# Parents Maths Calculations Workshop 19.1.23 

Aim: to share maths calculations strategies in LKS2

## National Curriculum 2014

## Purpose of study

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

## Aims

The national curriculum for mathematics aims to ensure that all pupils:

- become fluent in the fundamentals of mathematics, including through varied and frequent practice with increasingly complex problems over time, so that pupils develop conceptual understanding and the ability to recall and apply knowledge rapidly and accurately.
* reason mathematically by following a line of enquiry, conjecturing relationships and generalisations, and developing an argument, justification or proof using mathematical language
- can solve problems by applying their mathematics to a variety of routine and nonroutine problems with increasing sophistication, including breaking down problems into a series of simpler steps and persevering in seeking solutions.

Mathematics is an interconnected subject in which pupils need to be able to move fluently between representations of mathematical ideas. The programmes of study are, by necessity, organised into apparently distinct domains, but pupils should make rich connections across mathematical ideas to develop fluency, mathematical reasoning and competence in solving increasingly sophisticated problems. They should also apply their mathematical knowledge to science and other subjects.

## National Curriculum 2014

## Lower key stage 2 - years 3 and 4

The principal focus of mathematics teaching in lower key stage 2 is to ensure that pupils become increasingly fluent with whole numbers and the four operations, including number facts and the concept of place value. This should ensure that pupils develop efficient written and mental methods and perform calculations accurately with increasingly large whole numbers.

At this stage, pupils should develop their ability to solve a range of problems, including with simple fractions and decimal place value. Teaching should also ensure that pupils draw with increasing accuracy and develop mathematical reasoning so they can analyse shapes and their properties, and confidently describe the relationships between them. It should ensure that they can use measuring instruments with accuracy and make connections between measure and number.

By the end of year 4, pupils should have memorised their multiplication tables up to and including the 12 multiplication table and show precision and fluency in their work.

Pupils should read and spell mathematical vocabulary correctly and confidently, using their growing word reading knowledge and their knowledge of spelling.

## The purpose of mathematics in our school is to develop:

- positive, enthusiastic and inquisitive attitudes towards the subject
- an awareness and appreciation of the relevance and importance of mathematics in the real world
- competence and confidence in using and applying mathematical knowledge, concepts and skills
- an ability to solve problems, to reason, to think logically and to work systematically and accurately
- initiative and motivation to work both independently and co-operatively with others
- confident communication of maths where pupils ask and answer questions, openly share work and learn from mistakes
- an ability to use and apply mathematics across the curriculum and in real life
- an understanding of mathematics through a process of enquiry and investigation


## Thus, children will be able:

- to make an active contribution to their own learning, by developing the skills of independence and enquiry
- to develop a clear understanding of the language of mathematics
- to become thinkers and problem-solvers
- to develop an understanding of the ways in which information is gathered and presented
- to develop a positive and confident attitude towards mathematics
- to develop logical thinking and reasoning, enabling then to record work clearly and in a variety of ways
- to develop the skills, knowledge and understanding needed in daily life

We'll look at the Parents section later. https://whiterosemaths.com/
As a school, we follow White Rose Maths for maths planning and apply their Calculation Policy.

## Addition

| Add with up to 3-digits | 3 | Part-whole model <br> Bar model | Base 10 <br> Place value counters <br> Column addition |
| :---: | :---: | :---: | :---: |
| Add with up to 4-digits | 4 | Part-whole model <br> Bar model | Base 10 <br> Place value counters <br> Column addition |

## $38+5$

| Skill: Add 1-digit and 2-digit numbers to 100 |  |  |  |  |  |  |  |  |  |  |  | Year: 2/3 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| ? <br> 38 <br> $38+5=43$ |  |  |  |  |  |  |  |  |  |  |  | When adding single digits to a two-digit number, children should be encouraged to count on from the larger number. <br> They should also apply their knowledge of number bonds to add more efficiently e.g. $8+5=13$ so 38 $+5=43$. <br> Hundred squares and straws can support children to find the number bond to 10 . |




## $1378+2148$



## Subtraction

| Skill | Year | Representations and models |  |
| :---: | :---: | :---: | :---: |
| Subtract with up to 3- <br> digits | 3 | Part-whole model <br> Bar model | Base 10 <br> Place value counters <br> Column subtraction |
| Subtract with up to 4- <br> digits | 4 | Part-whole model <br> Bar model | Base 10 <br> Place value counters <br> Column subtraction |

