EYFS and KS1 Calculation Policy

March 2020

End of Year Expectations EYFS to Year 2

EYFS	Year 1	Year 2
• count reliably with numbers from one to 20. • place numbers in order. • say which number is one more or one less than a given number. • using quantities and objects, they add two single-digit numbers and count on to find the answer. • using quantities and objects, they subtract two single-digit numbers and back to find the answer. • solve problems, including doubling, halving and sharing.	• read, write and interpret mathematical statements involving addition (+), subtraction (–) and equals (=) signs • represent and use number bonds and related subtraction facts within 20 • add and subtract one-digit and two-digit numbers to 20, including zero • solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = ? – 9. • solve one-step problems involving multiplication and division, by calculating the answer using concrete objects • solve one-step problems involving multiplication and division using pictorial representations and arrays with the support of the teacher	• solve problems with addition and subtraction: • using concrete objects and pictorial representations, including those involving numbers, quantities and measures • applying their increasing knowledge of mental and written methods • recall and use addition and subtraction facts to 20 fluently • derive and use related facts up to 100 • add and subtract numbers using concrete objects, pictorial representations, and mentally, including: • a two-digit number and ones • a two-digit number and tens • two two-digit numbers • adding three one-digit numbers • show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another cannot • recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems • recall and use multiplication and division facts for the 2, 5 and 10 multiplication tables, including recognising odd and even numbers • calculate mathematical statements for multiplication and division within the multiplication tables and write them using the multiplication (×), division (÷) and equals (=) signs • show that multiplication of two numbers can be done in any order (commutative) and division of one number by another cannot

		• solve problems involving multiplication and division, using materials, arrays, repeated addition, mental methods, and multiplication and division facts, including problems in contexts

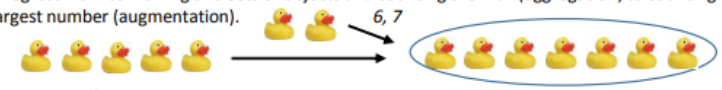
KEY STAGE 1		
Children develop the core ideas that underpin all calculation. They begin by connecting calculation with counting on and counting back, but they should learn that understanding wholes and parts will enable them to calculate efficiently and accurately, and with greater flexibility. They learn how to use an understanding of 10s and 1s to develop their calculation strategies, especially in addition and subtraction.		
Key language: whole, part, ones, ten, tens, number bond, add, addition, plus, total, altogether, subtract, subtraction, find the difference, take away, minus, less, more, group, share, equal, equals, is equal to, groups, equal groups, times, multiply, multiplied by, divide, share, shared equally, times-table		
Addition and subtraction: Children first learn to connect addition and subtraction with counting, but they soon develop two very important skills: an understanding of parts and wholes, and an understanding of unitising 10s, to develop efficient and effective calculation strategies based on known number bonds and an increasing awareness of place value. Addition and subtraction are taught in a way that is interlinked to highlight the link between the two operations. A key idea is that children will select methods and approaches based on their number sense. For example, in Year 1, when faced with 15 − 3 and 15 − 13, they will adapt their ways of approaching the calculation appropriately. The teaching should always emphasise the importance of mathematical thinking to ensure accuracy and flexibility of approach, and the importance of using known number facts to harness their recall of bonds within 20 to support both addition and subtraction methods. In Year 2, they will start to see calculations presented in a column format, although this is not expected to be formalised until KS2.	**Multiplication and division:** Children develop an awareness of equal groups and link this with counting in equal steps, starting with 2s, 5s and 10s. In Year 2, they learn to connect the language of equal groups with the mathematical symbols for multiplication and division. They learn how multiplication and division can be related to repeated addition and repeated subtraction to find the answer to the calculation. In this key stage, it is vital that children explore and experience a variety of strong images and manipulative representations of equal groups, including concrete experiences as well as abstract calculations. Children begin to recall some key multiplication facts, including doubles, and an understanding of the 2, 5 and 10 times-tables and how they are related to counting.	**Fractions:** In Year 1, children encounter halves and quarters, and link this with their understanding of sharing. They experience key spatial representations of these fractions, and learn to recognise examples and non-examples, based on their awareness of equal parts of a whole. In Year 2, they develop an awareness of unit fractions and experience non-unit fractions, and they learn to write them and read them in the common format of numerator and denominator.

EYFS Addition

Models and Strategies

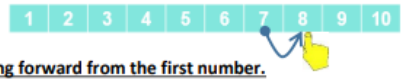
Recognise numbers 1-20 using a range of activities (e.g. flash cards, board games, Numicon ordering cards).

Adding by combining sets of objects.
Concepts are taught in the context of real life using concrete apparatus and pictorial representations . Children will progress from combining two sets of objects and counting them all (aggregation) to counting on from the largest number (augmentation).



Use of Numicon to identify one more than a given number and to begin to add without counting.

Use of number tracks to find one more.



8 is one more than 7
***Count on** 1 from 7*

Adding by counting forward from the first number.

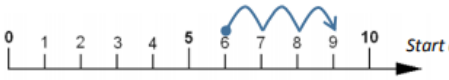
On a bead string:

"7 add 3 is 10."

On a number track:

***Count on** 2 from 11*

Number lines can then be used alongside number tracks and concrete apparatus:



Start at 6 and count on 3

Number bonds to 10.

Using Numicon

8 + 2 = 10
10 – 2 = 8

Doubling.

Double 2 is 4

Vocabulary of addition.
Through a variety of activities (e.g. role play, songs, rhymes) promote the language associated with addition: *add, more, total, altogether, sum, plus, make, count on.*

Recording.
Pupils make a record in pictures, words, symbols or marks they can interpret of the addition activities that have been carried out. Begin to record addition calculations using + and = signs.

EYFS Subtraction

Models and Strategies

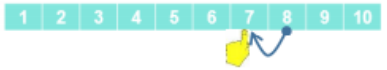
Where possible, concepts should be taught in the context of real life.
Subtraction by 'taking away' concrete apparatus and counting how many are left.
Use pictorial representations alongside concrete apparatus.

One less than 7 leaves 6

5 take away 2 is 3

Three less than 10 is 7

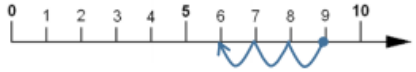
Introduce number tracks alongside concrete apparatus to count back and to find one less.



7 is one less than 8

*Start at 9 and **count back** 3*

Number lines can then be used alongside number tracks and concrete apparatus.



3 less than 9 is 6

Use of Numicon to find the difference between two numbers.

The difference between 8 and 6 is 2

Number bonds to 10.

