

Biscovey Nursery and Infants



KS1 Calculation Policy

Addition and Subtraction
and
Multiplication and Division

Calculation Policy

Welcome to our Calculation policy. This incorporates elements of the White Rose Maths Calculation Policy for KS1 and into early KS2.

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

At the start of each section there is an overview of the different models and images that can support the teaching of different concepts.

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 the school.

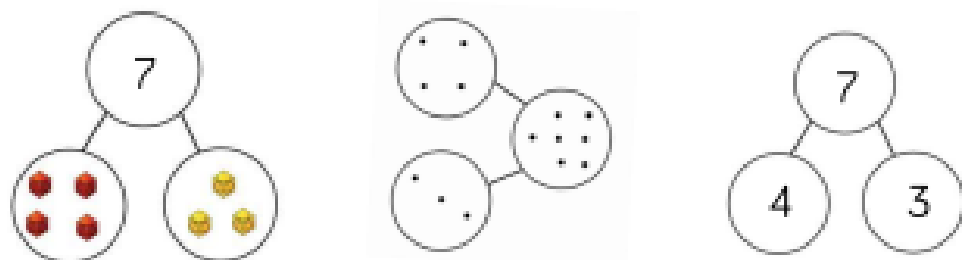
We understand that for children to become competent mathematicians they must be given the opportunity to embed their learning using concrete resources, then develop their understanding of pictorial representations before they are able to solve abstract problems.

Concrete → Pictorial → Abstract

Calculation Policy

Addition and Subtraction

Part-Whole Model

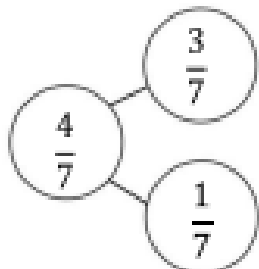
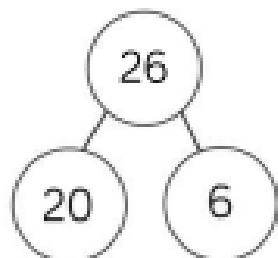
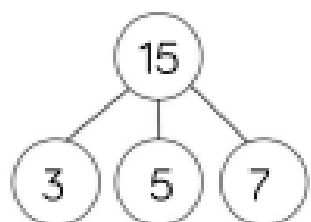


$$7 = 4 + 3$$

$$7 = 3 + 4$$

$$7 - 3 = 4$$

$$7 - 4 = 3$$

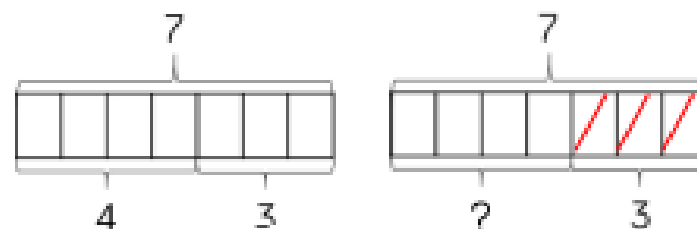


Bar Model (single)

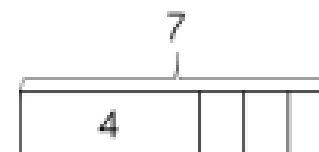
Concrete



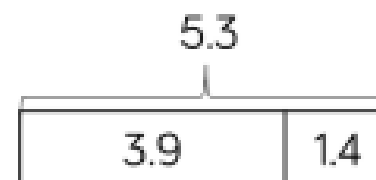
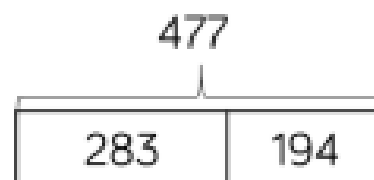
Discrete



Combination

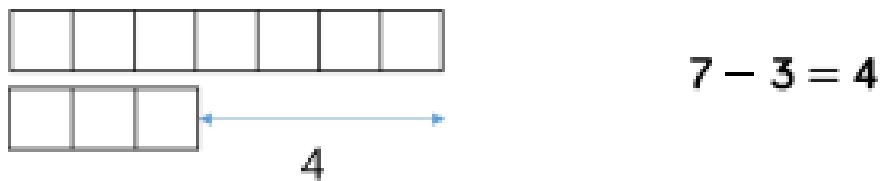
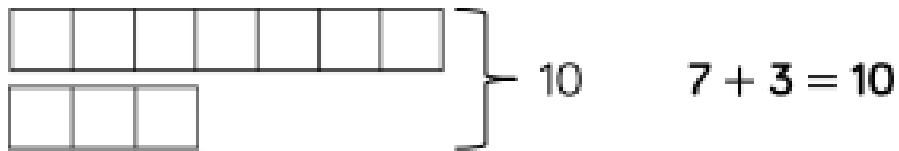


