Saxton CE Primary School



How we teach calculations:

Calculation Policy for Mathematics

January 2018

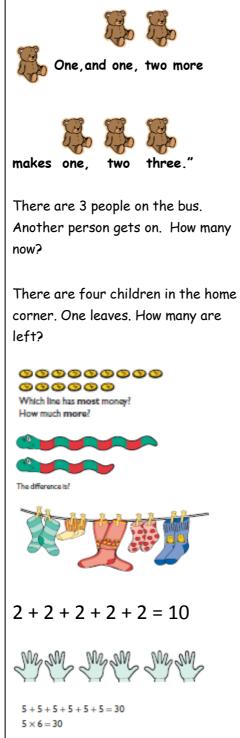
Early Years

Recording and

<u>developmental</u>

<u>pictures</u>

Children are encouraged to develop a mental picture of the number system in their heads to use for calculation. They experience practical calculation opportunities using a wide variety of equipment, e.g. small world play, role play, counters, cubes etc. They develop ways of recording calculations using pictures, etc.



Expected Level of Development

- Children count reliably with numbers from 1-20, place them in order and say which number is one more or one less than a given number.
- Using quantities and objects, they add and subtract 2 single digit numbers and count on or back to find the number.
- They solve problems, including doubling, halving and sharing.

Exceeding Level of Development

- Children estimate a number of objects and check quantities by counting up to 20.
- They solve practical problems that involve combining groups of 2, 5, or 10, or sharing into equal groups.

NB Written calculation sentences will be modelled by the teacher, not necessarily by the children.

A A A A A A A A A A A A A A A A A A A	
12 apples to share with 3 friends equally	



The following calculation policy has been devised to meet requirements of the National Curriculum 2014 for the teaching and learning of mathematics, and is also designed to give pupils a consistent and smooth progression of learning in calculations across the school. Please note that early learning in number and calculation in <u>Reception</u> follows the "Development Matters" EYFS document, and this calculation policy is designed to build on progressively from the content and methods established in the Early Years Foundation Stage.

Age stage expectations

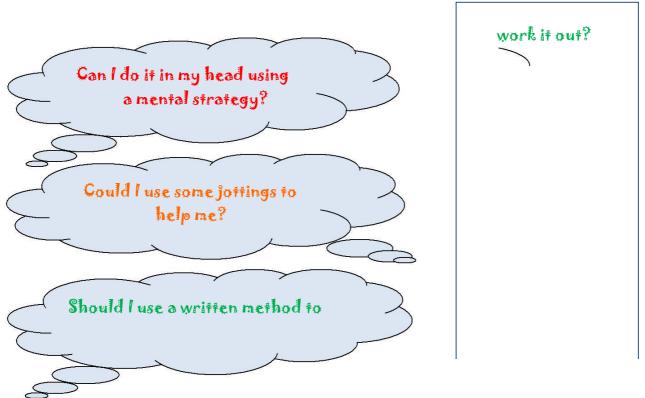
The calculation policy is organised according to age stage expectations as set out in the National Curriculum 2014, however it is vital that pupils are taught according to the stage that they are currently working at, being moved onto the next level as soon as they are ready, or working at a lower stage until they are secure enough to move on.

Providing a context for calculation:

It is important that any type of calculation is given a real life context or problem solving approach to help build children's understanding of the purpose of calculation, and to help them recognise when to use certain operations and methods when faced with problems. This must be a priority within calculation lessons.

Choosing a calculation method:

Children need to be taught and encouraged to use the following processes in deciding what approach they will take to a calculation, to ensure they select the most appropriate method for the numbers involved:



To work out a tricky calculation:

Approximate,

Calculate,

Check it mate!



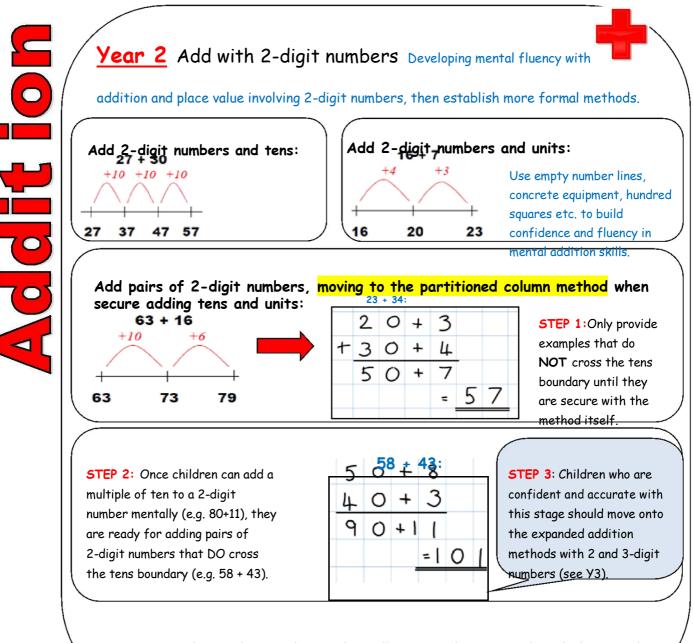
Year 1 Add with numbers up to 20 Use numbered number lines to add, by counting on in ones. Encourage children to start with the larger number and count on. +1 +1 +1 6+3=96 5 7 n Children should: Have access to a wide range of counting equipment, everyday objects, number tracks and number lines, and be shown numbers in different con-texts. Read and write the addition (+) and equals (=) signs within number sentences. Interpret addition number sentences and solve missing box problems, using concrete objects and number line addition to solve them: 8 + 3 = 5+3+1= + = 6 15 + 4 = This builds on from prior learning of adding by combining two sets of objects into one group (5 cubes and 3 cubes) in Early Years. Bead strings or bead bars can be used to illustrate addition including bridging through ten by counting on 2 then counting on 3. 8 + 5

<u>Key vocabulary</u>: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line

Key skills for addition at **Y1**:

- Read and write numbers to 100 in numerals, incl. 1–20 in words
- Recall bonds to 10 and 20, and addition facts within 20
- Count to and across 100
- Count in multiples of 1, 2, 5 and 10
- Solve simple 1-step problems involving addition, using objects, number lines and pictorial representations.

Video clips: <u>Using a range of equipment and strategies to reinforce addition statements</u> / bonds to 10

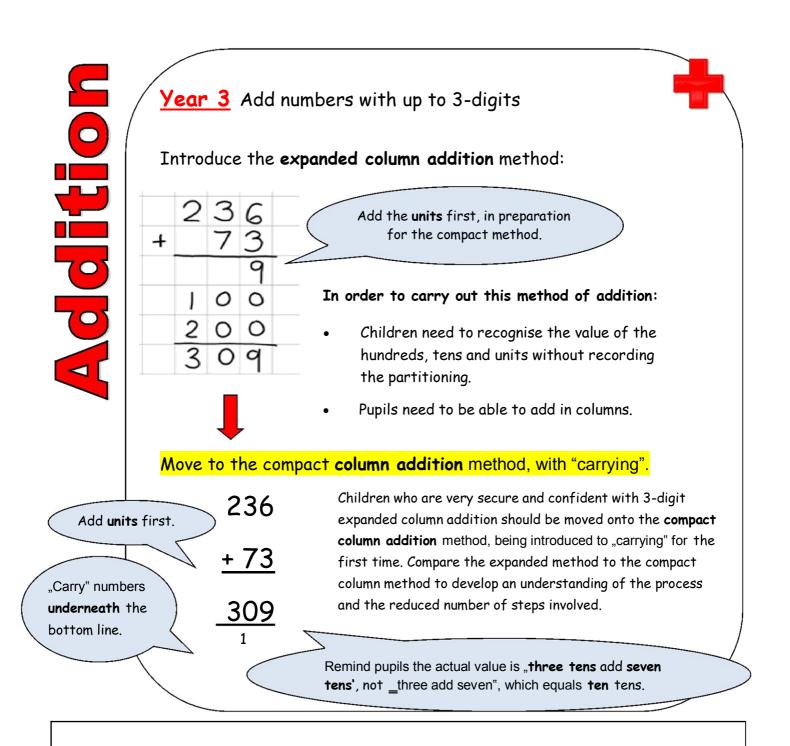


To support understanding, pupils may physically make and carry out the calculation with Dienes Base 10 apparatus or place value counters, then compare their practical version to the written form, to help them to build an understanding of it.