8 + 2 = 10
10 – 2 = 8

Vocabulary of subtraction.
Through a variety of activities promote the language of subtraction: *take away, one less, two less* etc, *count back, difference, subtract.*

- Singing '10 green bottles', '10 currant buns' *etc*
- Playing counting backwards games such as 'Rockets'
- Quality texts such as 'Handa's Surprise'.
- Role play / real-life experiences

E.g. *How many more children are having school dinners today? If we wanted to calculate the difference between school dinners and packed lunches, how would we do this? How many more children chose bananas than apples today?*

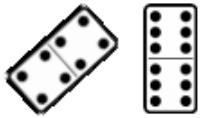
Recording.
Pupils make a record in pictures, words or symbols of the subtraction activities that have been carried out. Begin to record subtraction calculations using – and = signs.

EYFS Multiplication

Understand doubling as adding the same number.


Double 2 is 4

Double 3 is 6



- Begin to recall doubles and halves using songs and games.

E.g. songs with actions - 'Mr Double -Trouble'; doubling machine games; finding doubles in dominoes.

Recording.

- Record calculations in pictures - Numicon pieces can be drawn around.

EYFS Division

Models and Strategies

Children will solve problems in a practical way in the context of real life. They need to see and hear representations of division as **sharing** and **grouping**. Pictorial representations are used alongside concrete apparatus.

Solve real-life problems using the sharing and grouping models of division.

Sharing.

Share real objects (e.g. fruit) equally between a number of children, teddy bears etc. The objects are shared, one per set, until the total is exhausted.

E.g. Eight strawberries are shared equally between 4 children. How many strawberries will each child have?

8 shared between 4 is 2.
Each child will have two strawberries.

Grouping.

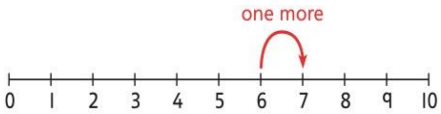
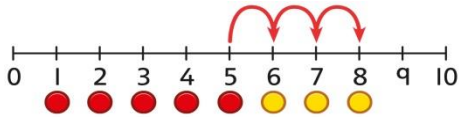
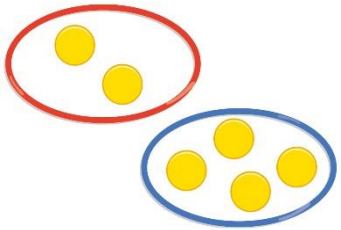
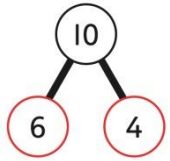
Repeatedly subtract equal groups of objects until the total is exhausted.

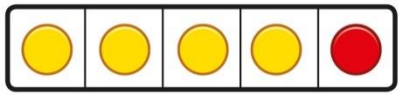
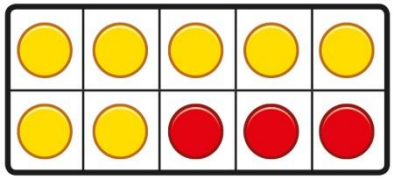
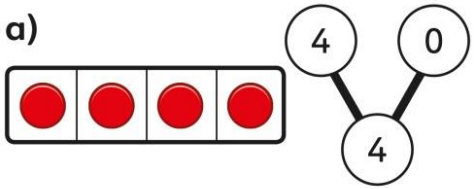
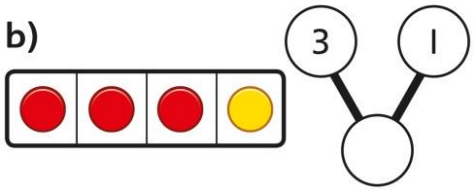
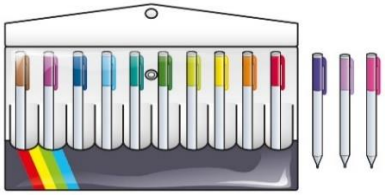
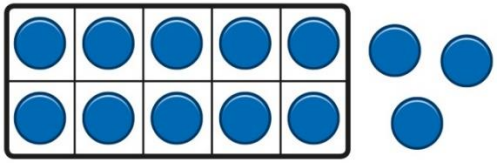
E.g. I have six socks and I group them into pairs. How many pairs do I have?

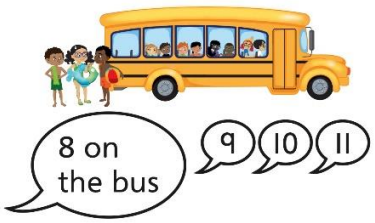
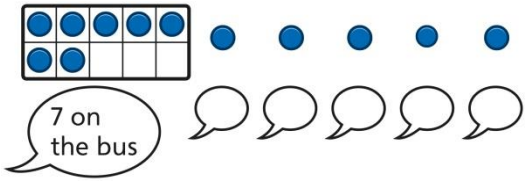
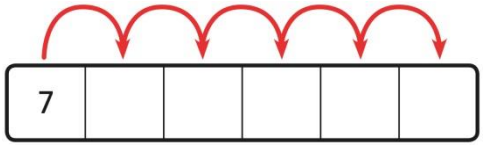
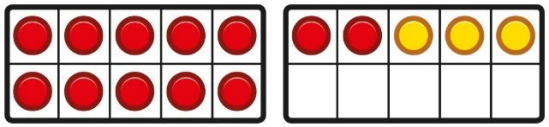
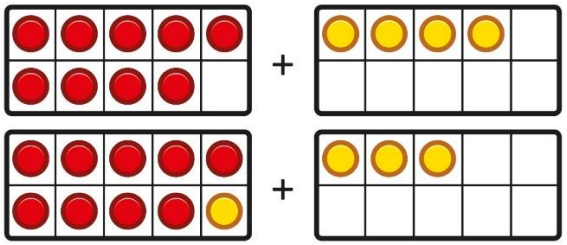
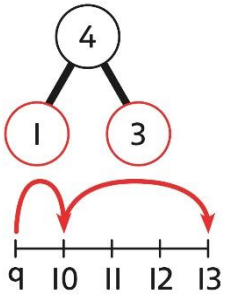
I have three groups of two socks.
I have three pairs of socks.