65-28

| Skill: Subtract 1 and 2-digit numbers to 100 | Year: 2/3 |
| :---: | :---: |
|  | Children can also use a blank number line to count back to find the difference. <br> Encourage them to jump to multiples of 10 to become more efficient. <br> From Year 3, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient. |



## 4357-2735



## Times tables

| Skill | Year | Representations and models |  |
| :---: | :---: | :---: | :---: |
| Recall and use <br> multiplication and <br> division facts for the <br> 3-times table | 3 | Hundred square <br> Number shapes <br> Counters | Bead strings <br> Number lines <br> Everyday objects |
| Recall and use <br> multiplication and <br> division facts for the <br> 4-times table | 3 | Hundred square <br> Number shapes <br> Counters | Bead strings <br> Number lines <br> Everyday objects |
| Recall and use <br> multiplication and <br> division facts for the <br> 8-times table | 3 | Hundred square <br> Number shapes | Bead strings <br> Number tracks <br> Everyday objects |
| Recall and use <br> multiplication and <br> division facts for the <br> 6-times table | 4 | Hundred square <br> Number shapes | Bumber tracks <br> Everyday objects |

## Times tables

| Skill | Year | Representations and models |  |
| :---: | :---: | :---: | :---: |
| Recall and use <br> multiplication and <br> division facts for the <br> 7 -times table | 4 | Hundred square <br> Number shapes | Bead strings <br> Number lines |
| Recall and use <br> multiplication and <br> division facts for the <br> 9-times table | 4 | Hundred square <br> Number shapes | Bead strings |
| Recall and use <br> multiplication and <br> division facts for the <br> 11-times table | 4 | Number lines |  |
| Recall and use <br> multiplication and <br> division facts for the <br> 12-times table | 4 | Base 10 | Place value counters |
| Number lines |  |  |  |

## Year 3: 3 times table



## Year 3: 4 times table



## Year 3: 8 times table



## Year 4: 6 times table



## Year 4: 7 times table

| Skill: 7 times table |  |  |  |  |  |  |  |  |  |  |  |  |  | Year: 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $000000000$ |  |  |  |  | 1 | 2 | 3 | 4 | 5 | 6 | (7) 8 | 9 | 10 | Encourage daily counting in multiples both forwards and backwards, supported by a number line or a hundred square. <br> The seven times table can be trickier to learn due to the lack of obvious pattern in the numbers, however they already know several facts due to commutativity. Children can still see the odd, even pattern in the multiples using number shapes to support. |
|  |  |  |  |  | 11 | 12 | 13 | (12) | 15 | 16 | 1718 | 19 | 20 |  |
|  |  |  |  |  | (2) | 22 | 23 | 24 | 25 | 26 | 27 (28) | 29 | 30 |  |
|  |  |  |  |  | 31 | 32 | 33 | 34 | (3) | 36 | 3738 | 39 | 40 |  |
|  |  |  |  |  | 41 | (12) | 43 | 44 | 45 | 46 | 4748 | (4) | 50 |  |
| 7 | 14 | 21 | 28 | 35 | 51 | 52 | 53 | 54 | 55 | (5) | 5758 | 59 | 60 |  |
| 42 | 49 | 56 | 63 | 70 | 61 | 62 | (3) | 64 | 65 | 66 | 5768 | 69 | ) |  |
| 71 72 73 74 75 76 7 78 79 80 <br> 81 82 83 84 85 86 87 88 89 90 <br> 91 92 93 94 95 96 97 98 99 100 <br> -0000000-0000000-0000000- |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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## Year 4: 9 times table

| Skill: 9 times table |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Year: 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |  | 9 | 10 | Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square. Look for patterns in the nine times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support as well as noting the odd, even pattern within the multiples. |
|  |  |  |  |  | 11 | 12 | 13 | 14 | 15 | 16 | 17 | (18) | 19 | 20 |  |
|  |  |  |  |  | 21 | 22 | 23 | 24 | 25 | 26 | (2) | 28 | 29 | 30 |  |
|  |  |  |  |  | 31 | 32 | 33 | 34 | 35 | (3) | 37 | 38 | 39 | 40 |  |
|  |  |  |  |  | 41 | 42 | 43 | 44 | (45) | 46 | 47 | 48 | 49 | 50 |  |
| 9 | 18 | 27 | 36 | 45 | 51 | 52 | 53 | (54) | 55 | 56 | 57 | 58 | 59 | 60 |  |
| 54 | 63 | 72 | 81 | 90 | 61 | 62 | (3) | 64 | 65 | 66 | 67 | 68 | 69 | 70 |  |
| 71 22 73 74 75 76 77 78 79 <br> 80         <br> 81 82 83 84 85 86 87 88 89 <br> 91 92 93 94 95 96 97 98 9 <br> -000000000-000000000-000000000 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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## Year 4: 11 times table

| Skill: 11 times table |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Year: 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 11 | 22 | 33 | 44 | 55 | 66 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square. <br> Look for patterns in the eleven times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support. Also consider the pattern after crossing 100 |
|  |  |  |  |  |  | (11) |  | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |  |
| 77 | 88 | 99 | 110 | 121 | 132 | 21 | (2) | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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## Year 4: 12 times table



