# Calculation Policy Multiplication and Division

#MathsEveryoneCan



#### **Notes and Guidance**

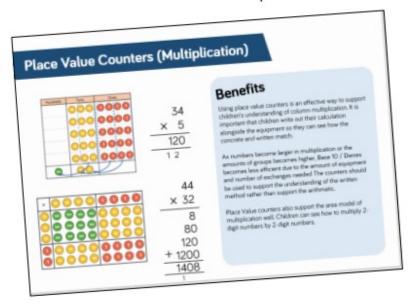


#### **Calculation Policy**

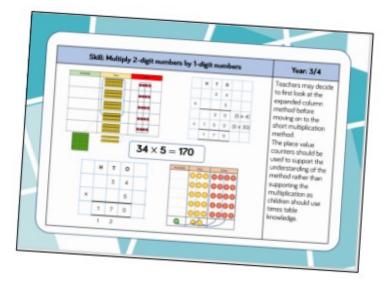
Welcome to the White Rose Maths Calculation Policy.

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

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

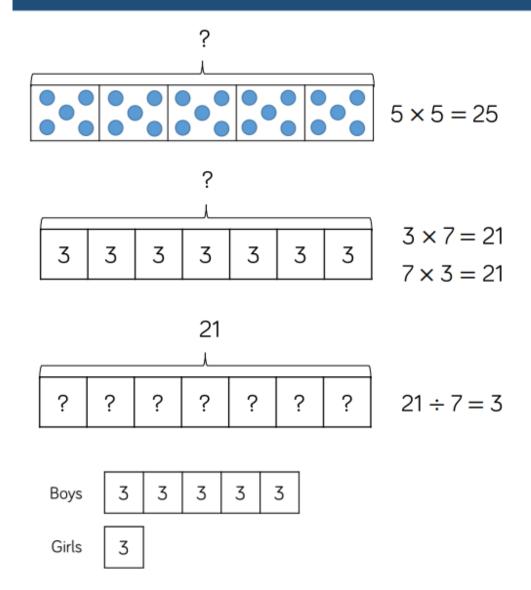


Each operation is then broken down into skills and each skill has a dedicated page showing the different models and images that could be used to effectively teach that concept.



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

#### Bar Model



## **Benefits**

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

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

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

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

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

#### **Number Shapes**



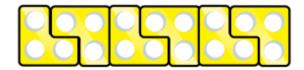
$$5 \times 4 = 20$$
  
 $4 \times 5 = 20$ 



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



$$18 \div 3 = 6$$



## **Benefits**

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

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

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

### **Bead Strings**



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

$$15 \div 3 = 5$$



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

$$15 \div 5 = 3$$



$$4 \times 5 = 20$$

$$5 \times 4 = 20$$

$$20 \div 4 = 5$$

## **Benefits**

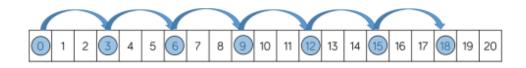
Bead strings to 100 can support children in their understanding of multiplication as repeated addition. Children can build the multiplication using the beads. The colour of beads supports children in seeing how many groups of 10 they have, to calculate the total more efficiently.

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

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

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

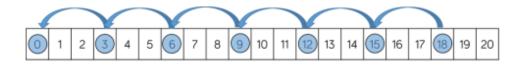
#### **Number Tracks**





$$6 \times 3 = 18$$

$$3 \times 6 = 18$$



$$18 \div 3 = 6$$

## **Benefits**

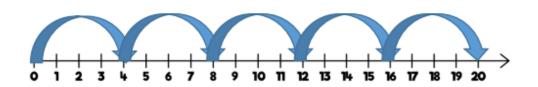
Number tracks are useful to support children to count in multiples, forwards and backwards. Moving counters or cubes along the number track can support children to keep track of their counting. Translucent counters help children to see the number they have landed on whilst counting.

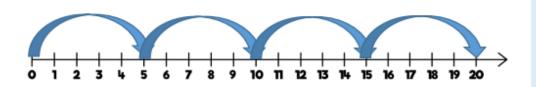
When multiplying, children place their counter on 0 to start and then count on to find the product of the numbers.

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

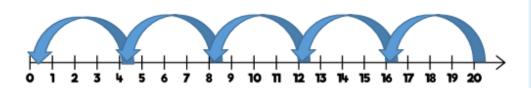
Number tracks can be useful with smaller multiples but when reaching larger numbers they can become less efficient.

#### Number Lines (labelled)





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



$$20 \div 4 = 5$$

## **Benefits**

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

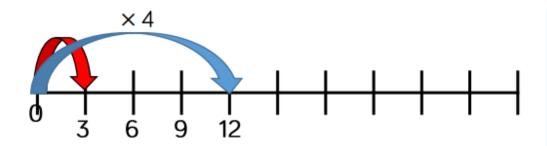
When multiplying, children start at 0 and then count on to find the product of the numbers.

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

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

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

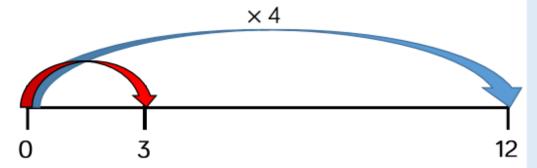
#### Number Lines (blank)



A red car travels 3 miles.

A blue car 4 times further.

How far does the blue car travel?



A blue car travels 12 miles.

A red car 4 times less.

How far does the red car travel?

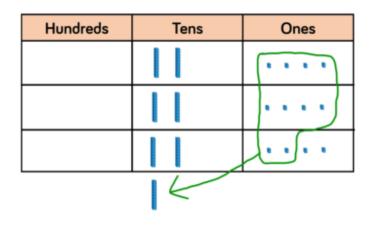
## **Benefits**

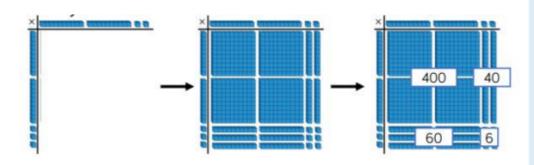
Children can use blank number lines to represent scaling as multiplication or division.