Key vocabulary: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line, sum, tens, units, partition, addition, column, tens boundary

Key skills for addition at Y2:

- Add a 2-digit number and ones (e.g. 27 + 6)
- Add a 2-digit number and tens (e.g. 23 + 40)
- Add pairs of 2-digit numbers (e.g. 35 + 47)
- Add three single-digit numbers (e.g. 5 + 9 + 7)
- Show that adding can be done in any order (the commutative law).
- Recall bonds to 20 and bonds of tens to 100 (30 + 70 etc.)
- Count in steps of 2, 3 and 5 and count in tens from any number.
- Understand the place value of 2-digit numbers (tens and ones)
- Compare and order numbers to 100 using <> and = signs.
- Read and write numbers to at least 100 in numerals and words.
- Solve problems with addition, using concrete objects, pictorial representations, involving numbers, quantities and measures, and applying mental and written methods.



<u>Key vocabulary</u>: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line, sum, tens, units, partition, plus, addition, column, tens boundary, hundreds boundary, increase, vertical, _carry', expanded, compact

Key skills for addition at Y3:

- Read and write numbers to 1000 in numerals and words.
- Add 2-digit numbers mentally, incl. those exceeding 100.
- Add a three-digit number and ones mentally (175 + 8)
- Add a three-digit number and tens mentally (249 + 50)
- Add a three-digit number and hundreds mentally (381 + 400)
- Estimate answers to calculations, using inverse to check answers.
- Solve problems, including missing number problems, using
- number facts, place value, and more complex addition.
- Recognise place value of each digit in 3-digit numbers (hundreds, tens, ones.)
- Continue to practise a wide range of mental addition strategies, ie. number bonds, adding the nearest multiple of 10, 100, 100 and adjusting, using near doubles, partitioning and recombining.

Video clip: Demonstration of expanded 3-digit column addition



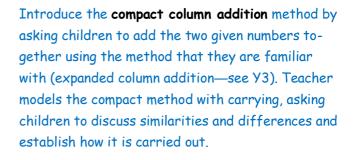
Move from expanded addition to the compact column method, **adding units first**, and "carrying" numbers **underneath** the calculation. Also include money and measures contexts.

e.g. 3517 + 396 = 3913

39

6

3



Add **units** first.

+

 (\mathbf{O})

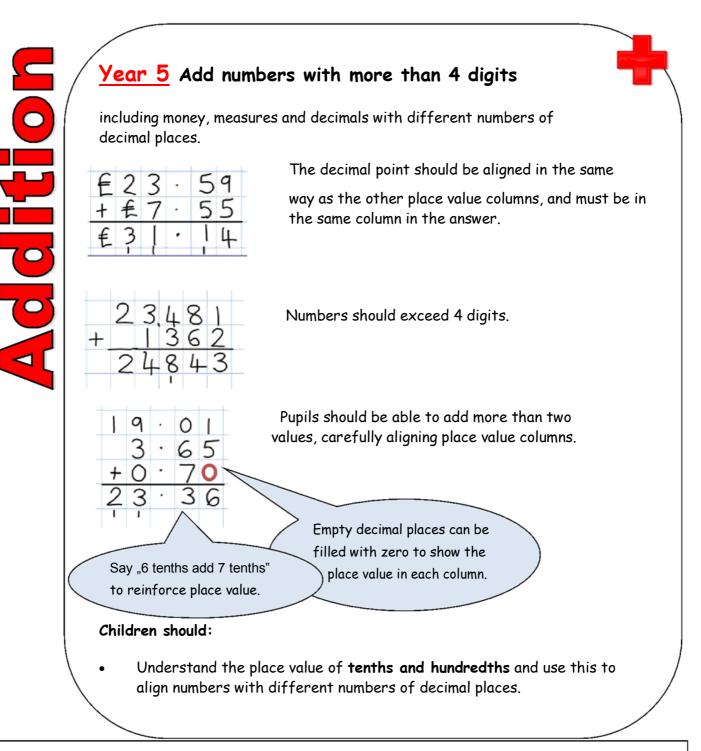
"Carry" numbers underneath the bottom line. Reinforce correct place value by reminding them the actual value is <u>5 hundreds</u> add <u>3 hun-</u> <u>dreds</u>, **not 5 add 3**, for example.

Use and apply this method to money and measurement values.

<u>Key vocabulary</u>: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line, sum, tens, units, partition, plus, addition, column, tens boundary, hundreds boundary, increase, vertical, "carry", expanded, compact, **thousands**, **hundreds**, **digits**, **inverse**

Key skills for addition at Y4:

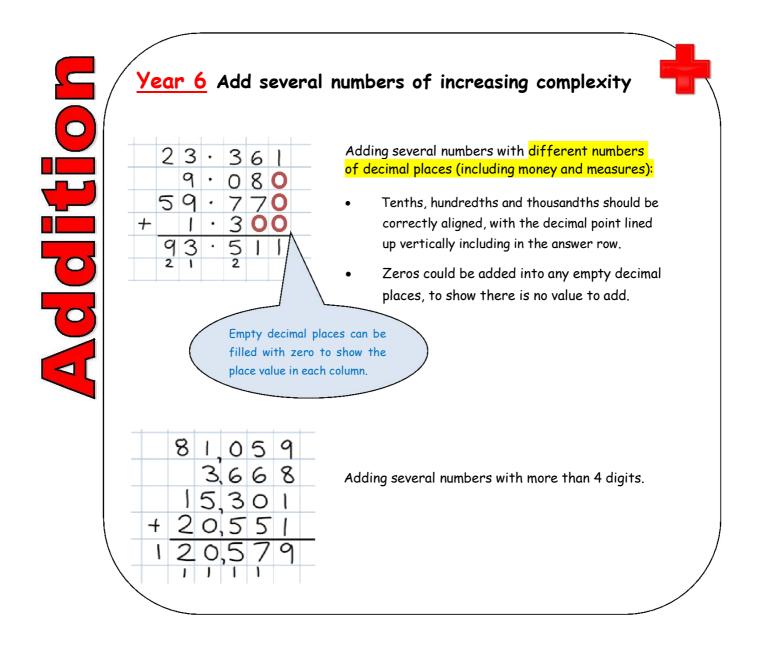
- Select most appropriate method: mental, jottings or written and explain why.
- Recognise the place value of each digit in a four-digit number.
- Round any number to the nearest 10, 100 or 1000.
- Estimate and use inverse operations to check answers.
- Solve 2-step problems in context, deciding which operations and methods to use and why.
- Find 1000 more or less than a given number.
- Continue to practise a wide range of mental addition strategies, ie. number bonds, add the nearest multiple of 10, 100, 1000 and adjust, use near doubles, partitioning and recombining.
- Add numbers with up to 4 digits using the formal written method of column addition
- Solve 2-step problems in contexts, deciding which operations and methods to use and why.
- Estimate and use inverse operations to check answers to a calculation.