## Times tables

The red numbers indicate how many tables you know if you know $2 \mathrm{~s}, 5 \mathrm{~s} 10 \mathrm{~s}$ and square numbers.

| $\times$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 10 | 11 | 12 |  |  |  |  |  |  |  |
| 1 | 1 | 2 | 3 | 4 | 5 | 6 | $\mathbf{7}$ | 8 | 9 |
| 10 | 11 | 12 |  |  |  |  |  |  |  |
| 2 | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
| 20 | 22 | 24 |  |  |  |  |  |  |  |
| 3 | 3 | 6 | 9 | 12 | 15 | 18 | 21 | 24 | 27 |
| 30 | 33 | 36 |  |  |  |  |  |  |  |
| 4 | 4 | 8 | 12 | 16 | 20 | 24 | 28 | 32 | 36 |
| 40 | 44 | 48 |  |  |  |  |  |  |  |
| 5 | 5 | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 |
| 50 | 55 | 60 |  |  |  |  |  |  |  |
| 6 | 6 | 12 | 18 | 24 | 30 | 36 | 42 | 48 | 54 |
| 60 | 66 | $\mathbf{7 2}$ |  |  |  |  |  |  |  |
| 7 | 7 | 14 | 21 | 28 | 35 | 42 | 49 | 56 | 63 |
| 70 | 77 | 84 |  |  |  |  |  |  |  |
| 8 | 8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | $\mathbf{7 2}$ |
| 80 | 88 | 96 |  |  |  |  |  |  |  |
| 9 | 9 | 18 | 27 | 36 | 45 | 54 | 63 | $\mathbf{7 2}$ | $\mathbf{8 1}$ |
| 90 | 99 | 108 |  |  |  |  |  |  |  |
| 10 | 10 | 20 | 30 | 40 | 50 | 60 | 70 | 80 | 90 |
| 100 | 110 | 120 |  |  |  |  |  |  |  |
| 11 | 11 | 22 | 33 | 44 | 55 | 66 | 77 | 88 | 99 |
| 110 | 121 | 132 |  |  |  |  |  |  |  |
| 12 | 12 | 24 | 36 | 48 | 60 | $\mathbf{7 2}$ | 84 | 96 | 108 |
| 120 | 132 | 144 |  |  |  |  |  |  |  |

## Times tables

| Expectations for times tables for each year group: |  |
| :--- | :--- |
| Year 1 | Count in multiples of 2,5 and 10. <br> Recall and use all doubles to 10 <br> and corresponding halves. |
| Year 2 | Recall and use multiplication and <br> division facts for the 2,5 and 10 <br> multiplication tables, including <br> recognising odd and even <br> numbers. |
| Year 3 | Recall and use multiplication and <br> division facts for the 3, 4 and 8 <br> multiplication tables. |
| Year 4 | Recall and use multiplication and <br> division facts for multiplication <br> tables up to 12×12. |
| Year 5 | Revision of all times tables and <br> division facts up to 12x12. |
| Year 6 | Revision of all times tables and <br> division facts up to 12×12. |

## Y4 Multiplication tables check (Summer 2023)

- https://www.gov.uk/government/publications/multiplication-tables-check-information-for-parents
- We will email this to you on Monday for further information.
- TTRS: https://www.youtube.com/watch?v=WqPla17hKLA
- What is Times Tables Rock Stars? Parents and Carers Guide


## TTRS Parent Guide will be emailed to you.

## Parent Guide

We recommend a "little and often" approach; 3 minutes practice a day, 4 or 5 times a week is a good target.