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

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

## Base 10/Dienes (multiplication)





## **Benefits**

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

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

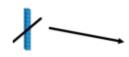
Base 10 also supports the area model of multiplication well. Children use the equipment to build the number in a rectangular shape which they then find the area of by calculating the total value of the pieces This area model can be linked to the grid method or the formal column method of multiplying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

#### Base 10/Dienes (division)



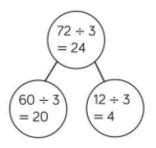


$$68 \div 2 = 34$$



Tens	Ones				
	•				
	• • •				

$$72 \div 3 = 24$$



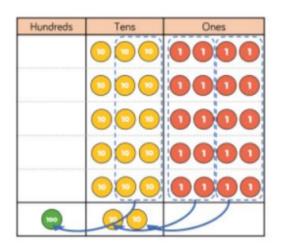
## **Benefits**

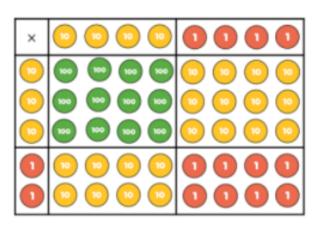
Using Base 10 or Dienes is an effective way to support children's understanding of division.

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

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

## Place Value Counters (multiplication)





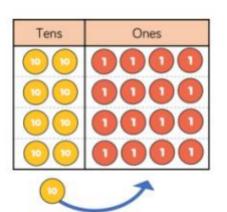
## **Benefits**

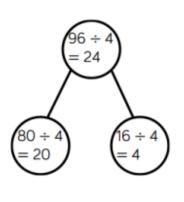
Using place value counters is an effective way to support children's understanding of column multiplication. It is important that children write out their calculation alongside the equipment so they can see how the concrete and written match.

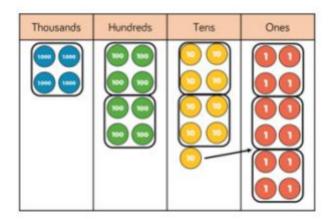
As numbers become larger in multiplication or the amounts of groups becomes higher, Base 10 / Dienes becomes less efficient due to the amount of equipment and number of exchanges needed The counters should be used to support the understanding of the written method rather than support the arithmetic.

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

#### Place Value Counters (division)







1223 4 489<sup>1</sup>2

## **Benefits**

Using place value counters is an effective way to support children's understanding of division.

When working with smaller numbers, children can use place value counters to share between groups. They start by sharing the larger place value column and work from left to right. If there are any counters left over once they have been shared, they exchange the counter e.g. exchange one ten for ten ones. This method can be linked to the part-whole model to support children to show their thinking.

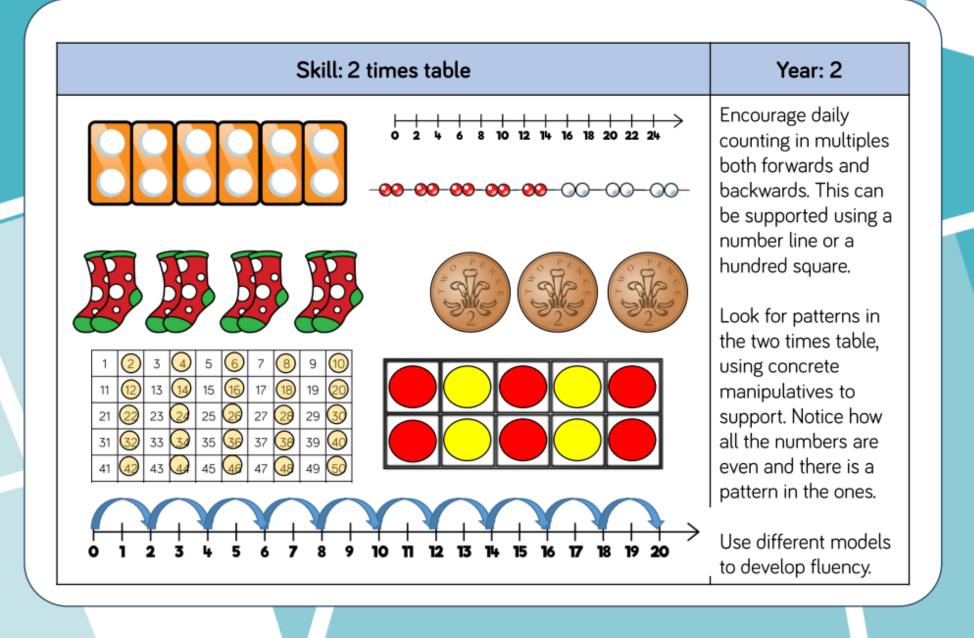
Place value counters also support children's understanding of short division by grouping the counters rather than sharing them. Children work from left to right through the place value columns and group the counters in the number they are dividing by. If there are any counters left over after they have been grouped, they exchange the counter e.g. exchange one hundred for ten tens.