<u>Key vocabulary</u>: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line, sum, tens, units, partition, plus, addition, column, tens boundary, hundreds boundary, increase, "carry", expanded, compact, vertical, thousands, hundreds, digits, inverse & <u>decimal places</u>, <u>decimal point</u>, tenths, hundredths, thousandths

Key skills for addition at Y5:

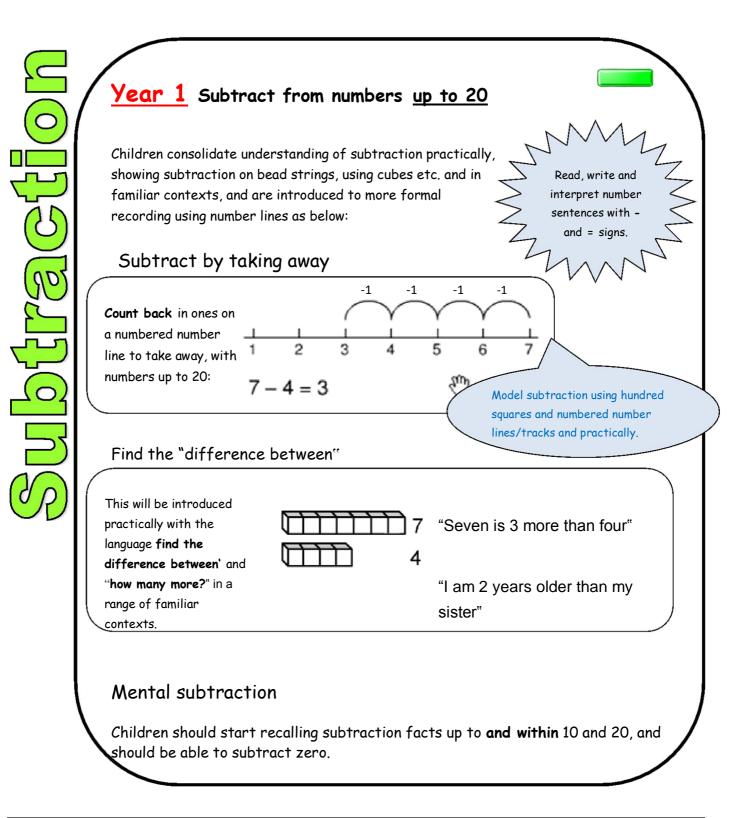
- Add numbers mentally with increasingly large numbers, using and practising a range of mental strategies ie. add the nearest multiple of 10, 100, 100 and adjust; use near doubles, inverse, partitioning and re-combining; using number bonds.
- Use rounding to check answers and accuracy.
- Solve multi-step problems in contexts, deciding which operations and methods to use and why.
- Read, write, order and compare numbers to at least 1 million and determine the value of each digit.
- Round any number up to 1 000 000 to the nearest 10, 100, 1000, 10 000 and 100 000.
- Add numbers with more than 4 digits using formal written method of columnar addition.



<u>Key vocabulary</u>: add, more, plus, and, make, altogether, total, equal to, equals, double, most, count on, number line, sum, tens, units, partition, plus, addition, column, tens boundary, hundreds boundary, increase, "carry", expanded, compact, vertical, thousands, hundreds, digits, inverse, decimal places, decimal point, tenths, hundredths, thousandths

Key skills for addition at Y6:

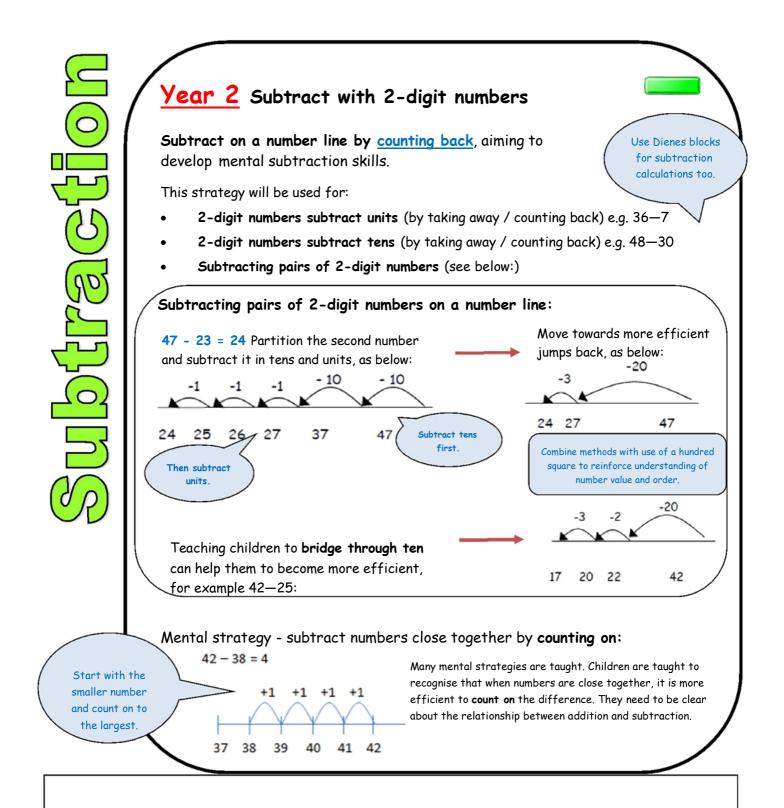
- Perform mental calculations, including with mixed operations and large numbers, using and practising a range of mental strategies.
- Solve multi-step problems in context, deciding which operations and methods to use and why.
- Use estimation to check answers to calculations and determine, in the context of a problem, levels of accuracy.
- Read, write, order and compare numbers up to 10 million and determine the value of each digit.
- Round any whole number to a required degree of accuracy.
- Pupils understand how to add mentally with larger numbers and calculations of increasing complexity.



<u>Key vocabulary</u>: equal to, take, take away, less, minus, subtract, leaves, distance between, how many more, how many fewer / less than, most, least, count back , how many left, how much less is_?

Key skills for subtraction at Y1:

- Given a number, say one more or one less.
- Count to and over 100, forward and back, from any number.
- Represent and use subtraction facts to 20 and within 20.
- Subtract with one-digit and two-digit numbers to 20, including zero.
- Solve one-step problems that involve addition and subtraction, using concrete objects (ie bead string, objects, cubes) and pictures, and missing number problems.
- Read and write numbers from 0 to 20 in numerals and words.