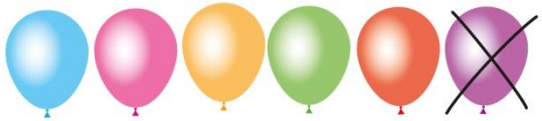
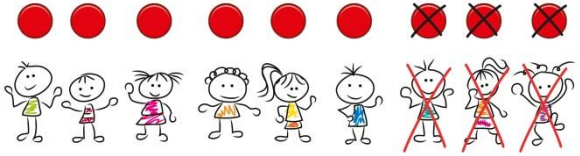
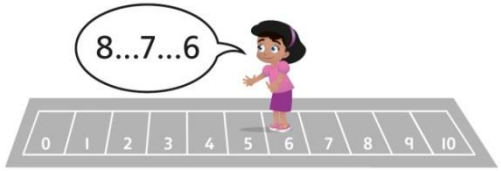
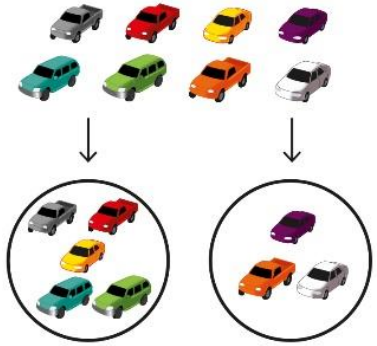
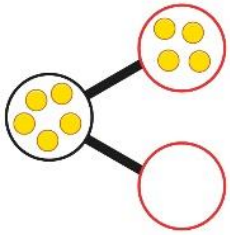
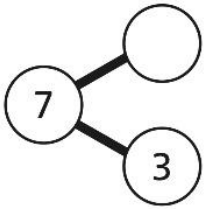
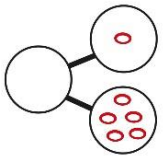
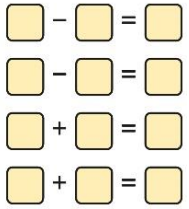
I have 15 apples. If I put 5 apples into each bag, how many bags can I fill?

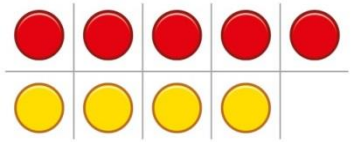
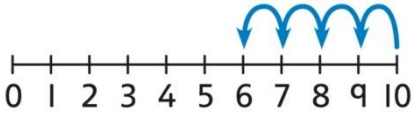
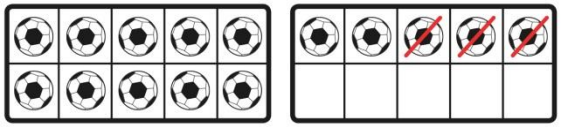
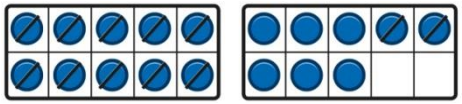
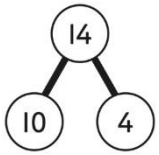
There are 3 groups of 5 apples.
I can fill 3 bags of apples.

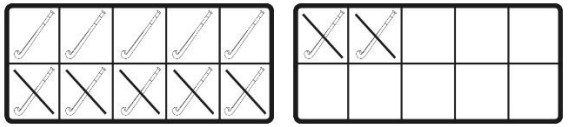
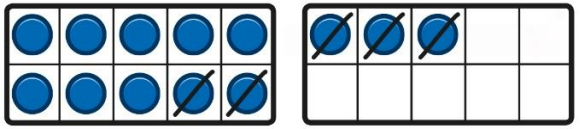
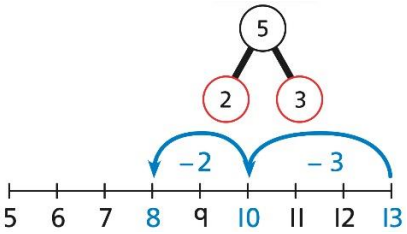
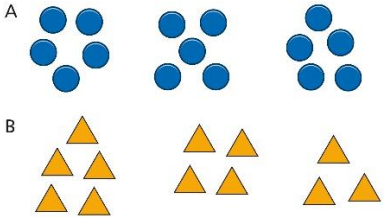
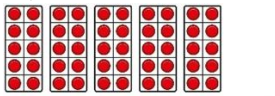
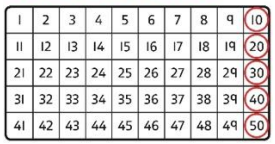
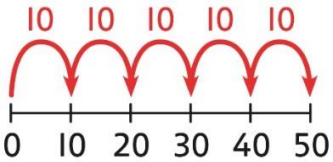
Year 1			
	Concrete	**Pictorial**	**Abstract**
Year 1 **Addition**	**Counting and adding more** Children add one more person or object to a group to find one more.	**Counting and adding more** Children add one more cube or counter to a group to represent one more.  *One more than 4 is 5.*	**Counting and adding more** Use a number line to understand how to link counting on with finding one more.  *One more than 6 is 7.* *7 is one more than 6.* Learn to link counting on with adding more than one.  *5 + 3 = 8*
	Understanding part-part-whole relationship Sort people and objects into parts and understand the relationship with the whole.  *The parts are 2 and 4. The whole is 6.*	**Understanding part-part-whole relationship** Children draw to represent the parts and understand the relationship with the whole.  *The parts are 1 and 5. The whole is 6.*	**Understanding part-part-whole relationship** Use a part-whole model to represent the numbers.   *6 + 4 = 10*

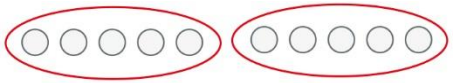
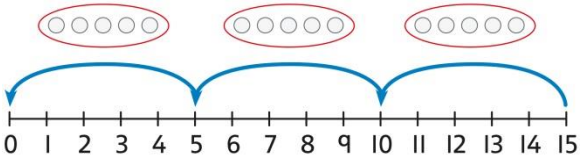
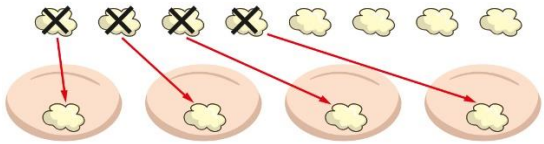
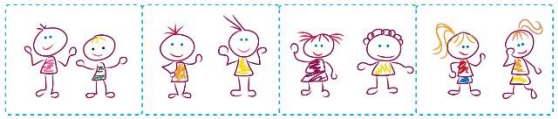
	Knowing and finding number bonds within 10 Break apart a group and put back together to find and form number bonds.  *3 + 4 = 7*  *6 = 2 + 4*	**Knowing and finding number bonds within 10** Use five and ten frames to represent key number bonds.  *5 = 4 + 1*  *10 = 7 + 3*	**Knowing and finding number bonds within 10** Use a part-whole model alongside other representations to find number bonds. Make sure to include examples where one of the parts is zero.   *4 + 0 = 4* *3 + 1 = 4*
	Understanding teen numbers as a complete 10 and some more Complete a group of 10 objects and count more.  *13 is 10 and 3 more.*	**Understanding teen numbers as a complete 10 and some more** Use a ten frame to support understanding of a complete 10 for teen numbers.  *13 is 10 and 3 more.*	**Understanding teen numbers as a complete 10 and some more.** *1 ten and 3 ones equal 13.* *10 + 3 = 13*