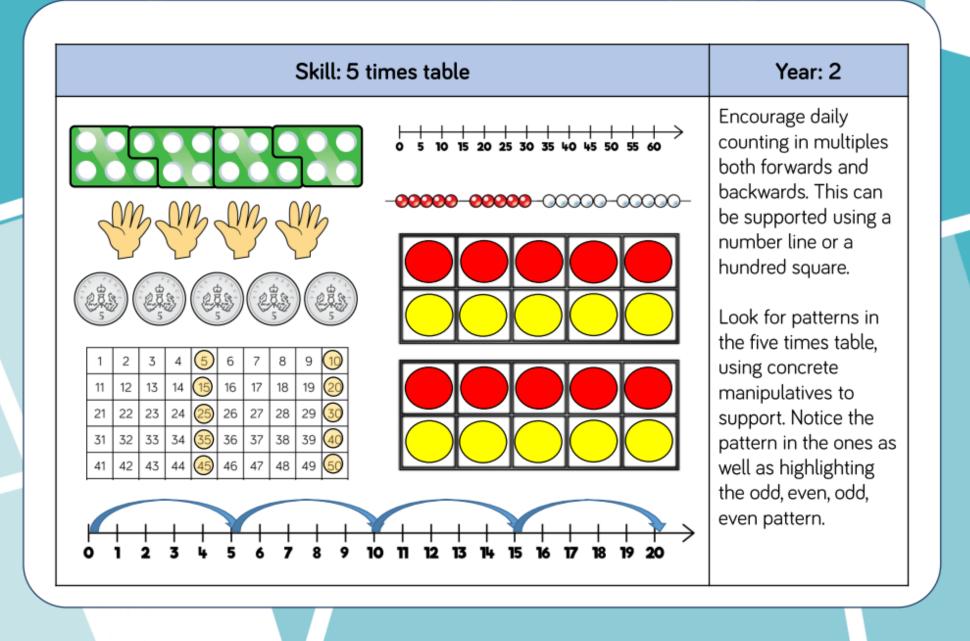
## Times Tables

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

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

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



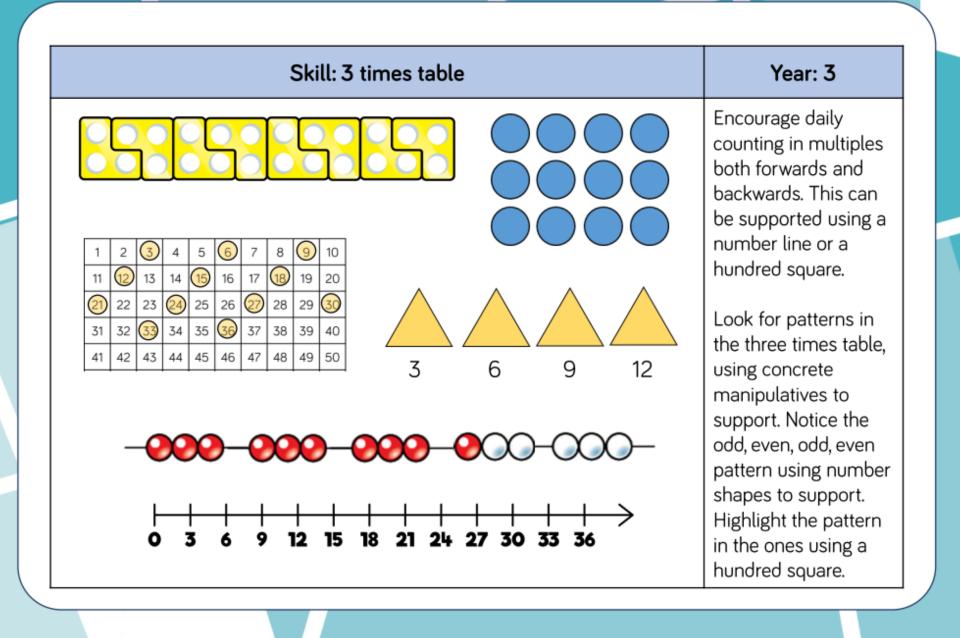


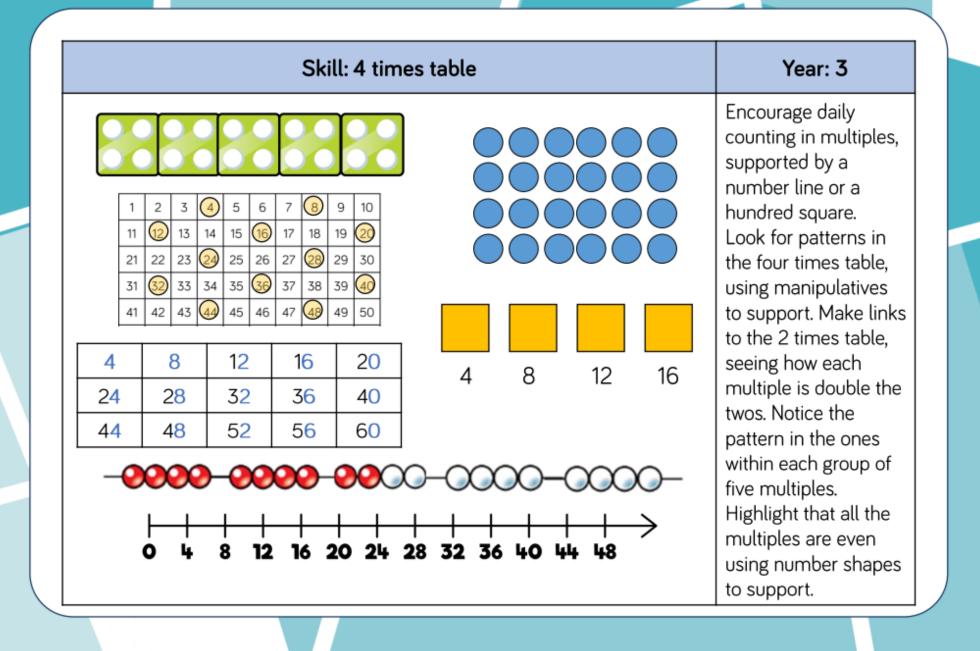
#### Skill: 10 times table 20 30 40 50 60 70 80 90 100 24 25 32 | 33 | 34 | 35 | 36 38 39 53 54 55 | 56 58 59 63 64 65 66 68 69 73 74 75 76 77 78 79 88 89

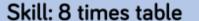
#### Year: 2

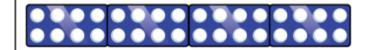
Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

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





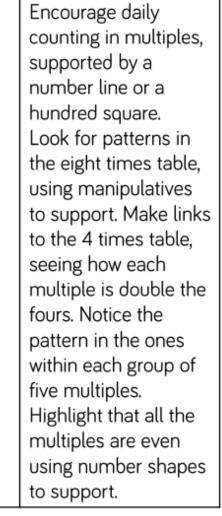




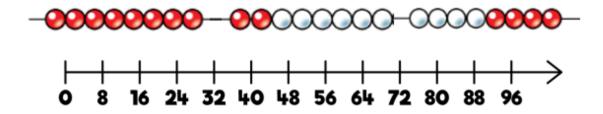


8	16	24	32	40	
48	56	64	72	80	

1	2	3	4	5	6	7	(8)	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24)	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	<u>56</u>	57	58	59	60
61	62	63	64)	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100