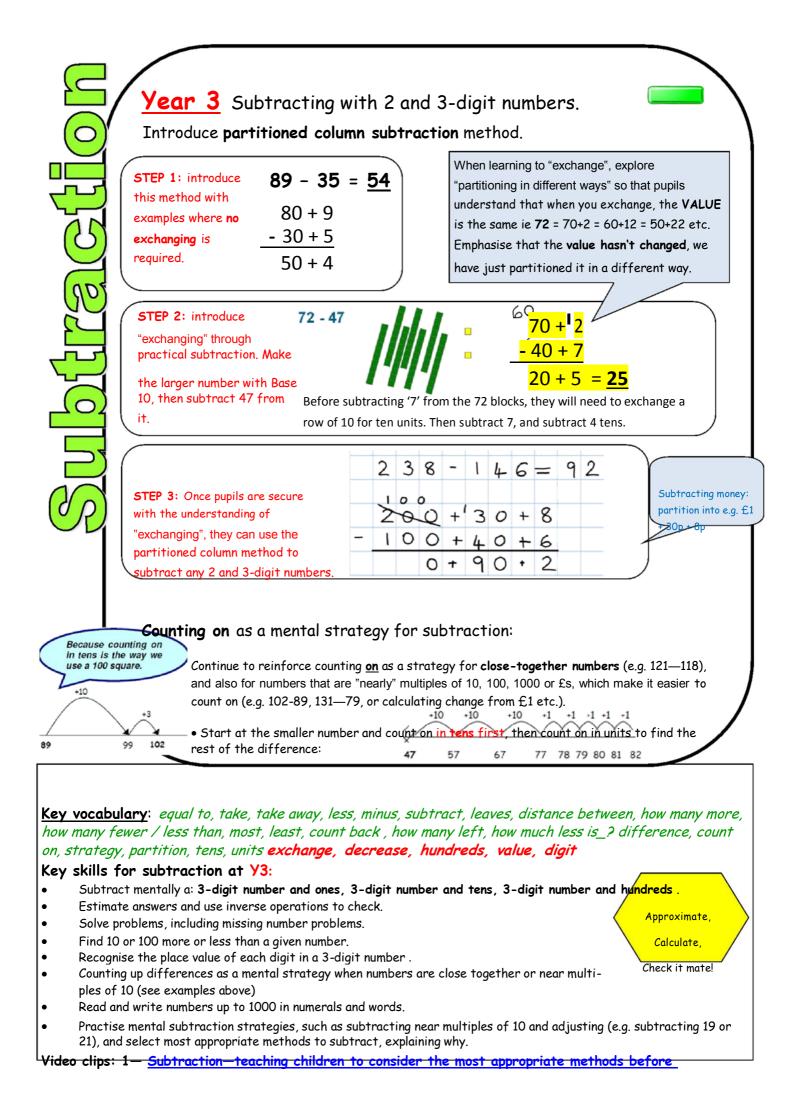


<u>Key vocabulary</u>: equal to, take, take away, less, minus, subtract, leaves, distance between, how many more, how many fewer / less than, most, least, count back, how many left, how much less is_? difference, count on, strategy, partition, tens, units

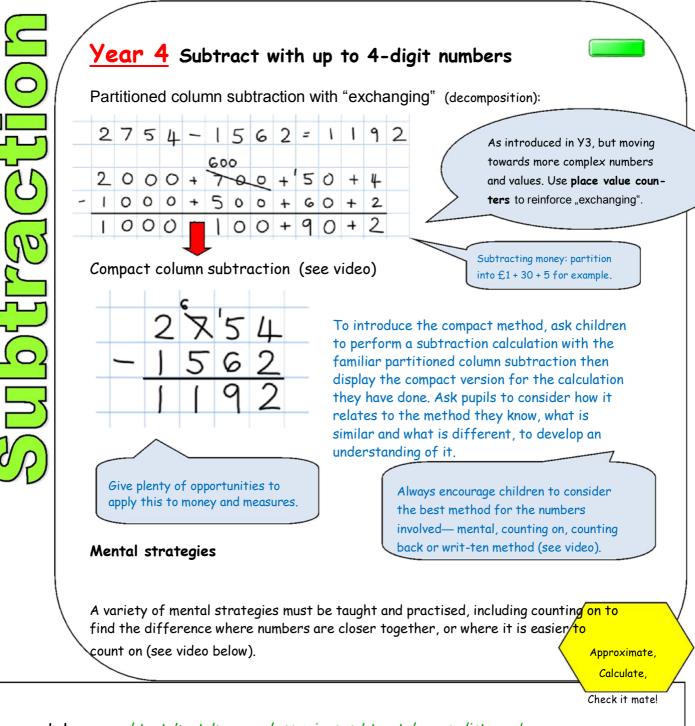
Key skills for subtraction at y2:

- Recognise the place value of each digit in a two-digit number.
- Recall and use subtraction facts to 20 fluently, and derive and use related facts up to 100.
- Subtract using concrete objects, pictorial representations, 100 squares and mentally, including: a twodigit number and ones, a two-digit number and tens, and two two-digit numbers.
- Show that subtraction of one number from another cannot be done in any order.
- Recognise and use inverse relationship between addition and subtraction, using this to check calculations and missing number problems.
- Solve simple addition and subtraction problems including measures, using concrete objects, pictorial representation, and also applying their increasing knowledge of mental and written methods.

• Read and write numbers to at least 100 in numerals and in words.



calculating 2— Introducing partitioned column subtraction method, from practical to written



Key vocabulary: equal to, take, take away, less, minus, subtract, leaves, distance be-

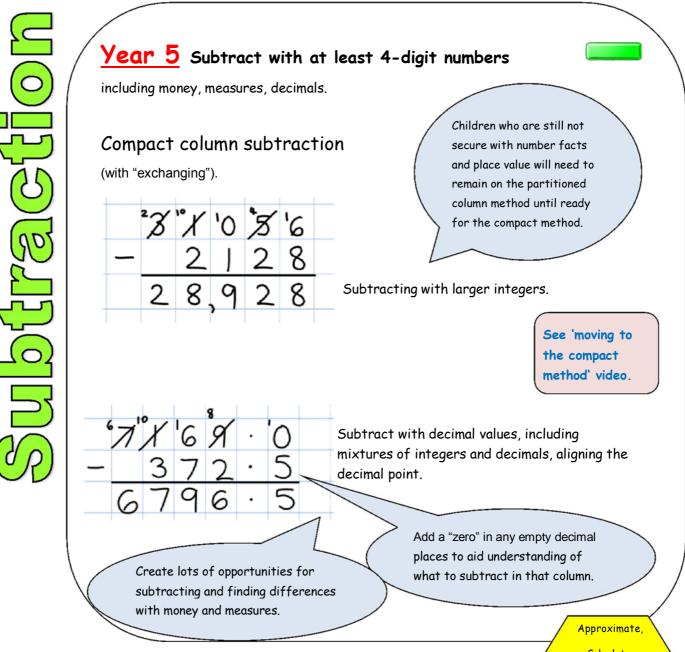
tween, how many more, how many fewer / less than, most, least, count back , how many left, how much less is_? difference, count on, strategy, partition, tens, units exchange, decrease, hundreds, value, digit, inverse

Key skills for subtraction at y4:

- Subtract by counting on where numbers are close together or they are near to multiples of 10, 100 etc.
- Children select the most appropriate and efficient methods for given subtraction calculations.
- Estimate and use inverse operations to check answers.
- Solve addition and subtraction 2-step problems, choosing which operations and methods to use and why.
- Solve simple measure and money problems involving fractions and decimals to two decimal places.
- Find 1000 more or less than a given number.
- Count backwards through zero, including negative numbers.
- Recognise place value of each digit in a 4-digit number Round any number to the nearest 10, 100 or 1000
 Solve number and practical problems that involve the above, with increasingly large positive numbers.

Videos: 1— <u>Subtraction—teaching children to consider the most appropriate methods before</u> <u>calculating 2— Introducing partitioned column subtraction method, from practical to written</u>

3— <u>Moving to the compact column method of subtraction (youtube)</u>



Key vocabulary: equal to, take, take away, less, minus, subtract, leaves, distance between, how many more, how many fewer / less than, most, least, count back, how many left, how much less is_? difference, count on, strategy, partition, tens, units exchange, decrease, hundreds, value, digit, inverse, tenths, hundredths, decimal point, decimal

Calculate,

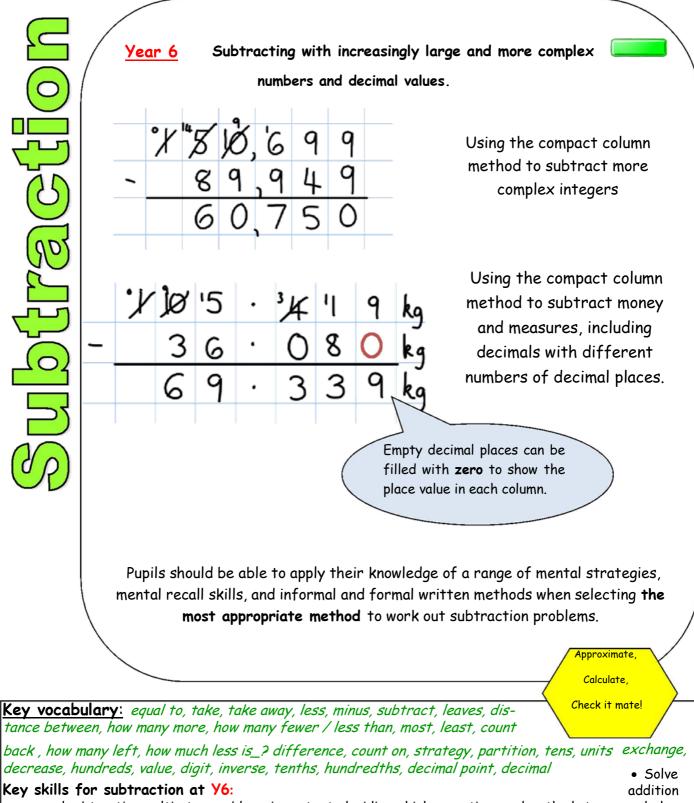
Check it mate!