Continuous

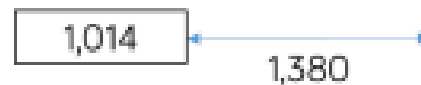
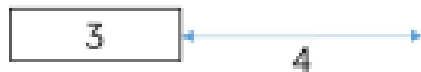


Bar Model (multiple)

Discrete



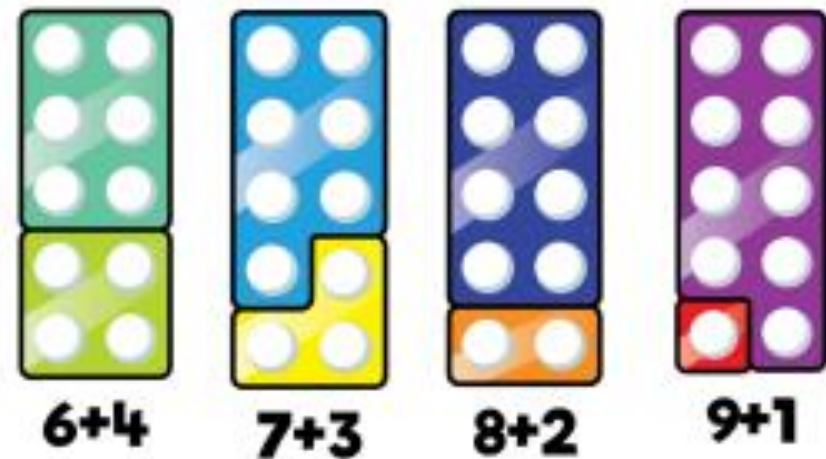
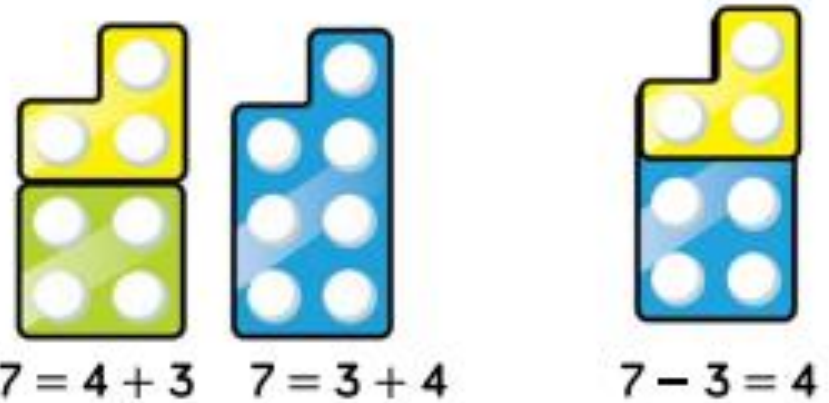
Continuous



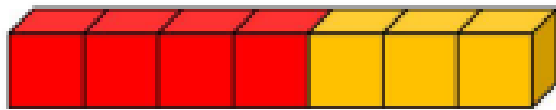
$$7 - 3 = 4$$

$$2,394 - 1,014 = 1,380$$

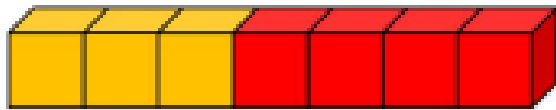
Number Shapes



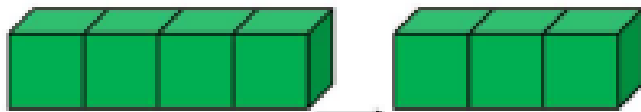
Cubes



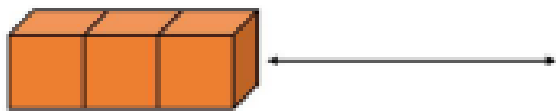
$$7 = 4 + 3$$



$$7 = 3 + 4$$

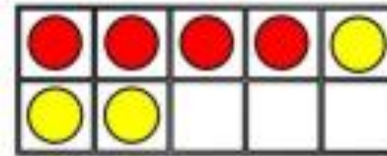


$$7 - 3 = 4$$



$$7 - 3 = 4$$

Ten Frames (within 10)



$$4 + 3 = 7$$

$$3 + 4 = 7$$

$$7 - 3 = 4$$

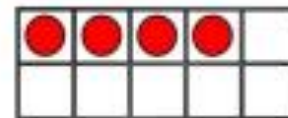
$$7 - 4 = 3$$

4 is a part.