Year: 3





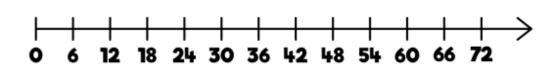




6	12	18	24	30
36	42	48	54	60
66	72	78	84	90

1		2	3	4	5	6	7	8	9	10
1	1	12	13	14	15	16	17	18	19	20
2	1	22	23	24)	25	26	27	28	29	30
3	1	32	33	34	35	<u>36</u>	37	38	39	40
4	1	42	43	44	45	46	47	48)	49	50
5	1	52	53	<u>64</u>	55	56	57	58	59	60
6	1	62	63	64	65	66	67	68	69	70
7	1	72	73	74	75	76	77	78	79	80
8	1	82	83	84	85	86	87	88	89	90
9	1	92	93	94	95	96	97	98	99	100





#### Year: 4

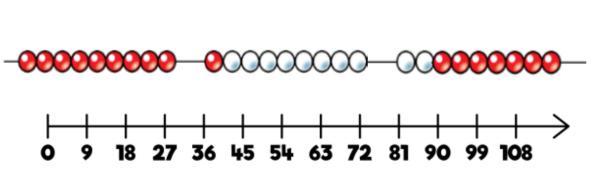
Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the six times table, using manipulatives to support. Make links to the 3 times table, seeing how each multiple is double the threes. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

#### Skill: 9 times table



9	18	27	36	45
54	63	72	81	90

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	<u>36</u>	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54)	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	9
91	92	93	94	95	96	97	98	9	100



#### Year: 4

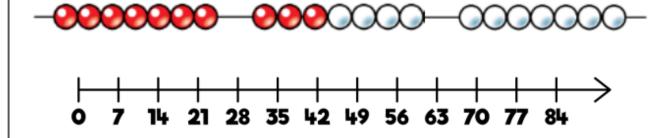
Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square. Look for patterns in the nine times table, using concrete manipulatives to support. Notice the pattern in the tens and ones using the hundred square to support as well as noting the odd, even pattern within the multiples.

#### Skill: 7 times table



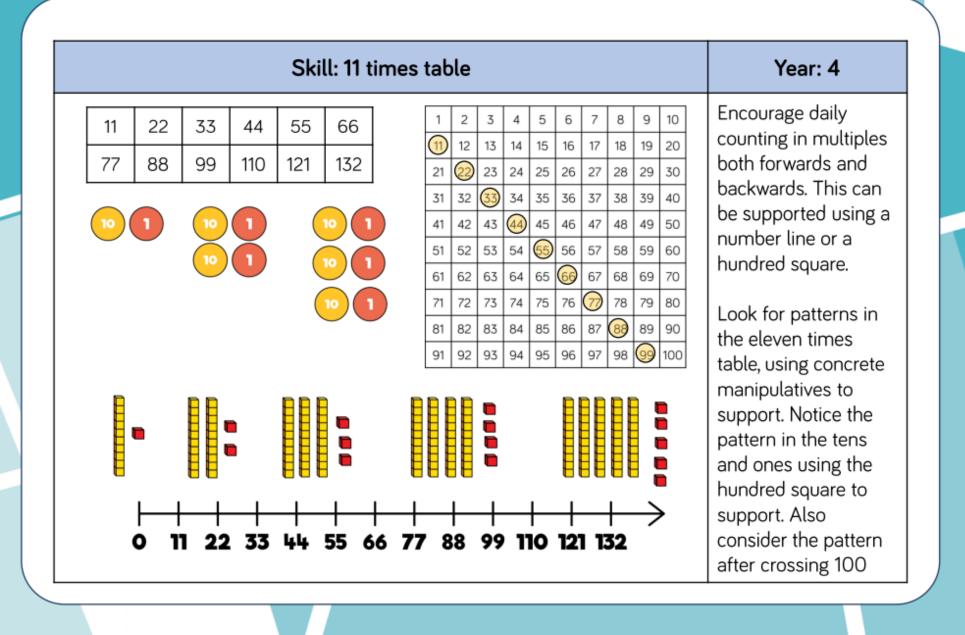
7	14	21	28	35
42	49	56	63	70

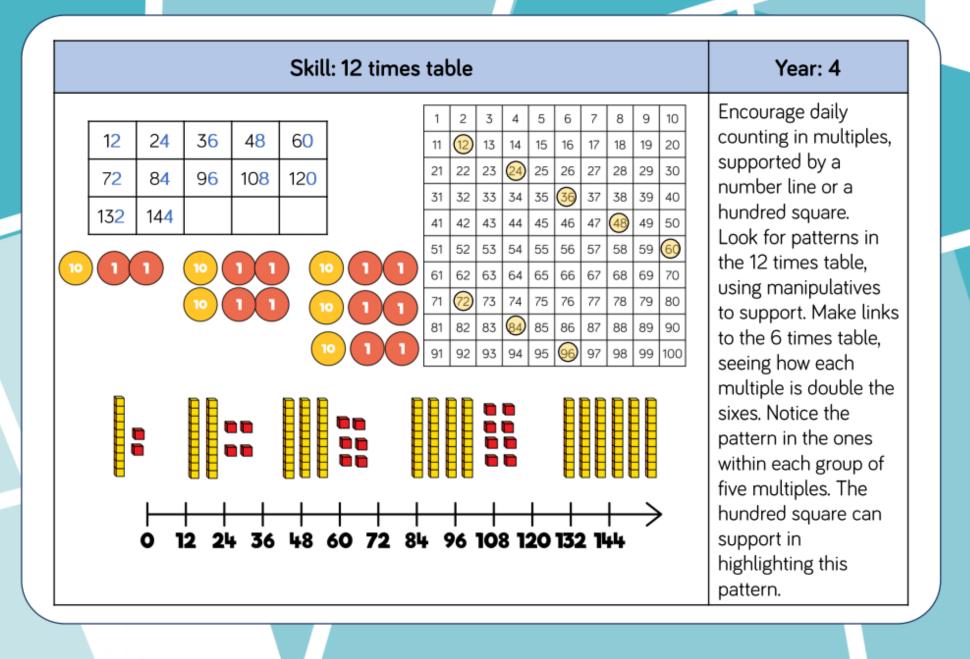
1	2	3	4	5	6	7	8	9	10
11	12	13	14)	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35)	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	<u>56</u>	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	$\bigcirc$	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	9	99	100



#### Year: 4

Encourage daily counting in multiples both forwards and backwards, supported by a number line or a hundred square. 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.