Key skills for subtraction at Y5:

- Subtract numbers mentally with increasingly large numbers.
- Use rounding and estimation to check answers to calculations and determine, in a range of contexts, levels of accuracy.
- Solve addition and subtraction multi-step problems in context, deciding which operations and methods to use and why.
- Read, write, order and compare numbers to at least 1 million and determine the value of each digit.
- Count forwards or backwards in steps of powers of 10 for any given number up to 1 million.
- Interpret negative numbers in context, counting forwards and backwards with positive and negative integers through 0.
- Round any number up to 1 million to the nearest 10, 100, 1000, 10000 and 100000.

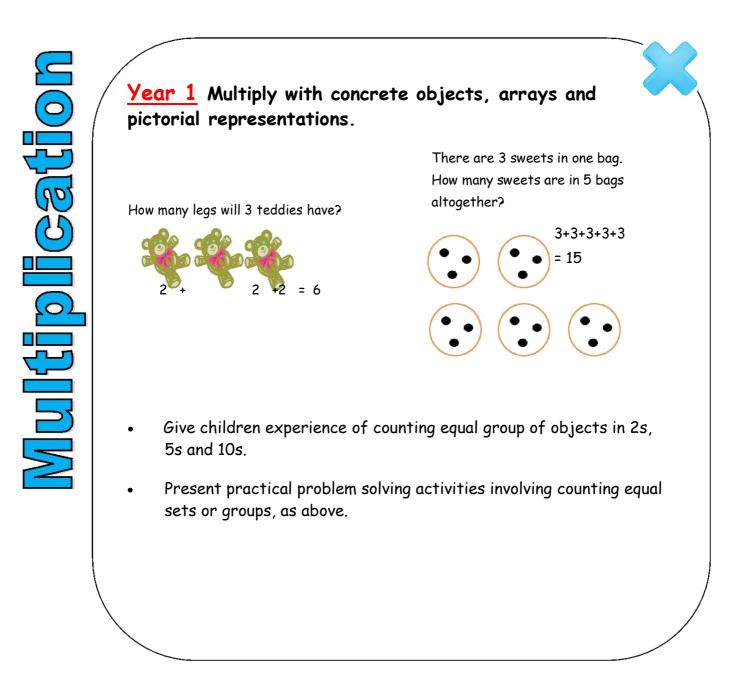
Video clip:

Moving to the compact column method of subtraction (youtube)



- and subtraction multi-step problems in context, deciding which operations and methods to use and why.
- Read, write, order and compare numbers up to 10 million and determine the value of each digit
- Round any whole number to a required degree of accuracy
- Use negative numbers in context, and calculate intervals
- across zero.
- Children need to utilise and consider a range of mental subtraction strategies, jottings and written methods before choosing how to calculate.

See previous video clips.



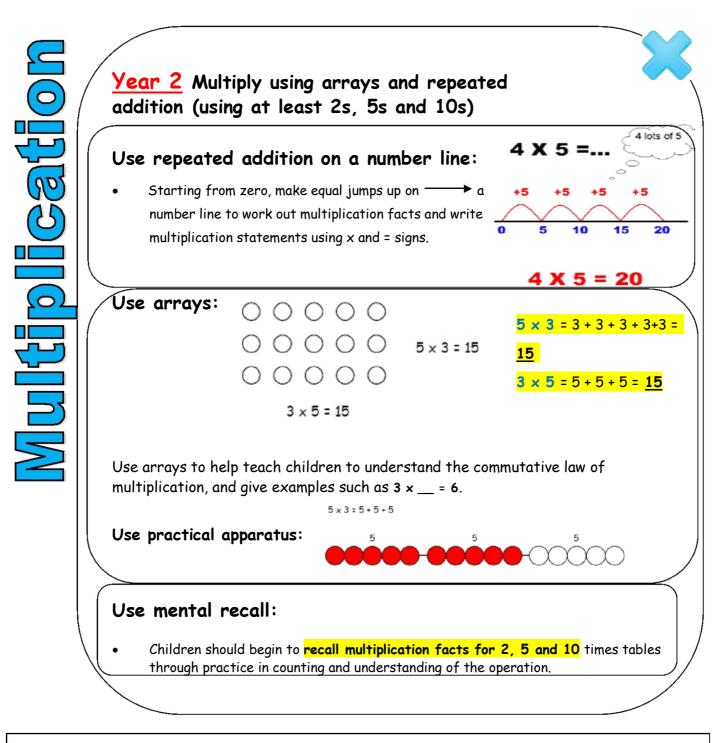
Key vocabulary: groups of, lots of, times, array, altogether, multiply, count

Key skills for multiplication at Y1:

Count in multiples of 2, 5 and 10.

Solve one-step problems involving multiplication, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Make connections between arrays, number patterns, and counting in twos, fives and tens. Begin to understand doubling using concrete objects and pictorial representations.



Key vocabulary: groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, times as big as, once, twice, three times...

Key skills for multiplication at Y2:

- Count in steps of 2, 3 and 5 from zero, and in 10s from any number.
- Recall and use multiplication facts from the 2, 5 and 10 multiplication tables, including recognising odds and evens.
- Write and calculate number statements using the x and = signs.
- Show that multiplication can be done in any order (commutative).
- Solve a range of problems involving multiplication, using concrete objects, arrays, repeated addition, mental methods, and multiplication facts.
- Pupils use a variety of language to discuss and describe multiplication.

Video clips:

<u>Teaching for understanding of multiplication facts</u> (youtube) <u>Practical multiplication and the commutative law</u> (youtube)

Year 3 Multiply 2-digits by a single digit number

Introduce the grid method for multiplying 2-digit by single-digits:

Link the layout of the grid to an array initially:

160 + 24 = 184

Introduce the grid method with children physically making an array to represent the calculation (e.g. make 8 lots of 23 with 10s and 1s place value counters), then translate this to grid method format (see video clip).

