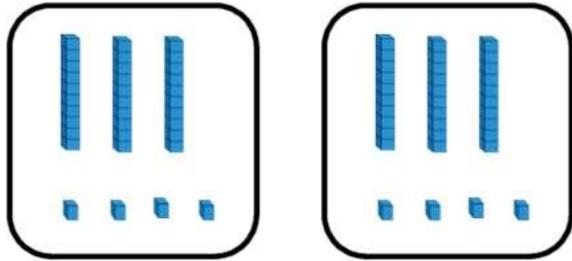
Benefits

Using Base 10 is an effective way to support children's understanding of column multiplication. It is important that children write out their calculation alongside the equipment so they can see how the concrete and written representations match.

As numbers become larger in multiplication or the amounts of groups becomes higher, Base 10 becomes less efficient due to the amount of equipment and number of exchanges needed.

Base 10 also supports the area model of multiplication well. Children use the equipment to build the number in a rectangular shape which they then find the area of by calculating the total value of the pieces. This area model can be linked to the grid method or the formal column method of multiplying 2-digits by 2-digits.

Base 10 (division)



$$68 \div 2 = 34$$

Benefits

Using Base 10 is an effective way to support children's understanding of division.

When numbers become larger, it can be an effective way to move children from representing numbers as ones towards representing them as tens and ones in order to divide. Children can then share the Base 10 between different groups e.g. by drawing circles or by rows on a place value grid.

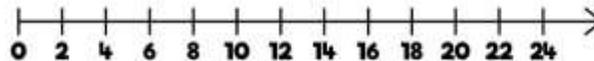
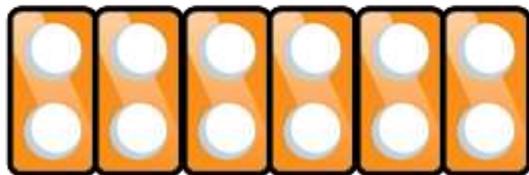
When they are sharing, children start with the larger place value and work from left to right. If there are any left in a column, they exchange e.g. one ten for ten ones. When recording, encourage children to use the part-whole model so they can consider how the number has been partitioned in order to divide. This will support them with mental methods.

Times Tables

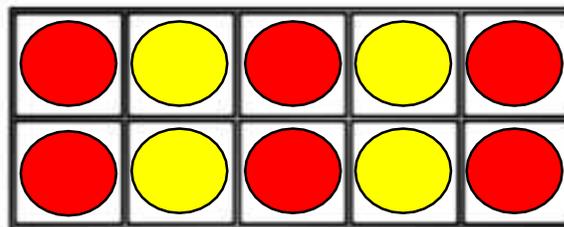
Skill	Year	Representations and models	
Recall and use multiplication and division facts for the 2-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 5-times table	2	Bar model Number shapes Counters Money	Ten frames Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 10-times table	2	Hundred square Number shapes Counters Money	Ten frames Bead strings Number lines Base 10

Skill: 2 times table

Year: 2



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



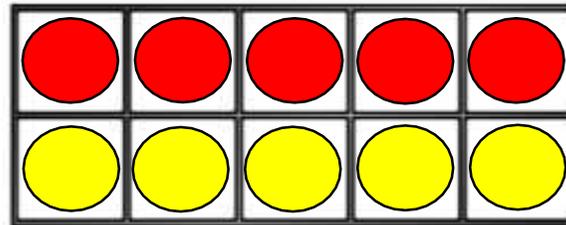
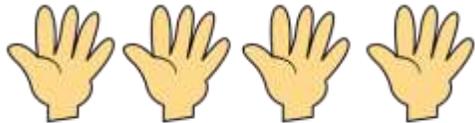
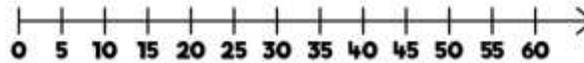
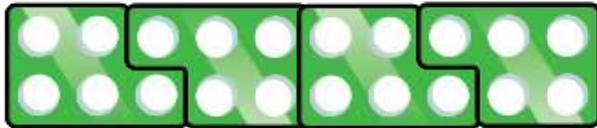
Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the two times table, using concrete manipulatives to support. Notice how all the numbers are even and there is a pattern in the ones.