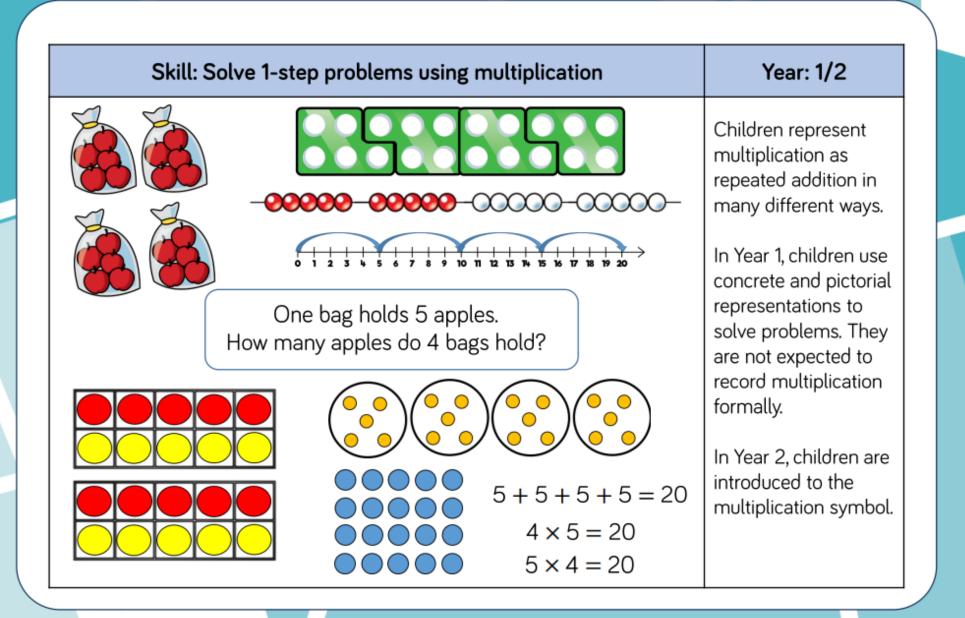




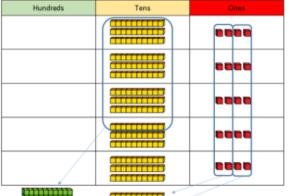
# Multiplication

Skill	Year	Representations and models	
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines
Multiply 2-digit by 1- digit numbers	3/4	Place value counters Base 10	Short written method Expanded written method
Multiply 3-digit by 1- digit numbers	4	Place value counters Base 10	Short written method
Multiply 4-digit by 1- digit numbers	5	Place value counters	Short written method

Skill	Year	Representations and models	
Multiply 2-digit by 2- digit numbers	5	Place value counters Base 10	Short written method Grid method
Multiply 2-digit by 3- digit numbers	5	Place value counters	Short written method Grid method
Multiply 2-digit by 4- digit numbers	5/6	Formal written method	



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



	н	Т	0	
		3	4	
×			5	
		2	0	(5 × 4)
+	1	5	0	(5 × 30)
	1	7	0	



$$34 \times 5 = 170$$

	н	Т	0	
		3	4	
×			5	
	1	7	0	
	1	2		

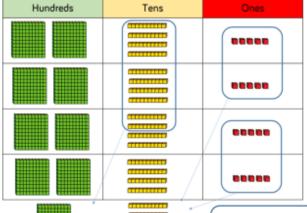
Hundreds	Tens	Ones
	000	0000
	000	0000
	000	0000
	000	0000
	000	0000
Q	20	

#### Year: 3/4

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

The place value counters should be used to support the understanding of the method rather than supporting the multiplication, as children should use times table knowledge.





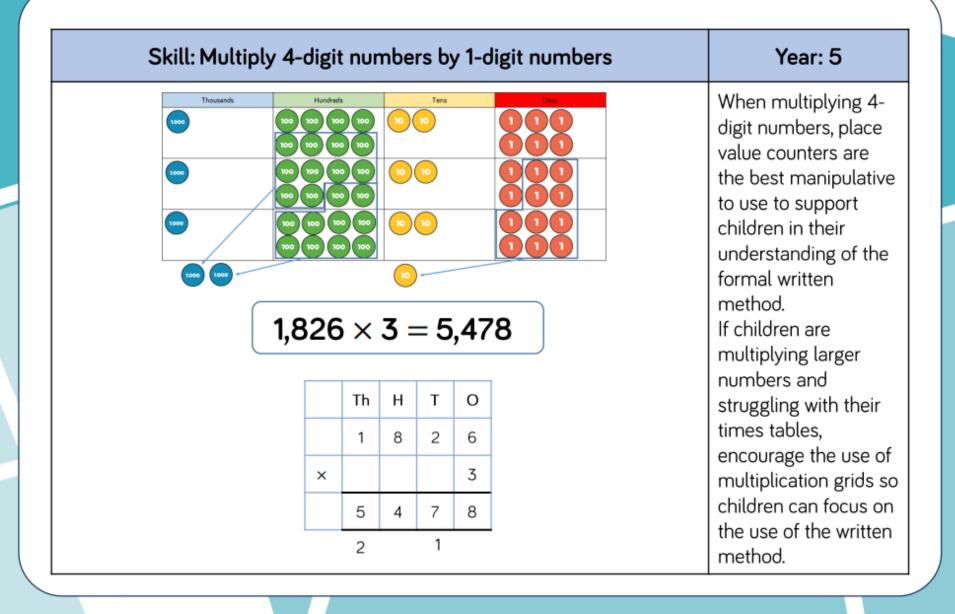
	Н	Т	0
	2	4	5
×			4
	9	8	0
	1	2	

 $245 \times 4 = 980$ 

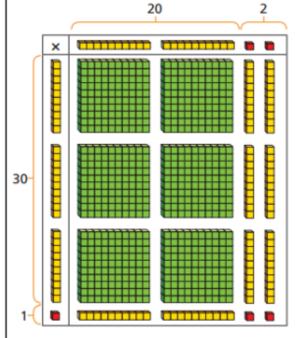
Hundreds	Tens	Ones
000 000	0 0 0 0	00000
100 100	0000	00000
100 100	0000	00000
100 100	0000	00000
100	10 10	

#### Year: 3/4

When moving to 3digit by 1-digit multiplication, encourage children to move towards the short, formal written method. Base 10 and place value counters continue to support the understanding of the written method. Limit the number of exchanges needed in the questions and move children away from resources when multiplying larger numbers.