To do this, children must be able to:

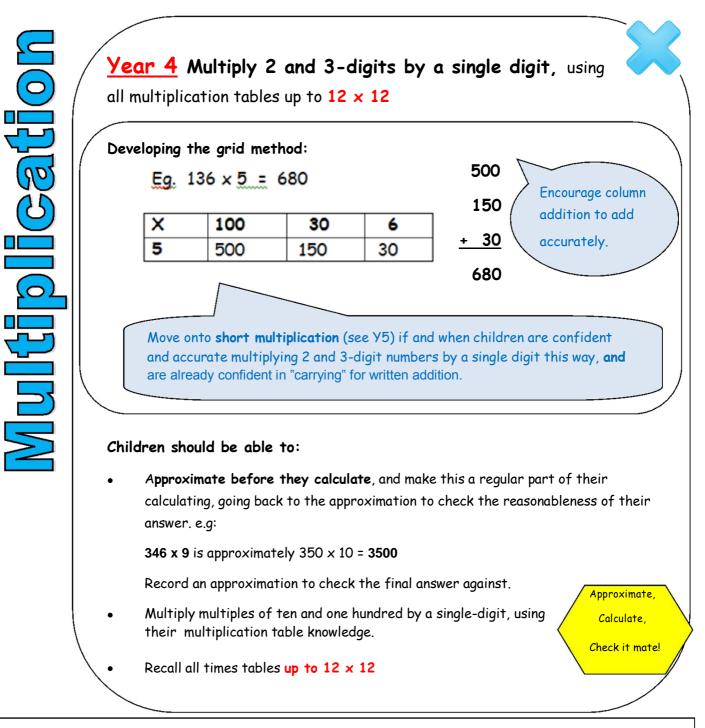
- Partition numbers into tens and units
- Multiply multiples of ten by a single digit (e.g. 20 x 4) using their knowledge of multiplication facts and place value
- Recall and work out multiplication facts in the 2, 3, 4, 5, 8 and 10 times tables.
- Work out multiplication facts not known by repeated addition or other taught mental strategies (e.g. by commutative law, working out near multiples and adjust-ing, using doubling etc.) Strategies to support this are repeated addition using a number line, bead bars and arrays:

<u>Key vocabulary</u>: groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, times, _times as big as, once, twice, three times..., partition, grid method, multiple, product, tens, units, value

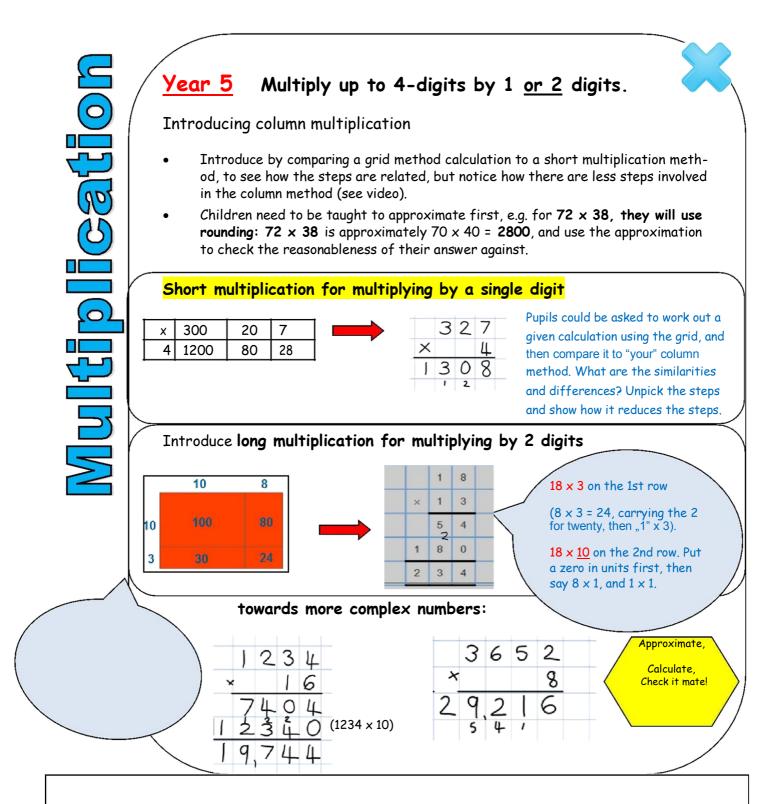
Key skills for multiplication:

- Recall and use multiplication facts for the 2, 3, 4, 5, 8 and 10 multiplication tables, and multiply multiples of 10.
- Write and calculate number statements using the multiplication tables they know, including **2-digit** × single-digit, drawing upon mental methods, and progressing to reliable written methods.
- Solve multiplication problems, including missing number problems.
- Develop mental strategies using commutativity (e.g. $4 \times 12 \times 5 = 4 \times 5 \times 12 = 20 \times 12 = 240$)
- Solve simple problems in contexts, deciding which operations and methods to use.
- Develop efficient mental methods to solve a range of problems e.g using commutativity ($4 \times 12 \times 5 = 4 \times 5 \times 12 = 20 \times 12 = 240$) and for missing number problems x = 5 = 20, 3x = 18, x = 32
- Video clips: Teaching the grid method as an interim step (partitioning and counters to introduce grid)





Key vocabulary: groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, array, column, row, commutative, groups of, sets of, lots of, equal groups, times, multiply, times as big as, once, twice, three times... partition, grid method, total, multiple, product, sets of, inverse Key skills for multiplication at Y4: Count in multiples of 6, 7, 9, 25 and 1000 Recall multiplication facts for all multiplication tables up to 12 x 12. Recognise place value of digits in up to 4-digit numbers Use place value, known facts and derived facts to multiply mentally, e.g. multiply by 1, 10, 100, by 0, or to . multiply 3 numbers. Use commutativity and other strategies mentally $3 \times 6 = 6 \times 3$, $2 \times 6 \times 5 = 10 \times 6$, $39 \times 7 = 30 \times 7 + 9 \times 7$. Solve problems with increasingly complex multiplication in a range of contexts. . Count in multiples of 6, 7, 9, 25 and 1000 . Recognise the place value of each digit in a four-digit number (thousands, hundreds, tens, and ones) •



<u>Key vocabulary</u> groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, column, row, commutative, sets of, equal groups, _times as big as, once, twice, three times..., partition, grid method, total, multiple, product, inverse, square, factor, integer, decimal, short/long multiplication, _carry'

Key skills for multiplication at Y5:

Identify multiples and factors, using knowledge of multiplication tables to 12×12. Solve problems where larger numbers are decomposed into their factors

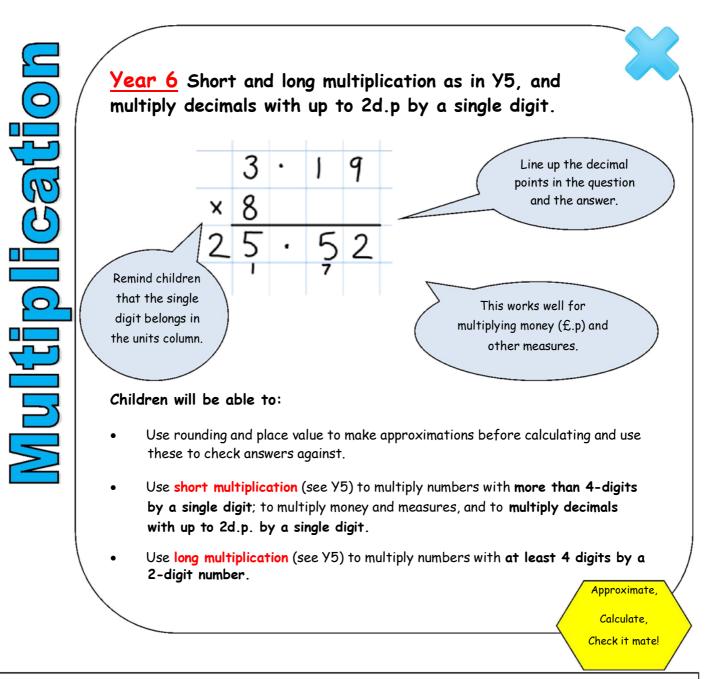
Multiply and divide integers and decimals by 10, 100 and 1000

Recognise and use square and cube numbers and their notation

Solve problems involving combinations of operations, choosing and using calculations and methods appropriately.