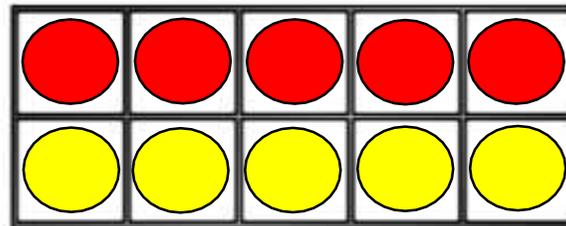
Use different models to develop fluency.

Skill: 5 times table

Year: 2



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

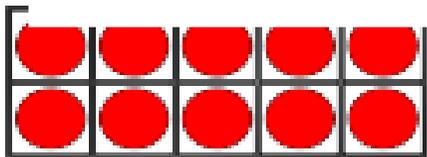


Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the five times table, using concrete manipulatives to support. Notice the pattern in the ones as well as highlighting the odd, even, odd, even pattern.

Skill: 10 times table

Year: 2



4	8	12	16	20
24	28	32	36	40
44	48	52	56	60

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



Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

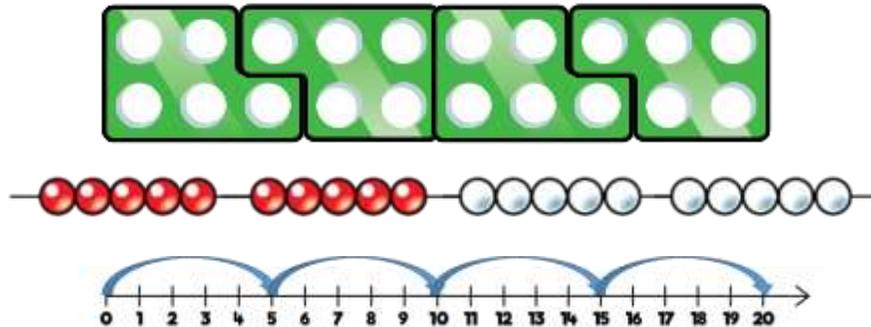
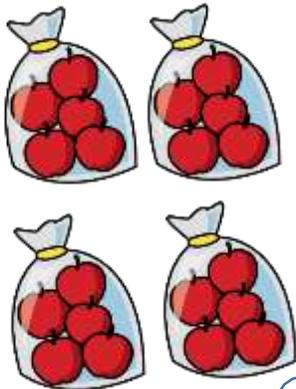
Look for patterns in the ten times table, using concrete manipulatives to support. Notice the pattern in the digits—the ones are always 0, and the tens increase by 1 ten each time.

Multiplication

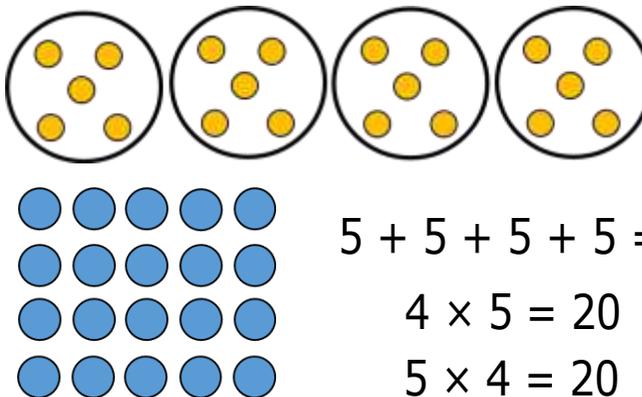
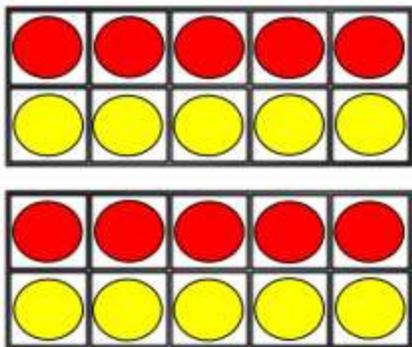
Skill	Year	Representations and models	
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines

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.