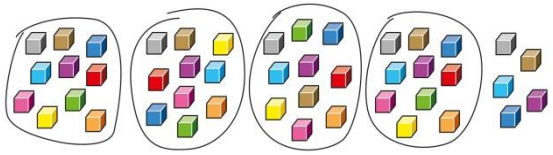
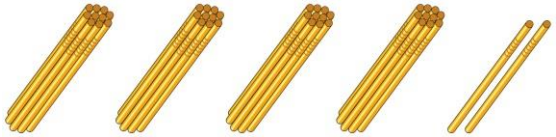
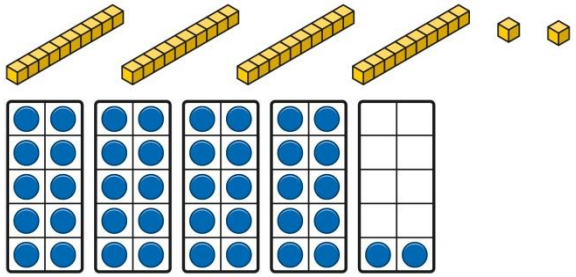
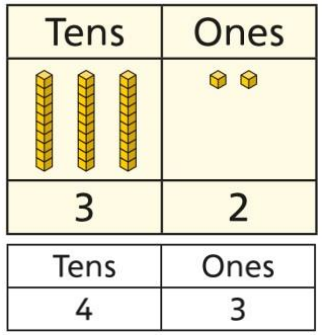
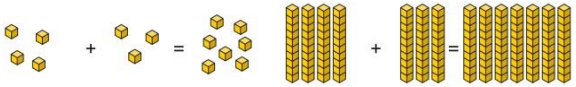
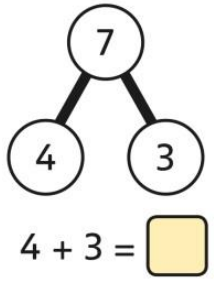
	Adding by counting on Children use knowledge of counting to 20 to find a total by counting on using people or objects. 	**Adding by counting on** Children use counters to support and represent their counting on strategy. 	**Adding by counting on** Children use number lines or number tracks to support their counting on strategy.  7 + 5 = ☐
	Adding the 1s Children use bead strings to recognise how to add the 1s to find the total efficiently.  *2 + 3 = 5* *12 + 3 = 15*	**Adding the 1s** Children represent calculations using ten frames to add a teen and 1s.  *2 + 3 = 5* *12 + 3 = 15*	**Adding the 1s** Children recognise that a teen is made from a 10 and some 1s and use their knowledge of addition within 10 to work efficiently. *3 + 5 = 8* *So, 13 + 5 = 18*
	Bridging the 10 using number bonds Children use a bead string to complete a 10 and understand how this relates to the addition.  *7 add 3 makes 10.* *So, 7 add 5 is 10 and 2 more.*	**Bridging the 10 using number bonds** Children use counters to complete a ten frame and understand how they can add using knowledge of number bonds to 10.  .	**Bridging the 10 using number bonds** Use a part-whole model and a number line to support the calculation.  *9 + 4 = 13*

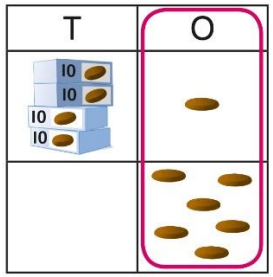
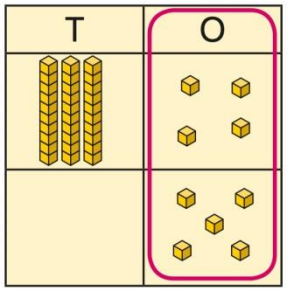
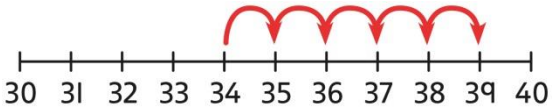
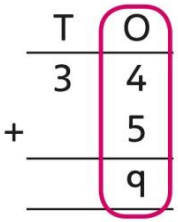
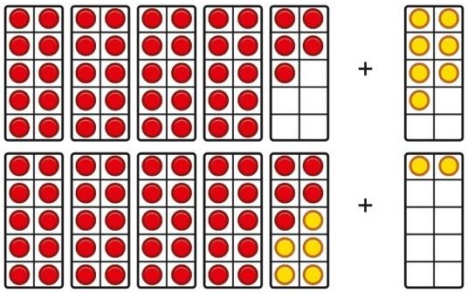
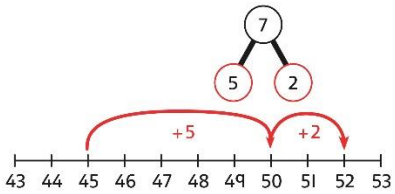
Year 1 **Subtraction**	**Counting back and taking away** Children arrange objects and remove to find how many are left.  *1 less than 6 is 5.* *6 subtract 1 is 5.*	**Counting back and taking away** Children draw and cross out or use counters to represent objects from a problem.  9 – ☐ = ☐ There are ☐ children left.	**Counting back and taking away** Children count back to take away and use a number line or number track to support the method.  *9 – 3 = 6*
	Finding a missing part, given a whole and a part Children separate a whole into parts and understand how one part can be found by subtraction.  *8 – 5 = ?*	**Finding a missing part, given a whole and a part** Children represent a whole and a part and understand how to find the missing part by subtraction.  5 – 4 = ☐	**Finding a missing part, given a whole and a part** Children use a part-whole model to support the subtraction to find a missing part.  *7 – 3 = ?* Children develop an understanding of the relationship between addition and subtraction facts in a part-whole model.  

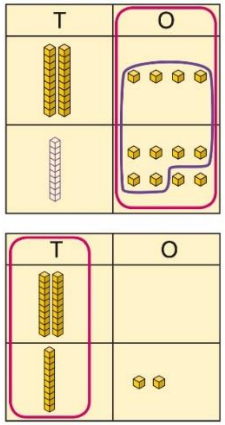
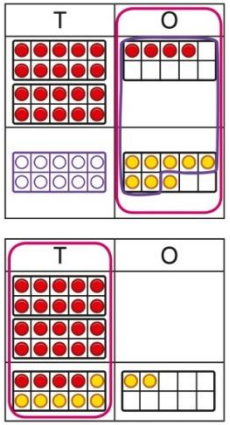
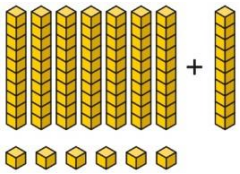
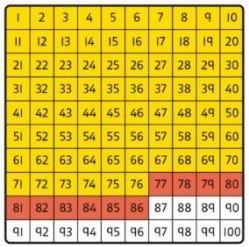
	Finding the difference Arrange two groups so that the difference between the groups can be worked out.  *8 is 2 more than 6.* *6 is 2 less than 8.* *The difference between 8 and 6 is 2.*	**Finding the difference** Represent objects using sketches or counters to support finding the difference.  *5 – 4 = 1* *The difference between 5 and 4 is 1.*	**Finding the difference** Children understand 'find the difference' as subtraction.  *10 – 4 = 6* *The difference between 10 and 6 is 4.*
	Subtraction within 20 Understand when and how to subtract 1s efficiently. Use a bead string to subtract 1s efficiently.  *5 – 3 = 2* *15 – 3 = 12*	**Subtraction within 20** Understand when and how to subtract 1s efficiently.  *5 – 3 = 2* *15 – 3 = 12*	**Subtraction within 20** Understand how to use knowledge of bonds within 10 to subtract efficiently. *5 – 3 = 2* *15 – 3 = 12*
	Subtracting 10s and 1s For example: 18 – 12 Subtract 12 by first subtracting the 10, then the remaining 2.  *First subtract the 10, then take away 2.*	**Subtracting 10s and 1s** For example: 18 – 12 Use ten frames to represent the efficient method of subtracting 12.  *First subtract the 10, then subtract 2.*	**Subtracting 10s and 1s** Use a part-whole model to support the calculation.  *19 – 14* *19 – 10 = 9* *9 – 4 = 5*

