



Calculation Policy: Key Stage One and Key Stage Two Addition

Objectives relating to addition by year group

Pre-requisites:

Counting: count accurately from 0 to 21; count up to 20 objects accurately and attribute the correct numeral to label the set;

Ordering: order numbers to 20 accurately; understand how a number line is organised

Representations: subitise small groups of objects (i.e. can say how many there are without needing to count each individual object; understand the 'cardinal' value of a set/ array. (Once it has been counted they understand that they don't need to count again.)

- Year 1 – Add one-digit and two-digit numbers to 20, including zero
- Year 2 – Add a two-digit number and 1s, a two-digit number and 10s, 2 two-digit numbers. Add 3 one-digit numbers
- Year 3 - Add numbers with up to 3 digits, using formal written methods of columnar addition and subtraction
- Year 4 - Add numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- Year 5 - Solve problems involving number up to 3 decimal places. They practise adding decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1 (for example, $0.83 + 0.17 = 1$).
- Year 6 - Solve addition multi-step problems in contexts, deciding which operations and methods to use and why

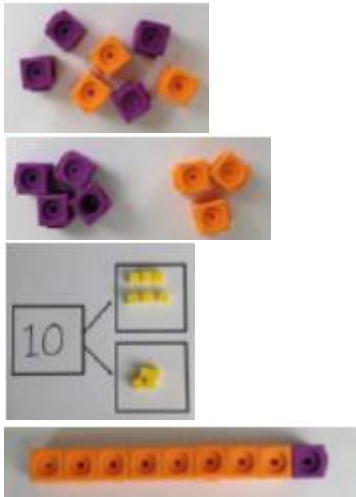
Vocabulary:

add	addition	plus	sum	total
increase	more than	altogether	and	



Concrete

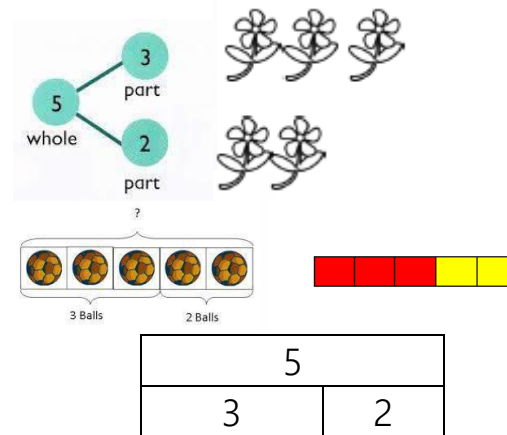
Use cubes to add two numbers together as a group or in a bar.




Bridging through ten
(1 digit + 1 digit)
 $6 + 5$

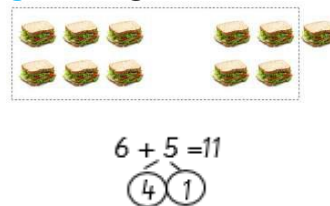
Pictorial

Use pictures to add two numbers together as a group or in a bar.



 N.B It is important that chdn show a sense of proportion when using the part part whole (PPW) model

Bridging through ten

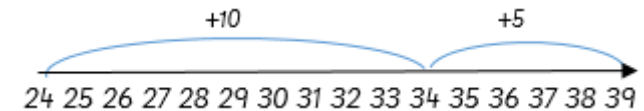


Using a tens frame

Abstract

Addition on a numbered number line

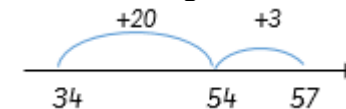
- Adding 1 digit numbers in jumps of one $+1 +1 +1 +1$
- Adding teen numbers in tens and ones $+10 + 1 + 1 +1$
- Adding teen number in a ten jump and a single jump of ones $+10 +5$




- Adding a 2 digit number in jumps of ten and a single jump of ones $+10 + 10 + 5$
- Adding any 2 digit number in a single jump of tens and single jump of ones $+20 + 5$

Addition on an blank number line

- Progression as above e.g.