	10 10	1
10	100 100	10 10
10	100 100	10 10
10	100 100	10 10
1	10 10	0 0

×	20	2
30	600	60
1	20	2

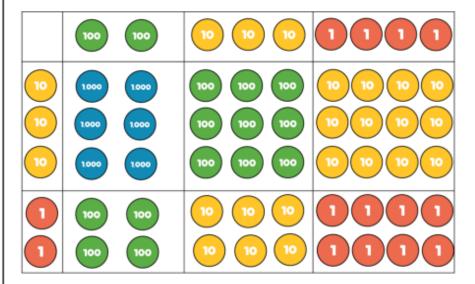
	Н	'	O
		2	2
×		3	1
		2	2
	6	6	0
	6	8	2

Year: 5

When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the numbers they are using. This links to finding the area of a rectangle by finding the space covered by the Base 10. The grid method matches the area model as an initial written method before moving on to the formal written multiplication method.

 $22 \times 31 = 682$ 

#### Skill: Multiply 3-digit numbers by 2-digit numbers



Th	Н	Т	0
	2	3	4
×		3	2
	4	6	8
1 7	1 <sup>0</sup>	2	0
7	4	8	8

×	200	30	4
30	6,000	900	120
2	400	60	8

Children can continue to use the area model when multiplying 3-digits by 2-digits. Place value counters become more efficient to use but Base 10 can be used to highlight the size of numbers.

Year: 5

Encourage children to move towards the formal written method, seeing the links with the grid method.

 $234 \times 32 = 7,488$ 

TTh	Th	Н	T	0
	2	7	3	9
×			2	8
2	1 5	9	1 7	2
5 1	4	7 1	8	0
7	6	6	9	2

Skill: Multiply 4-digit numbers by 2-digit numbers

When multiplying 4digits by 2-digits, children should be confident in the written method.

Year: 5/6

If they are still struggling with times tables, provide multiplication grids to support when they are focusing on the use of the method.

Consider where exchanged digits are placed and make sure this is consistent.

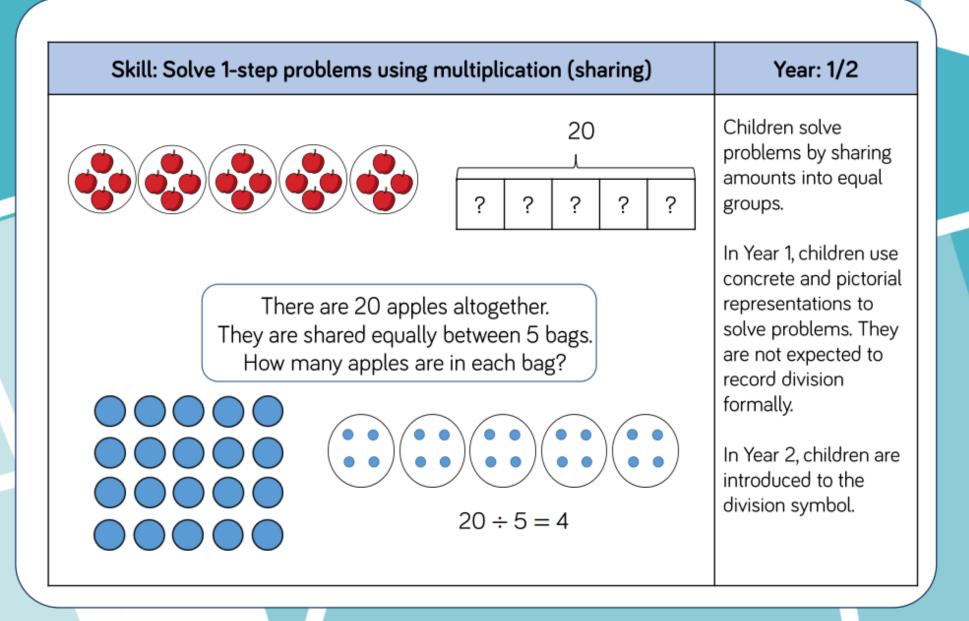
 $2,739 \times 28 = 76,692$ 

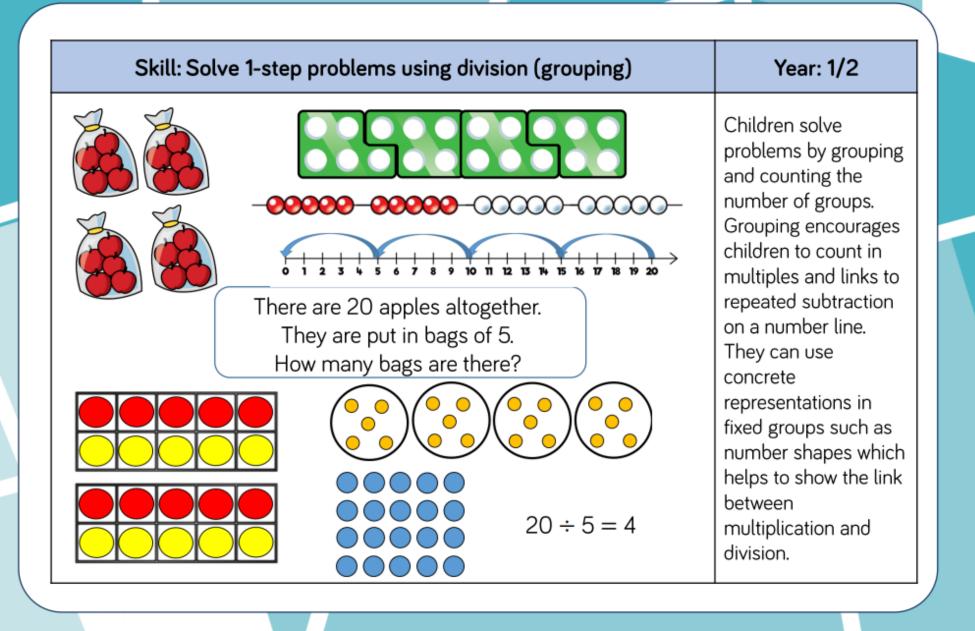
# **Division**

Skill	Year	Representations and models		
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters	
Solve one-step problems with division (grouping)  Real life objects Number shapes Bead strings Ten frames		Number lines Arrays Counters		
Divide 2-digits by 1- digit (no exchange sharing)	3	Straws Base 10 Bar model	Place value counters Part-whole model	
Divide 2-digits by 1- digit (sharing with 3 exchange)		Straws Base 10 Bar model	Place value counters Part-whole model	