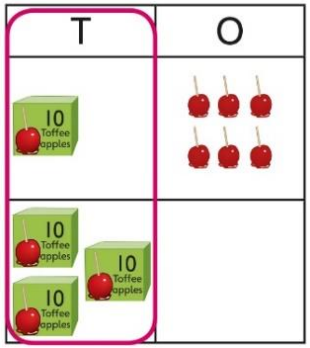
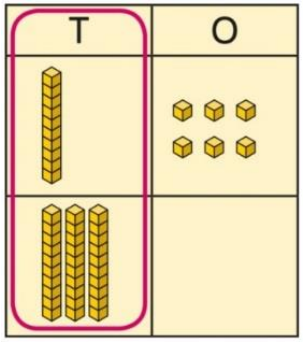
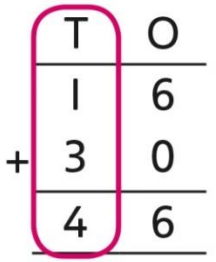
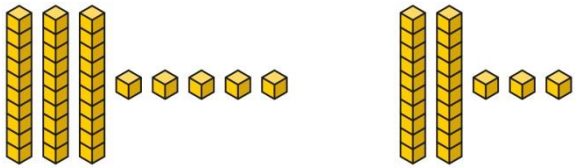
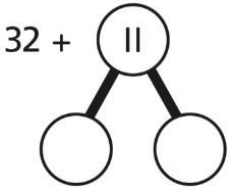
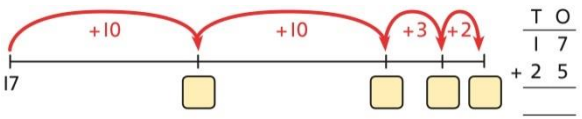
			So, 19 – 14 = 5
	Subtraction bridging 10 using number bonds For example: 12 – 7 Arrange objects into a 10 and some 1s, then decide on how to split the 7 into parts.  *7 is 2 and 5, so I take away the 2 and then the 5.*	**Subtraction bridging 10 using number bonds** Represent the use of bonds using ten frames.  *For 13 – 5, I take away 3 to make 10, then take away 2 to make 8.*	**Subtraction bridging 10 using number bonds** Use a number line and a part-whole model to support the method. *13 – 5* 
Year 1 Multiplication	**Recognising and making equal groups** Children arrange objects in equal and unequal groups and understand how to recognise whether they are equal. 	**Recognising and making equal groups** Children draw and represent equal and unequal groups. 	**Describe equal groups using words** *Three equal groups of 4.* *Four equal groups of 3.*
	Finding the total of equal groups by counting in 2s, 5s and 10s  There are 5 pens in each pack … 5…10…15…20…25…30…35…40…	**Finding the total of equal groups by counting in 2s, 5s and 10s** 100 squares and ten frames support counting in 2s, 5s and 10s.  	**Finding the total of equal groups by counting in 2s, 5s and 10s** Use a number line to support repeated addition through counting in 2s, 5s and 10s. 

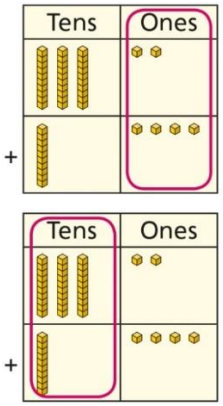
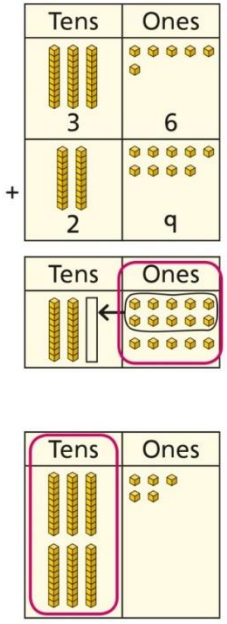
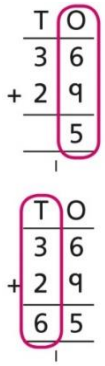
Year 1 **Division**	**Grouping** Learn to make equal groups from a whole and find how many equal groups of a certain size can be made. Sort a whole set people and objects into equal groups.  *There are 10 children altogether.* *There are 2 in each group.* *There are 5 groups.*	**Grouping** Represent a whole and work out how many equal groups.  *There are 10 in total.* *There are 5 in each group.* *There are 2 groups.*	**Grouping** Children may relate this to counting back in steps of 2, 5 or 10. 
	Sharing Share a set of objects into equal parts and work out how many are in each part. 	**Sharing** Sketch or draw to represent sharing into equal parts. This may be related to fractions. 	**Sharing** *10 shared into 2 equal groups gives 5 in each group.*