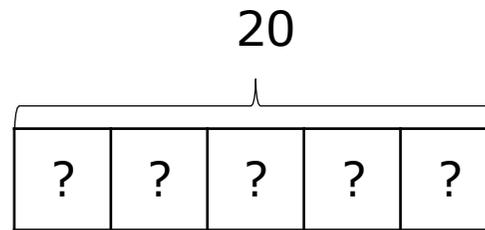
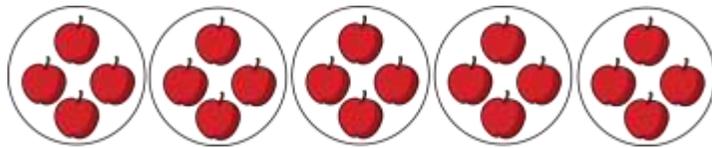
In Year 2, children are introduced to the multiplication symbol.

Division

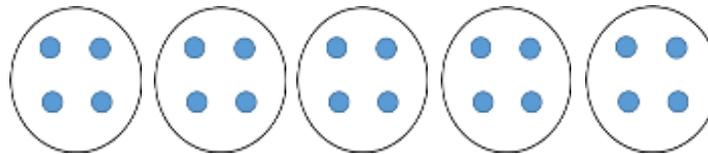
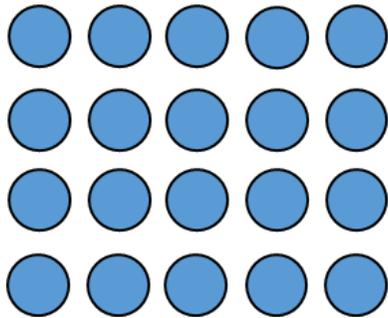
Skill	Year	Representations and models	
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters

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?



$$20 \div 5 = 4$$

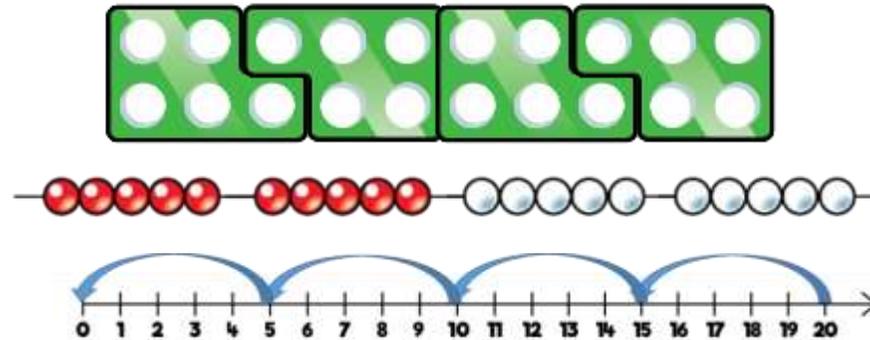
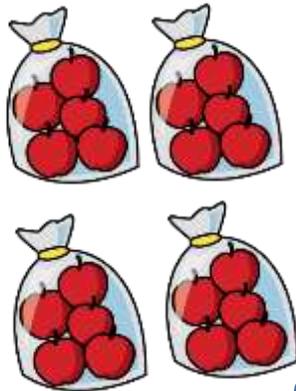
Children solve problems by sharing amounts into equal groups.

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

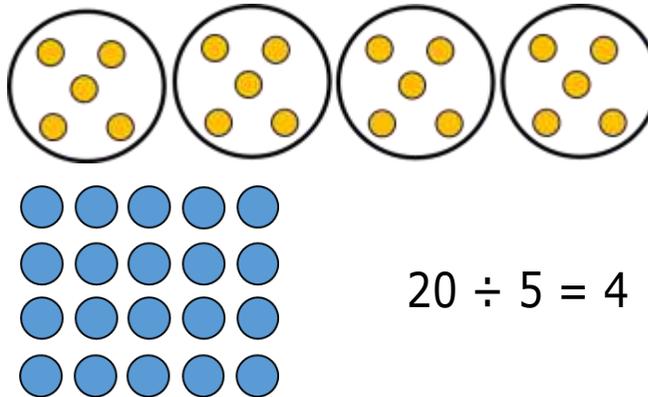
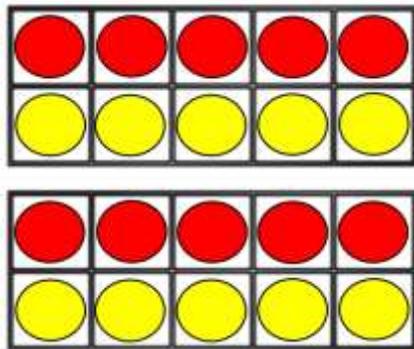
In Year 2, children are introduced to the division symbol.

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.

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