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

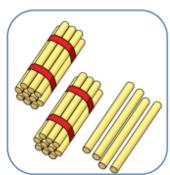
Skill	Skill Year Representations and mo		ns and models
Divide 4-digits by 1- digit (grouping)	5	Place value counters Counters	Place value grid Written short division
Divide multi-digits by 2-digits (short division)	6	Written short division	List of multiples
Divide multi-digits by 2-digits (long division)	6	Written long division	List of multiples

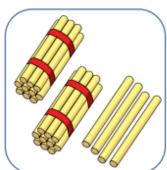


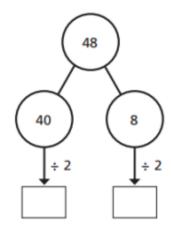


#### Skill: Divide 2-digits by 1-digit (sharing with no exchange)

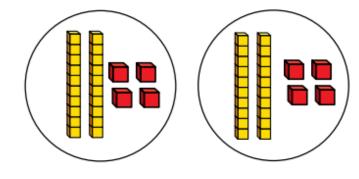
Tens	Ones		
000	0000		
10 10	0000		







$$48 \div 2 = 24$$

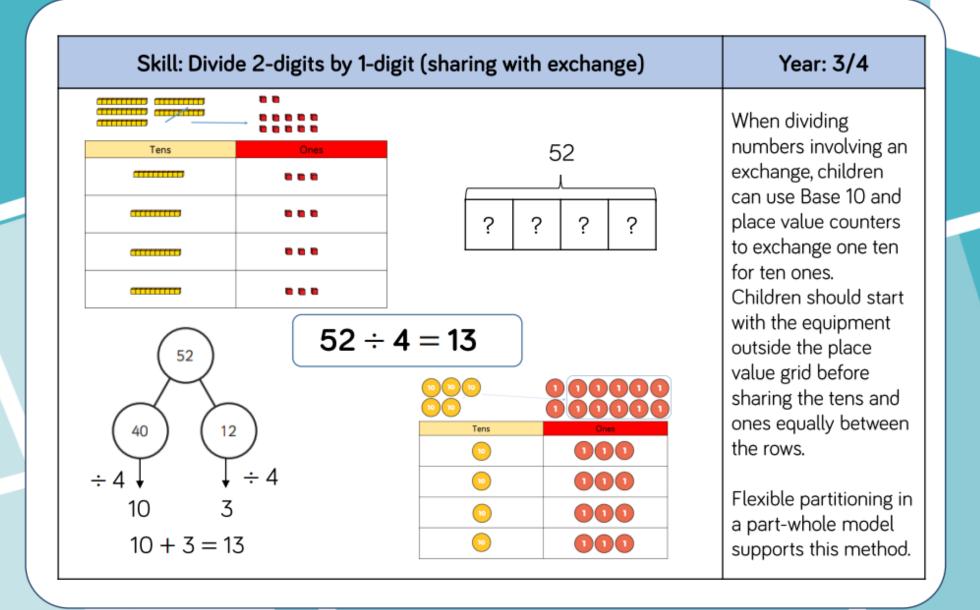


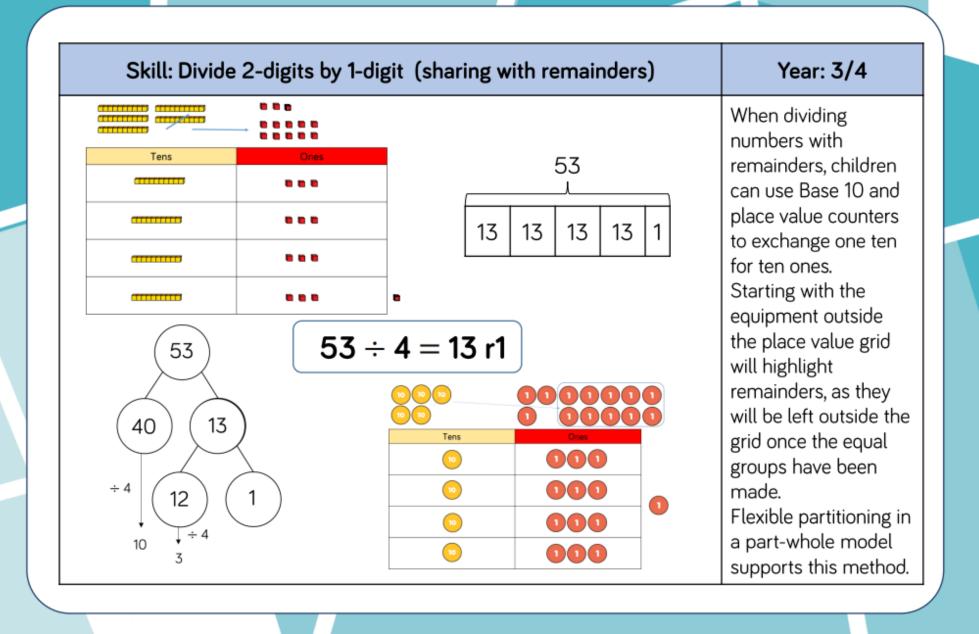
#### Year: 1/2

When dividing larger numbers, children can use manipulatives that allow them to partition into tens and ones.

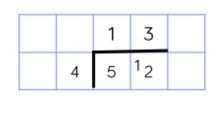
Straws, Base 10 and place value counters can all be used to share numbers into equal groups.

Part-whole models can provide children with a clear written method that matches the concrete representation.