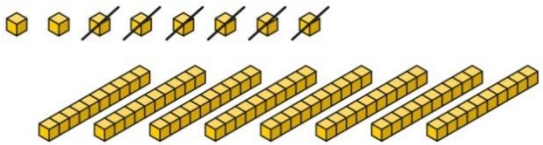
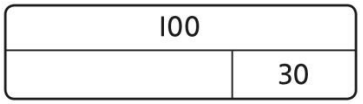
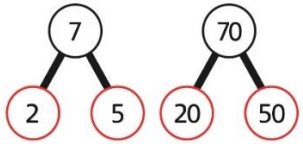
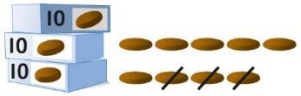
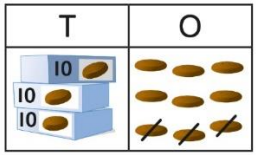
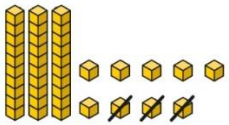
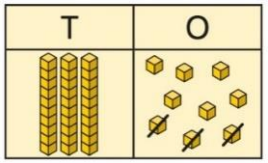
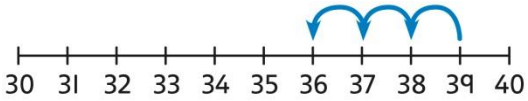
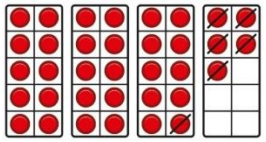
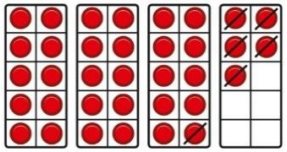
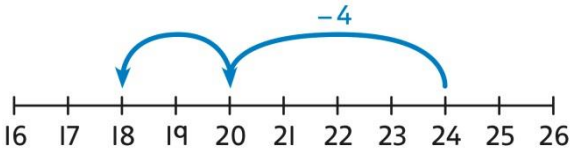
Year 2			
	Concrete	**Pictorial**	**Abstract**
Year 2 Addition			
Understanding 10s and 1s	Group objects into 10s and 1s.  Bundle straws to understand unitising of 10s. 	Understand 10s and 1s equipment, and link with visual representations on ten frames. 	Represent numbers on a place value grid, using equipment or numerals.  Tens | Ones 4 | 3
Adding 10s	Use known bonds and unitising to add 10s.  *I know that 4 + 3 = 7.* *So, I know that 4 tens add 3 tens is 7 tens.*	Use known bonds and unitising to add 10s.  *I know that 4 + 3 = 7.* *So, I know that 4 tens add 3 tens is 7 tens.*	Use known bonds and unitising to add 10s.  *4 + 3 = 7* *4 tens + 3 tens = 7 tens* *40 + 30 = 70*
Adding a 1-digit number to	Add the 1s to find the total. Use known bonds within 10.	Add the 1s.	Add the 1s.

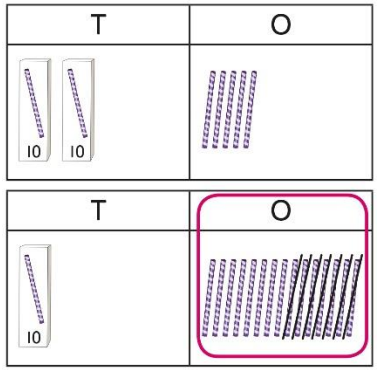
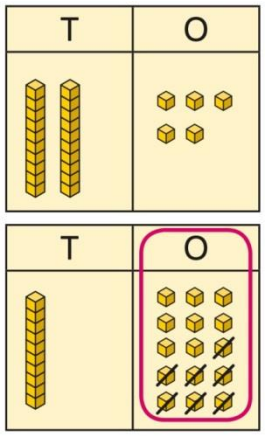
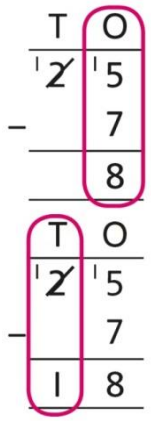
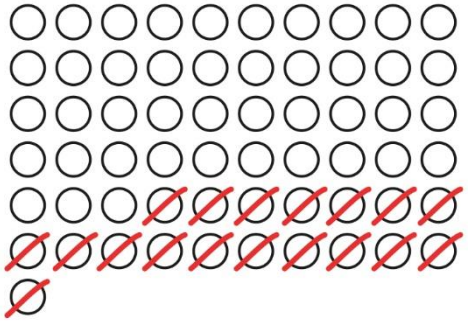
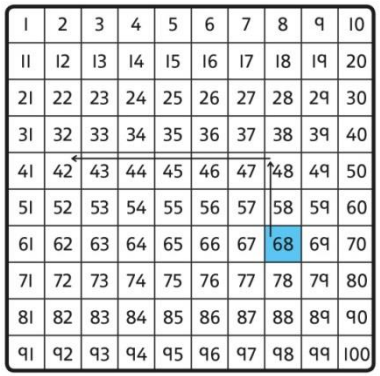
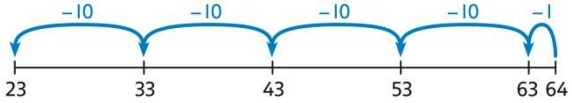
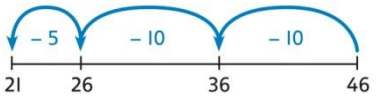
a 2-digit number not bridging a 10	 *41 is 4 tens and 1 one.* *41 add 6 ones is 4 tens and 7 ones.* This can also be done in a place value grid. 	 *34 is 3 tens and 4 ones.* *4 ones and 5 ones are 9 ones.* *The total is 3 tens and 9 ones.* 	Understand the link between counting on and using known number facts. Children should be encouraged to use known number bonds to improve efficiency and accuracy.  This can be represented horizontally or vertically. *34 + 5 = 39* *or* 
Adding a 1-digit number to a 2-digit number bridging 10	Complete a 10 using number bonds.  *There are 4 tens and 5 ones.* *I need to add 7. I will use 5 to complete a 10, then add 2 more.*	Complete a 10 using number bonds. 	Complete a 10 using number bonds.  *7 = 5 + 2* *45 + 5 + 2 = 52*
Adding a 1-digit number to a 2-digit number using exchange	Exchange 10 ones for 1 ten.	Exchange 10 ones for 1 ten.	Exchange 10 ones for 1 ten.

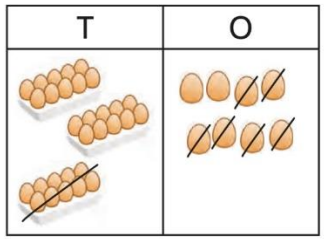
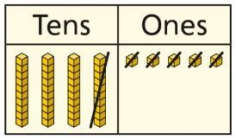
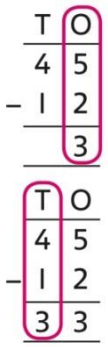
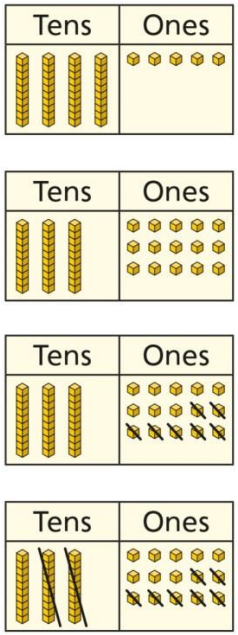
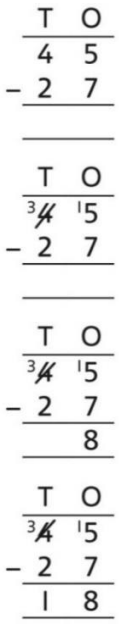
			
Adding a multiple of 10 to a 2-digit number	Add the 10s and then recombine.  *27 is 2 tens and 7 ones.* *50 is 5 tens.* *There are 7 tens in total and 7 ones.* *So, 27 + 50 is 7 tens and 7 ones.*	Add the 10s and then recombine.  *66 is 6 tens and 6 ones.* *66 + 10 = 76* A 100 square can support this understanding. 	Add the 10s and then recombine. *37 + 20 = ?* *30 + 20 = 50* *50 + 7 = 57* *37 + 20 = 57*
Adding a multiple of 10 to a 2-digit number using columns	Add the 10s using a place value grid to support.	Add the 10s using a place value grid to support.	Add the 10s represented vertically. Children must understand how the method relates to unitising of 10s and place value.

