

This policy is based heavily on the White Rose Maths Calculation Policy and should be read alongside it, to see concrete, pictorial and abstract strategies to be used across school.

Please note, where children are struggling with a concept, refer back to concrete and pictorial methods – even in year 4, before introducing abstract, more formal methods.

	Acorns - EYFS	Saplings – Y1	Saplings – Y2	Oaks – Y3	Oaks – Y4
Addition	Find one more Use objects to add two single digit numbers. Become familiar with the ten frame.	Combining two parts to make a whole: part whole model. Starting at the bigger number and counting on- using cubes. Regrouping to make 10 using ten frame	Adding three single digits. Use of base 10 to combine two 2 digit numbers.	Column method, including regrouping. Using place value counters (up to 3 digits).	Column method, including regrouping. (up to 4 digits) Build up to formal written methods (alongside PV grids and counters to begin with).
Subtraction	Find one less Use objects to subtract two single digit numbers. Become familiar with the ten frame.	Taking away ones Counting back Find the difference Part whole model Make 10 using the ten frame	Counting back Find the difference Part whole model Make 10 Use of base 10 to subtract from larger numbers (no exchange).	Column method with regrouping. (up to 3 digits using place value counters)	Column method with regrouping. (up to 4 digits) Build up to formal written methods. (alongside PV grids and counters to begin with).
Multiplication	Play with sharing objects between baskets, children, hoops etc. Begin to use language of equal. Begin to count objects in 2s. Double using objects.	Recognising and making equal groups. Doubling Counting in multiples Use cubes, Numicon and other objects in the classroom	Arrays- showing commutative multiplication	Arrays 2d × 1d using base 10	Column Multiplication introduced with place value counters. (2 and 3 digit multiplied by 1 digit)

Division	Play with sharing objects between baskets, children, hoops etc. Begin to use language of equal. Halving using objects.	Sharing objects into groups Division as grouping e.g. I have 12 sweets and put them in groups of 3, how many groups? Use cubes and draw round 3 cubes at a time.	Division as grouping Division within arrays- linking to multiplication Repeated subtraction	Division with a remainder-using lollipop sticks, times tables facts and repeated subtraction. 2d divided by 1d using base 10 or place value counters	Division with a remainder Short division (up to 3 digits by 1 digit concrete and pictorial)
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