Video clips:

<u>Moving from grid method to a compact</u> method Demonstration of long multiplication Reinforcing rapid times table recall:



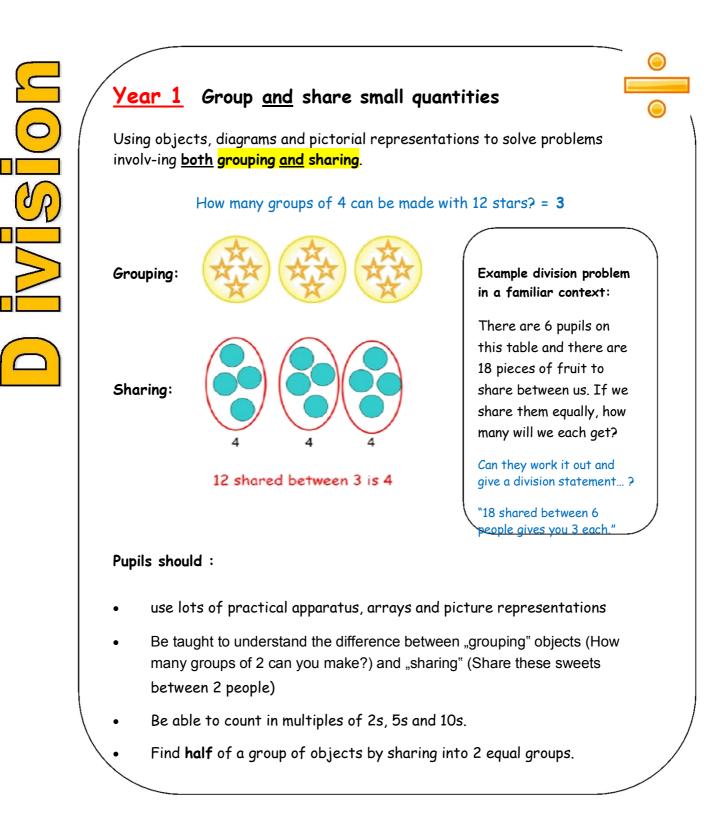
<u>Key vocabulary</u>: groups of, lots of, times, array, altogether, multiply, count, multiplied by, repeated addition, array, column, row, commutative, sets of, equal groups, times as big as, once, twice, three times... partition, grid method, total, multiple, product, inverse, square, factor, integer, decimal, short / long multiplication, "carry", tenths, hundredths, decimal

Key skills for multiplication at Y6:

- Recall multiplication facts for all times tables up to 12 x 12 (as Y4 and Y5).
- Multiply multi-digit numbers, up to 4-digit x 2-digit using long multiplication.
- Perform mental calculations with mixed operations and large numbers.
- Solve multi-step problems in a range of contexts, choosing appropriate combinations of operations and methods.
- Estimate answers using round and approximation and determine levels of accuracy.
- Round any integer to a required degree of accuracy.

Video clips:

<u>Moving from grid method to a compact method</u> (youtube) <u>Reinforcing rapid times table recall:</u> (youtube) <u>Demonstration of long multiplication</u> (SLEP)



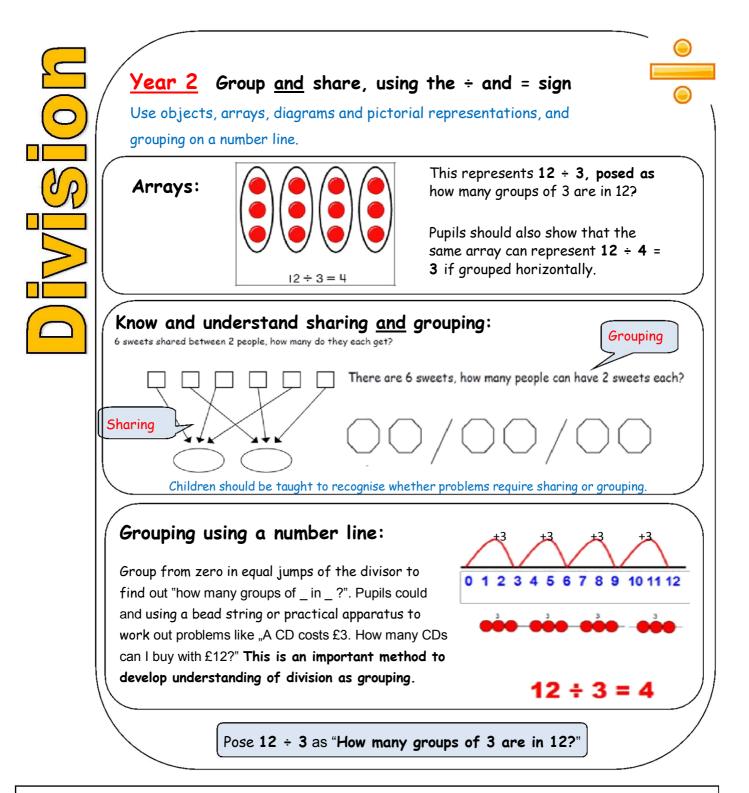
Key Vocabulary: share, share equally, one each, two each..., group, groups of, lots of, array

Key number skills needed for division at Y1:

- Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations arrays with the support of the teacher
- Through grouping and sharing small quantities, pupils begin to understand, division, and finding simple fractions of objects, numbers and quantities.

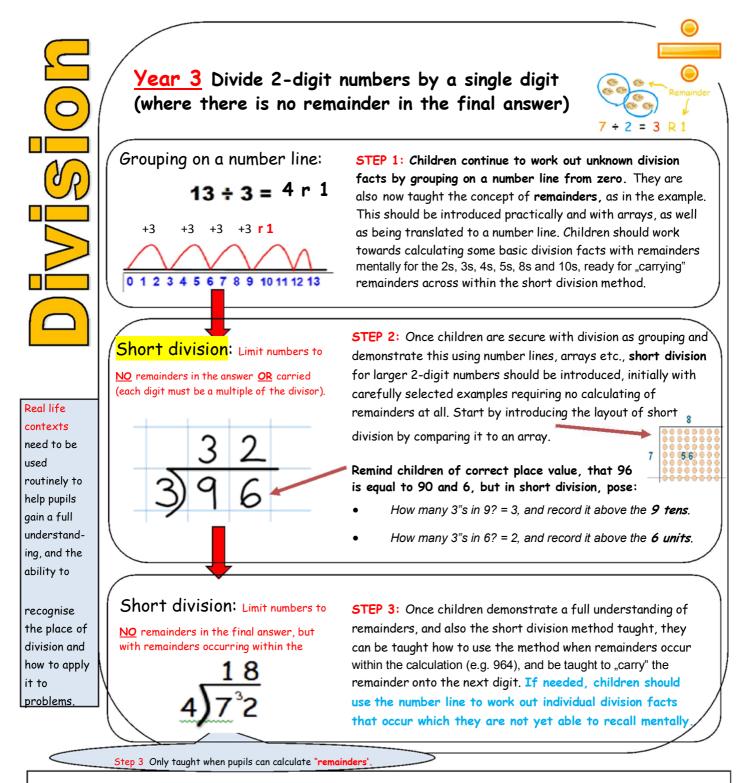
They make connections between arrays, number patterns, and counting in twos, fives and tens.

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Key Vocabulary: share, share equally, one each, two each..., group, equal groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over Key number skills needed for division at Y2:

- Count in steps of 2, 3, and 5 from 0
- 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 x, ÷ and = 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 Vocabulary: share, share equally, one each, two each..., group, equal groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, **inverse**, **short division**, <u>carry'</u>, *remainder*, *multiple*

Key number skills needed for division at Y3:

- Recall and use multiplication and division facts for the 2, 3, 4, 5, 8 and 10 multiplication tables (through doubling, connect the 2, 4 and 8s).
- Write and calculate mathematical statements for multiplication and division using the multiplication tables that they know, including for two-digit numbers times one-digit numbers, using mental and progressing to for-mal written methods.
- Solve problems, in contexts, and including missing number problems, involving multiplication and division.
- Pupils develop efficient mental methods, for example, using multiplication and division facts (e.g. using 3 × 2 = 6, 6 ÷ 3 = 2 and 2 = 6 ÷ 3) to derive related facts (30 × 2 = 60, so 60 ÷ 3 = 20 and 20 = 60 ÷ 3).
- Pupils develop reliable written methods for division, starting with calculations of 2-digit numbers by 1-digit numbers and progressing to the formal written method of short division.