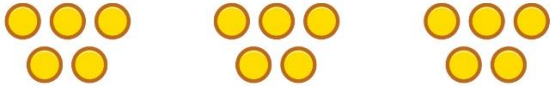
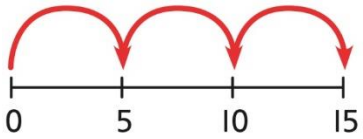
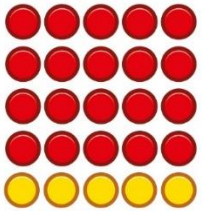
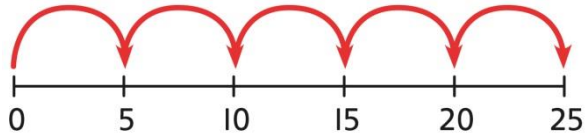
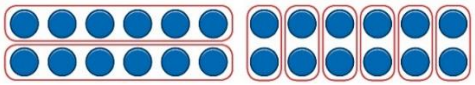
	 *16 is 1 ten and 6 ones.* *30 is 3 tens.* *There are 4 tens and 6 ones in total.*	 *16 is 1 ten and 6 ones.* *30 is 3 tens.* *There are 4 tens and 6 ones in total.*	 *1 + 3 = 4* *1 ten + 3 tens = 4 tens* *16 + 30 = 46*
Adding two 2-digit numbers	Add the 10s and 1s separately.  *5 + 3 = 8* *There are 8 ones in total.* *3 + 2 = 5* *There are 5 tens in total.* *35 + 23 = 58*	Add the 10s and 1s separately. Use a part-whole model to support.  *11 = 10 + 1* *32 + 10 = 42* *42 + 1 = 43* *32 + 11 = 43*	Add the 10s and the 1s separately, bridging 10s where required. A number line can support the calculations.  *17 + 25*
Adding two 2-digit numbers using a place value grid	Add the 1s. Then add the 10s.		Add the 1s. Then add the 10s.

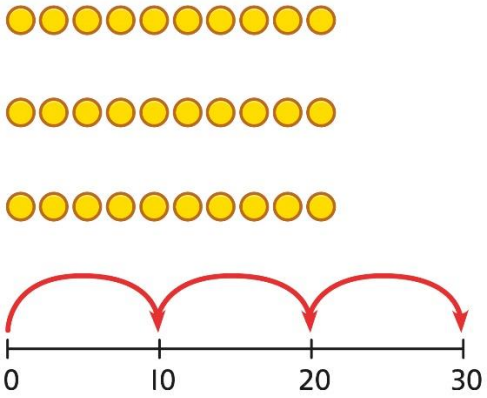
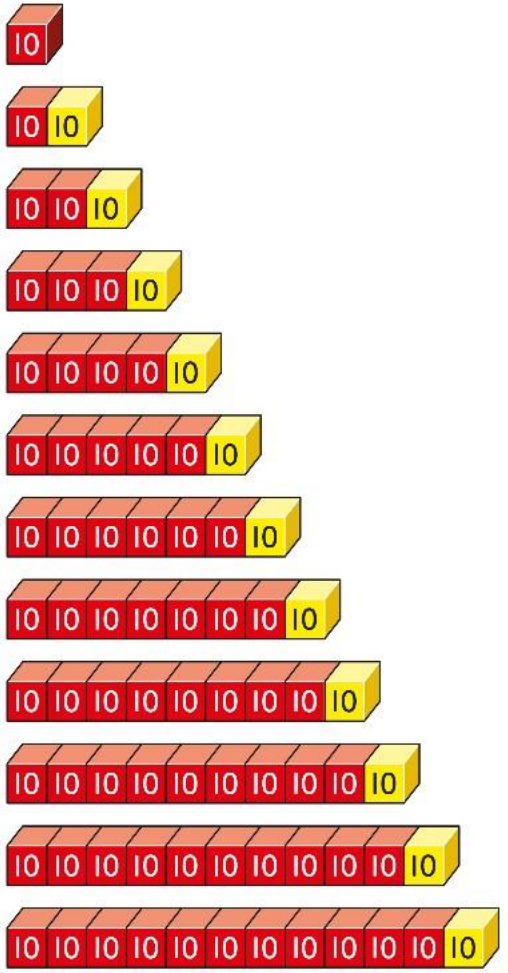
			
Adding two 2-digit numbers with exchange	Add the 1s. Exchange 10 ones for a ten. Then add the 10s. 		Add the 1s. Exchange 10 ones for a ten. Then add the 10s. 

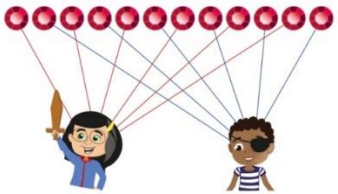
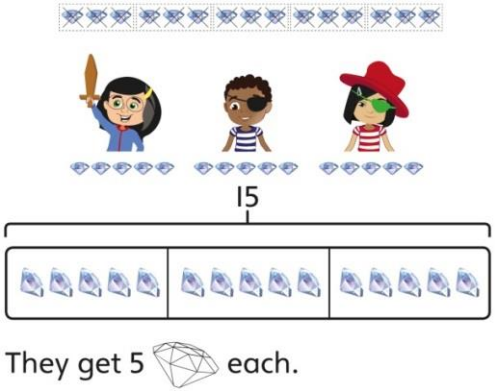
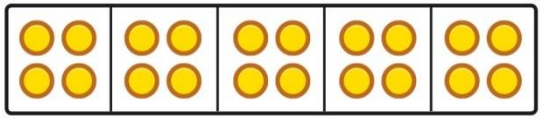
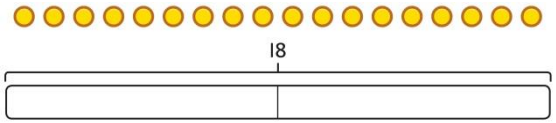
Year 2 Subtraction			
Subtracting multiples of 10	Use known number bonds and unitising to subtract multiples of 10.  *8 subtract 6 is 2.* *So, 8 tens subtract 6 tens is 2 tens.*	Use known number bonds and unitising to subtract multiples of 10.  *10 – 3 = 7* *So, 10 tens subtract 3 tens is 7 tens.*	Use known number bonds and unitising to subtract multiples of 10.  *7 tens subtract 5 tens is 2 tens.* *70 – 50 = 20*
Subtracting a single-digit number	Subtract the 1s. This may be done in or out of a place value grid.  	Subtract the 1s. This may be done in or out of a place value grid.  	Subtract the 1s. Understand the link between counting back and subtracting the 1s using known bonds.  T O 3 9 – 3 3 6 *9 – 3 = 6* *39 – 3 = 36*
Subtracting a single-digit number bridging 10	Bridge 10 by using known bonds.  *35 – 6* *I took away 5 counters, then 1 more.*	Bridge 10 by using known bonds.  *35 – 6* *First, I will subtract 5, then 1.*	Bridge 10 by using known bonds.  *24 – 6 = ?* *24 – 4 – 2 = ?*