## What are the different Game Modes?

| Single Player | The only game mode without a timer, players chose the table and operation <br> Jamming <br> 4 or 8 coins/correct answer <br> ( $\times$ or $\div$ or both) they want to practise. Answer 10,20 or 30 questions. |
| :--- | :--- |
| Gig | Gig games last 5 minutes and contain up to 100 questions, which come in <br> 'waves', starting with the 10 s, then the $2 \mathrm{~s}, 5 \mathrm{~s}, 3 \mathrm{~s}, 4 \mathrm{~s}, 8 \mathrm{~s}, 6 \mathrm{~s}, 7 \mathrm{~s}, 9 \mathrm{~s}, 11 \mathrm{~s}$ and 12 s. <br> Novices are not expected to get past the 5 s. |
| answer per correct | Nigs provide the child (and their teacher) with a simple measure of their <br> current skills, which is why learners should concentrate fully for the whole Gig <br> as they won't get another try until next month. |

## Multiplication

| Multiply 2-digit by 1- <br> digit numbers | $3 / 4$ | Place value counters <br> Base 10 | Expanded written method <br> Short written method |
| :---: | :---: | :---: | :---: |
| Multiply 3-digit by 1- <br> digit numbers | 4 | Place value counters <br> Base 10 | Short written method |


| Skill：Multiply 2－digit numbers by 1－digit numbers |  |  |  |  |  |  |  |  | Year：3／4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| noten |  | $\cdots$ |  |  |  |  |  |  | Informal methods and the expanded method are used in Year 3 before moving on to the short multiplication method in Year 4. <br> Place value counters should be used to support the understanding of the method rather than supporting the multiplication，as children should use times table knowledge． |
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|  | $\begin{aligned} & \text { itrivitit } \\ & \text { emtititit } \end{aligned}$ |  | $34 \times 5=170$ |  |  |  |  |  |  |
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## Division

| Divide 2-digits by 1- <br> digit (no exchange <br> sharing) | 3 | Straws <br> Base 10 <br> Bar model | Place value counters <br> Part-whole model |
| :---: | :---: | :---: | :---: |
| Divide 2-digits by 1- <br> digit (sharing with <br> exchange) | 3 | Straws <br> Base 10 <br> Bar model | Place value counters <br> Part-whole model |

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## Division

| Skill | Year | Representations and models |  |
| :---: | :---: | :---: | :---: |
| Divide 2-digits by 1- <br> digit (sharing with <br> remainders) | $3 / 4$ | Straws <br> Base 10 <br> Bar model | Place value counters <br> Part-whole model |
| Divide 2-digits by 1- <br> digit (grouping) | $4 / 5$ | Place value counters <br> Counters | Place value grid <br> Written short division |
| Divide 3-digits by 1- <br> digit (sharing with <br> exchange) | 4 | Base 10 <br> Bar model | Place value counters <br> Part-whole model |
| Divide 3-digits by 1- <br> digit (grouping) | $4 / 5$ | Place value counters <br> Counters | Place value grid <br> Written short division |



## $52 \div 4$



## $53 \div 4$

| Skill：Divide 2－digits by 1－digit（sharing with remainders） |  |  |  |  |  | Year：3／4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  | When dividing numbers with remainders，children can use Base 10 and place value counters to exchange one ten for ten ones． Starting with the equipment outside the place value grid will highlight remainders，as they will be left outside the grid once the equal groups have been made． <br> Flexible partitioning in a part－whole model supports this method． |
|  | $\xrightarrow{53}$ |  |  |  |  |  |
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## $52 \div 4$

Skill: Divide 2-digits by 1-digit (grouping, | When using the short |
| :--- |
| division method, |
| children use grouping. |
| Starting with the |
| largest place value, |
| they group by the |
| divisor. |

## $844 \div 4$ and $856 \div 4$



## $856 \div 4$

| Skill: Divide 3-digits by 1-digit (grouping) |  |  |  |  | Year: $04 / 5$ |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $856 \div 4=214$ | 4 | 2 | 1 | $\frac{4}{1}{ }^{1} 6$ | Children can continue to use grouping to support their understanding of short division when dividing a 3-digit number by a 1-digit number. <br> Place value counters or plain counters can be used on a place value grid to support this understanding. Children can also draw their own counters and group them through a more pictorial method. |

## White Rose Maths

- https://whiterosemaths.com/resources/digital-tools (some free digital tools)


## Free digital tools



Place value chart


Algebra tiles


Rekenrek


Bar model


Double-sided counters

## White Rose Maths

- 1-minute maths app:
- https://whiterosemaths.com/resources/1-minute-maths\#download
- (Desktop version: show example)
- Maths with Michael:
- https://whiterosemaths.com/maths-with-michael
- Free workbooks:
- https://whiterosemaths.com/parent-resources