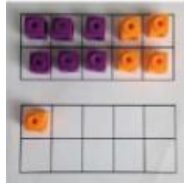


 N.B Bridging through ten can lead to increased efficiency both on a numbered number line and blank number line.

$37 + 15 =$



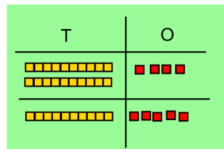
Use of tens frame to support bridging through ten



Not bridging ten

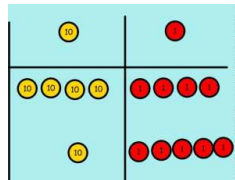
24 + 15

Make both numbers with Base 10
Add together the ones first, then add the tens

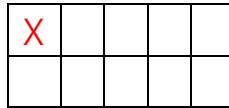
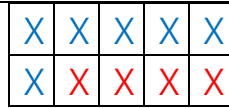


Moving onto use of place value counters

43 + 15

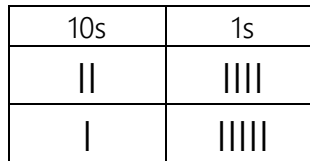


Beginning to regroup



Not bridging ten

24 + 15

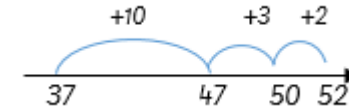


Beginning to regroup

49 + 23



Model exchanging 10 ones for 1 ten



Introduction of column method (Beginning with addition of least significant digit)

		T			O		
	4	9	4	0	+	9	
+	2	3	2	0	+	3	
			6	0	+	1	2

Space left between partitioned numbers to allow for a 2 digit sum of the ones.

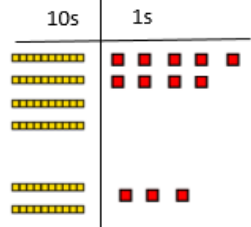
Moving to recording using column method without partitioning

	4	9					
	2	3					
	1	2	9	+	3		
	6	0	4	0	+	2	0
	7	2					

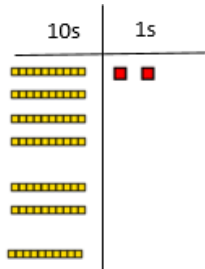


$49 + 23$

Make both numbers on a place value grid.

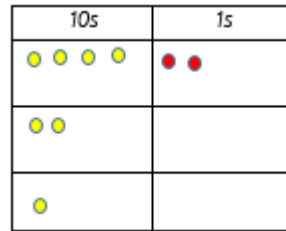
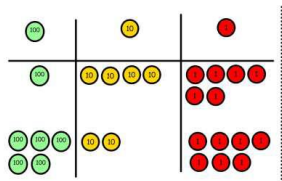


Add up the units and exchange 10 ones for 1 ten.



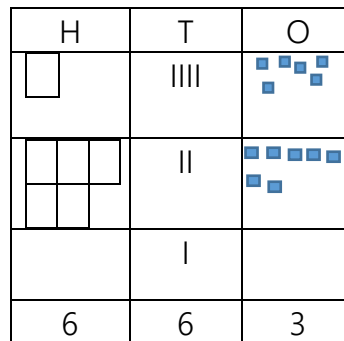
Moving onto place value counters

$146 + 527$



Children may then be ready to represent the counters with lines or other means

$146 + 527$



N.B children need to understand that they are not adding 2 and 1 but 20 and 10

	2	4	
+	1	5	
	3	9	

Compact Method



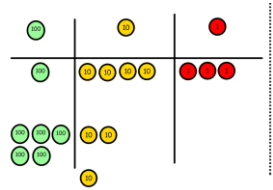
N.B Regrouped digit to be marked below the line

	1	4	6	
+	5	2	7	
	6	7	3	
		1		

	7	2	.	8
+	5	4	.	6
	1	2	7	. 4
		1		



Add up the ones and **exchange** 10 ones for 1 ten and so on



Continue using place value counters as children begin to work with decimals.

	1	
6	7	3

	2	3	.	3	6	1
		9	.	0	8	0
	5	9	.	7	7	0
+		1	.	3	0	0
	9	3	.	5	1	1
	2	1	.	2		