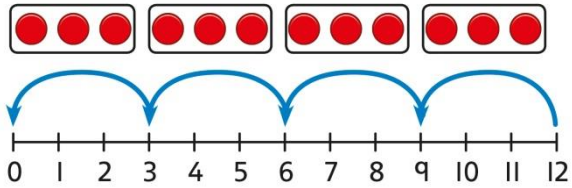
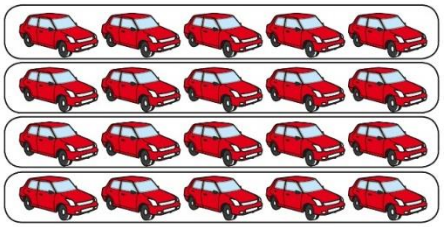
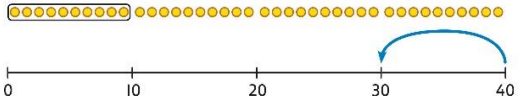
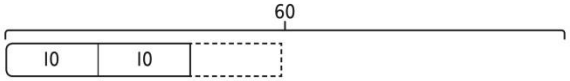
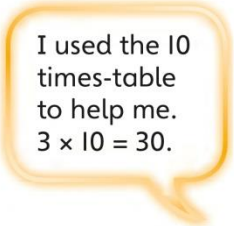
Subtracting a single-digit number using exchange	Exchange 1 ten for 10 ones. This may be done in or out of a place value grid. 	Exchange 1 ten for 10 ones. 	Exchange 1 ten for 10 ones.  *25 – 7 = 18*
Subtracting a 2-digit number	Subtract by taking away.  *61 – 18* *I took away 1 ten and 8 ones.*	Subtract the 10s and the 1s. This can be represented on a 100 square. 	Subtract the 10s and the 1s. This can be represented on a number line.  *64 – 41 = ?* *64 – 1 = 63* *63 – 40 = 23* *64 – 41 = 23*  *46 – 20 = 26* *26 – 5 = 21* *46 – 25 = 21*

Subtracting a 2-digit number using place value and columns	Subtract the 1s. Then subtract the 10s. This may be done in or out of a place value grid.  *38 – 16 = 22*	Subtract the 1s. Then subtract the 10s.  	Using column subtraction, subtract the 1s. Then subtract the 10s. 
Subtracting a 2-digit number with exchange		Exchange 1 ten for 10 ones. Then subtract the 1s. Then subtract the 10s.  	Using column subtraction, exchange 1 ten for 10 ones. Then subtract the 1s. Then subtract the 10s. 

Year 2 Multiplication			
Equal groups and repeated addition	Recognise equal groups and write as repeated addition and as multiplication.  *3 groups of 5 chairs* *15 chairs altogether*	Recognise equal groups using standard objects such as counters and write as repeated addition and multiplication.  *3 groups of 5* *15 in total*	Use a number line and write as repeated addition and as multiplication.  *5 + 5 + 5 = 15* *3 × 5 = 15*
Using arrays to represent multiplication and support understanding	Understand the relationship between arrays, multiplication and repeated addition.  *4 groups of 5*	Understand the relationship between arrays, multiplication and repeated addition.  *4 groups of 5 … 5 groups of 5*	Understand the relationship between arrays, multiplication and repeated addition.  *5 × 5 = 25*
Understanding commutativity	Use arrays to visualise commutativity.  *I can see 6 groups of 3.* *I can see 3 groups of 6.*	Form arrays using counters to visualise commutativity. Rotate the array to show that orientation does not change the multiplication.  *This is 2 groups of 6 and also 6 groups of 2.*	Use arrays to visualise commutativity.  *4 + 4 + 4 + 4 + 4 = 20* *5 + 5 + 5 + 5 = 20*

			4 × 5 = 20 and 5 × 4 = 20
Learning ×2, ×5 and ×10 table facts	Develop an understanding of how to unitise groups of 2, 5 and 10 and learn corresponding times-table facts.  *3 groups of 10 … 10, 20, 30* *3 × 10 = 30*	Understand how to relate counting in unitised groups and repeated addition with knowing key times-table facts.  *10 + 10 + 10 = 30* *3 × 10 = 30*	Understand how the times-tables increase and contain patterns.  *5 × 10 = 50* *6 × 10 = 60*

Year 2 **Division**			
Sharing equally	Start with a whole and share into equal parts, one at a time.  *12 shared equally between 2.* *They get 6 each.* Start to understand how this also relates to grouping. To share equally between 3 people, take a group of 3 and give 1 to each person. Keep going until all the objects have been shared  *15 shared equally between 3.* *They get 5 each.*	Represent the objects shared into equal parts using a bar model.  *20 shared into 5 equal parts.* *There are 4 in each part.*	Use a bar model to support understanding of the division.  *18 ÷ 2 = 9*

Grouping equally	Understand how to make equal groups from a whole.  *8 divided into 4 equal groups.* *There are 2 in each group.*	Understand the relationship between grouping and the division statements. 12 ÷ 3 = 4  12 ÷ 4 = 3  12 ÷ 6 = 2  12 ÷ 2 = 6 	Understand how to relate division by grouping to repeated subtraction.  There are 4 groups now. *12 divided into groups of 3.* *12 ÷ 3 = 4* *There are 4 groups.*
Using known times-tables to solve divisions	Understand the relationship between multiplication facts and division.  *4 groups of 5 cars is 20 cars in total.* *20 divided by 4 is 5.*	Link equal grouping with repeated subtraction and known times-table facts to support division.  *40 divided by 4 is 10.* Use a bar model to support understanding of the link between times-table knowledge and division.  	Relate times-table knowledge directly to division. 1 × 10 = 10 2 × 10 = 20 3 × 10 = 30 4 × 10 = 40 5 × 10 = 50 6 × 10 = 60 7 × 10 = 70 8 × 10 = 80  *I know that 3 groups of 10 makes 30, so I know that 30 divided by 10 is 3.* *3 × 10 = 30 so 30 ÷ 10 = 3*