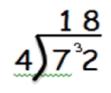


Year 4 Divide up to 3-digit numbers by a single digit

(without remainders initially)

Continue to develop short division:

Short division should only be taught once children have secured the skill of calculating "remainders".



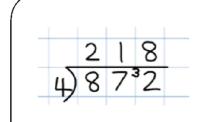
STEP 1: Pupils must be secure with the process of short division for dividing 2-digit numbers by a single digit (those that do not result in a final remainder

—see steps in Y3), but must understand how to calculate remainders, using this to "carry" remainders within the calculation process (see example).

Real life

contexts need to be used routinely to help pupils gain a full understanding, and the

ability to recognise the place of division and how to apply it to problems.



STEP 2: Pupils move onto dividing numbers with up to **3-digits** by a single digit, however problems and calculations provided should **not result in a final answer with remainder** at this stage. Children who exceed this expectation may progress to Y5 level.

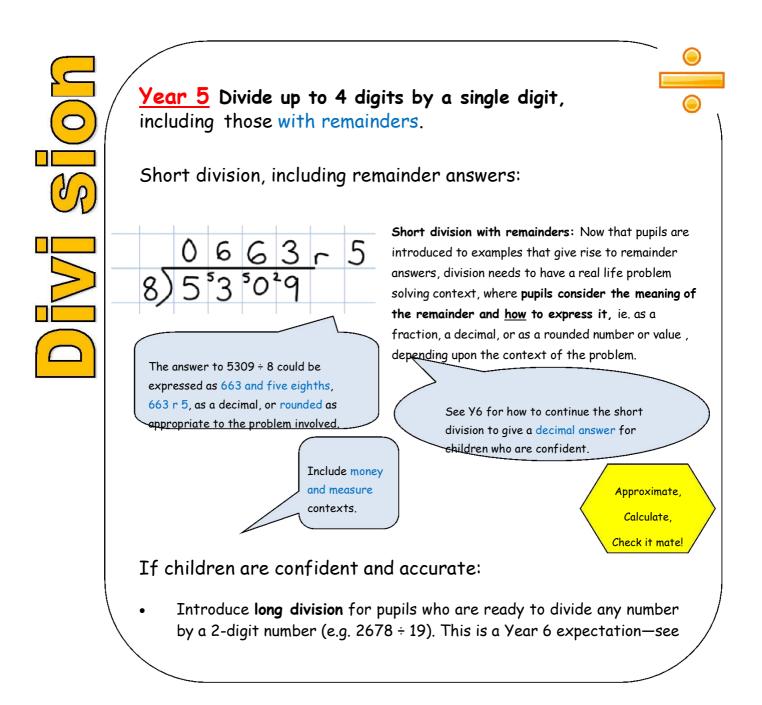
When the answer for the **first column** is zero $(1 \div 5, as in example)$, children could initially write a zero above to acknowledge its place, and must always "carry" the number (1) over to the next digit as a remainder.

Include money and measure contexts when confident,

Key Vocabulary: share, share equally, one each, two each..., group, equal groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division, "carry", *remainder, multiple, divisible by, factor*

Key number skills needed for division at Y4:

- Recall multiplication and division facts for all numbers up to 12 × 12.
- Use place value, known and derived facts to multiply and divide mentally, including: multiplying and dividing by 10 and 100 and 1.
- Pupils practise to become fluent in the formal written method of short division with exact answers when dividing by a one-digit number
- Pupils practise mental methods and extend this to three-digit numbers to derive facts, for example 200
 × 3 = 600 so 600 ÷ 3 = 200
- Pupils solve two-step problems in contexts, choosing the appropriate operation, working with increasingly harder numbers. This should include correspondence questions such as three cakes shared equally between 10 children.



Key Vocabulary: share, share equally, one each, two each..., group, equal groups of, lots of, array, divide, divided by, divided into, division, grouping, number line, left, left over, inverse, short division,

"carry", remainder, multiple, divisible by, factor, inverse, **quotient, prime number, prime factors,** composite number (non-prime)

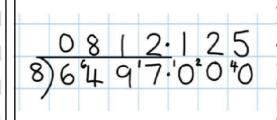
Key number skills needed for division at Y5:

- Recall multiplication and division facts for all numbers up to 12 x 12 (as in Y4).
- Multiply and divide numbers mentally, drawing upon known facts.
- Identify multiples and factors, including finding all factor pairs of a number, and common factors of two number.
- Solve problems involving multiplication and division where larger numbers are decomposed into their factors.
- Multiply and divide whole numbers and those involving decimals by 10, 100 and 1000.
- Use the vocabulary of prime numbers, prime factors and composite (non-prime) numbers.
- Work out whether a number up to 100 is prime, and recall prime numbers to 19.
- Divide numbers up to 4 digits by a one-digit number using the formal written method of short division and interpret remainders appropriately for the context
- Use multiplication and division as inverses.
- Interpret non-integer answers to division by expressing results in different ways according to the context, including with remainders, as fractions, as decimals or by rounding (e.g. 98 ÷ 4 = 24 r 2 = 24 1/2 = 24.5 ≈ 25).
- Solve problems involving combinations of all four operations, including understanding of the equals sign, and including division for scaling by different fractions and problems involving simple rates.



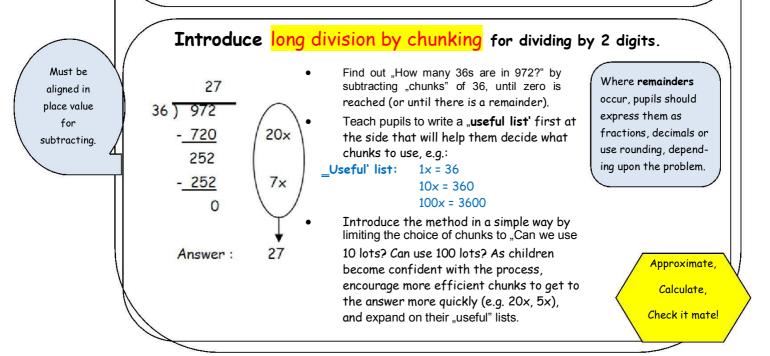
2-digit numbers (including decimal numbers and quantities)

Short division, for dividing by a single digit: e.g. 6497 ÷ 8



Short division with remainders: Pupils should continue to use this method, but with numbers to at least 4 digits, and understand how to express remainders as fractions, deci-mals, whole number remainders, or rounded numbers. Real life problem solving contexts need to be the starting point, where pupils have to consider the most appropriate way to express the remainder.

Calculating a decimal remainder: In this example, rather than expressing the remainder as $\underline{r1}$, a decimal point is added after the units because there is still a remainder, and the one remainder is carried onto zeros after the decimal point (to show there was no decimal value in the original number). Keep dividing to an appropriate degree of accuracy for the problem being solved.



Key Vocabulary: As previously, & common factor

Key number skills needed for division at Y6:

- Recall and use multiplication and division facts for all numbers to 12 x 12 for more complex calculations
- Divide numbers up to 4 digits by a two-digit whole number using the formal written method of long division, and interpret remainders as whole number remainders, fractions, or by rounding, as appropriate for the context. Use short division where appropriate.
- Perform mental calculations, including with mixed operations and large numbers.
- Identify common factors, common multiples and prime numbers.
- Solve problems involving all 4 operations.
- Use estimation to check answers to calculations and determine accuracy, in the context of a problem.
- Use written division methods in cases where the answer has up to two decimal places.
- Solve problems which require answers to be rounded to specified degrees of accuracy.