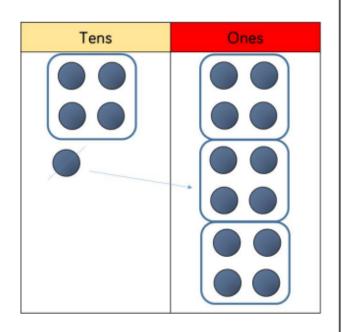


#### Skill: Divide 2-digits by 1-digit (grouping)



Tens	Ones
10 10	
10 10	
10	

$$52 \div 4 = 13$$



When using the short division method, children use grouping. Starting with the largest place value, they group by the divisor.

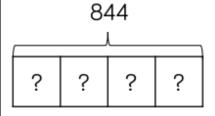
Year: 4/5

Language is important here. Children should consider 'How many groups of 4 tens can we make?' and 'How many groups of 4 ones can we make?'

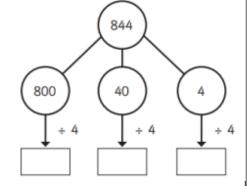
Remainders can also be seen as they are left ungrouped.

#### Skill: Divide 3-digits by 1-digit (sharing)

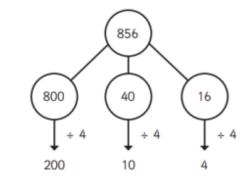
$$844 \div 4 = 211$$

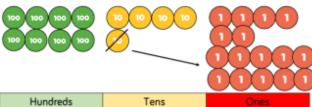


Н	Т	0
100 100	00	0
100 100	00	0
100 100	10	0
100 100	10	0



$$844 \div 4 = 211$$





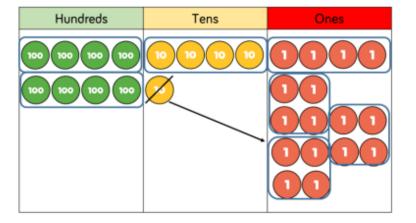
Hundreds	Tens	Ones
100 100	10	
100 100	10	0000
100 100	10	0000
100 100	10	0000

#### Year: 4

Children can continue to use place value counters to share 3digit numbers into equal groups. Children should start with the equipment outside the place value grid before sharing the hundreds, tens and ones equally between the rows. This method can also help to highlight remainders. Flexible partitioning in

a part-whole model supports this method.

#### Skill: Divide 3-digits by 1-digit (grouping)





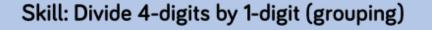
Hundreds Tens Ones

 $856 \div 4 = 214$ 

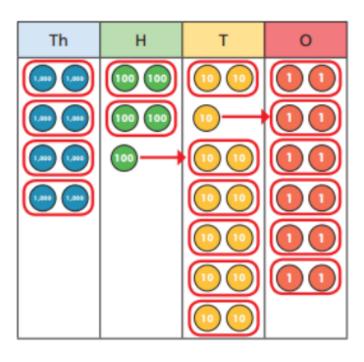
Year: 5

Children can continue to use grouping to support their understanding of short division when dividing a 3-digit number by a 1-digit number.

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.







	4	2	6	6
2	8	5	13	12

Place value counters or plain counters can be used on a place value grid to support children to divide 4-digits by 1-digit. Children can also draw their own counters and group them through a more pictorial method.

Children should be encouraged to move away from the concrete and pictorial when dividing numbers with multiple exchanges.

 $8,532 \div 2 = 4,266$ 

#### Skill: Divide multi digits by 2-digits (short division) Year: 6 When children begin to divide up to 4digits by 2-digits, 6 0 3 written methods $432 \div 12 = 36$ 7 2 become the most 4 3 12 accurate as concrete and pictorial representations become less effective. Children can write out multiples to support their calculations with larger remainders. 9 8 0 4 Children will also $7,335 \div 15 = 489$ 133 7 <sub>3</sub> 13<sub>5</sub> solve problems with 15 remainders where the quotient can be 15 30 45 60 75 90 105 120 135 150 rounded as appropriate.

$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$		1	2 -	0 4 3	3 3 6 7	2	(x6) $12 \times 6 = 72$ $12 \times 7 = 84$ $12 \times 8 = 96$
--	--	---	-----	-------	------------------	---	---

Skill: Divide multi-digits by 2-digits (long division)

$$7,335 \div 15 = 489$$

	0	4	8	9		1 15 15
15	7	3	3	5		$1 \times 15 = 15$
_	6	0	0	0	(×400	$2 \times 15 = 30$
	1	3	3	5		$3 \times 15 = 45$
	1	2	0	0	(×80)	$4 \times 15 = 60$
	<u> </u>	1	3	5	(200)	$5 \times 15 = 75$
_		'		-		10 15 150
_		1	3	5	(×9)	$10 \times 15 = 150$
				0		

Children can also divide by 2-digit numbers using long division.

Year: 6

Children can write out multiples to support their calculations with larger remainders.

Children will also solve problems with remainders where the quotient can be rounded as appropriate.

### Skill: Divide multi digits by 2-digits (long division)

Year: 6

$$372 \div 15 = 24 \text{ r} 12$$

			2	4	r	1	2
1	5	3	7	2			
	_	3	0	0			
			7	2			
	_		6	0			
			1	2			

$$1 \times 15 = 15$$
  
 $2 \times 15 = 30$   
 $3 \times 15 = 45$   
 $4 \times 15 = 60$   
 $5 \times 15 = 75$   
 $10 \times 15 = 150$ 

When a remainder is left at the end of a calculation, children can either leave it as a remainder or convert it to a fraction.
This will depend on the context of the question.

$$372 \div 15 = 24 \frac{4}{5}$$

Children can also answer questions where the quotient needs to be rounded according to the context.

## Glossary

**Array** – An ordered collection of counters, cubes or other item in rows and columns.

**Commutative –** Numbers can be multiplied in any order.

**Dividend** – In division, the number that is divided.

**Divisor** – In division, the number by which another is divided.

**Exchange –** Change a number or expression for another of an equal value.

**Factor** – A number that multiplies with another to make a product.

**Multiplicand** – In multiplication, a number to be multiplied by another.

**Partitioning –** Splitting a number into its component parts.

**Product –** The result of multiplying one number by another.

Quotient - The result of a division

**Remainder –** The amount left over after a division when the divisor is not a factor of the dividend.

**Scaling** – Enlarging or reducing a number by a given amount, called the scale factor