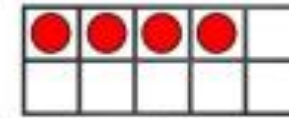
3 is a part.

7 is the whole.

First

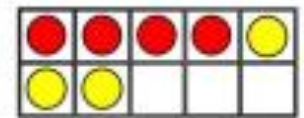


Then

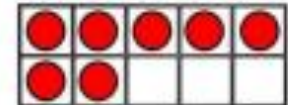


$$4 + 3 = 7$$

Now



First



Then

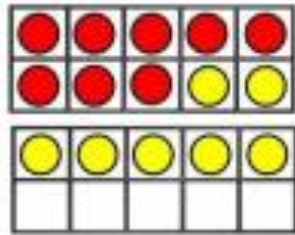
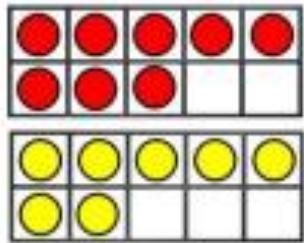


$$7 - 3 = 4$$

Now

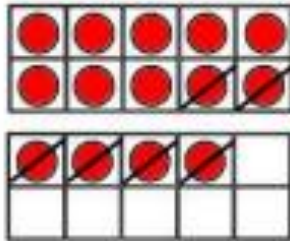
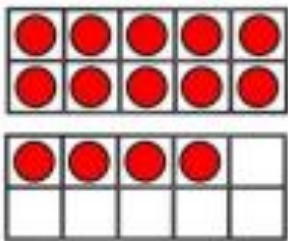


Ten Frames (within 20)



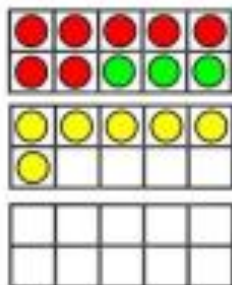
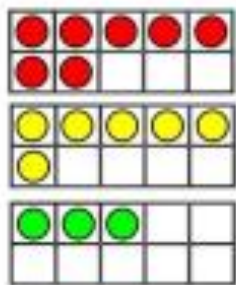
$$8 + 7 = 15$$

2 5



$$14 - 6 = 8$$

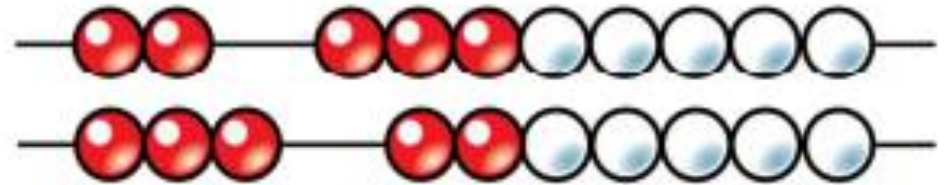
4 2



$$7 + 6 + 3 = 16$$

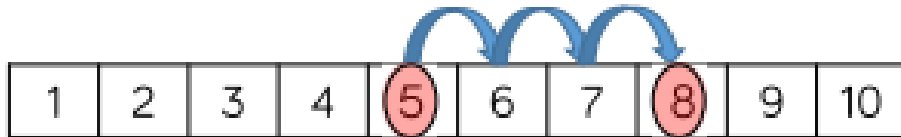
10

Bead Strings

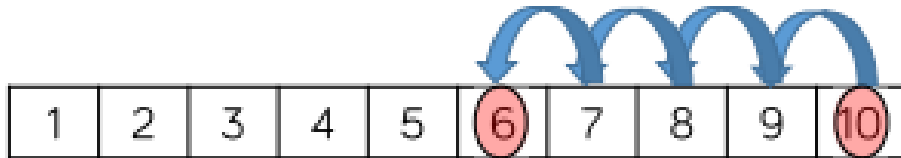


Number Tracks

$$5 + 3 = 8$$



$$10 - 4 = 6$$

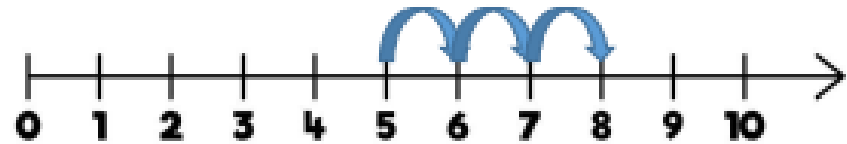


$$8 + 7 = 15$$



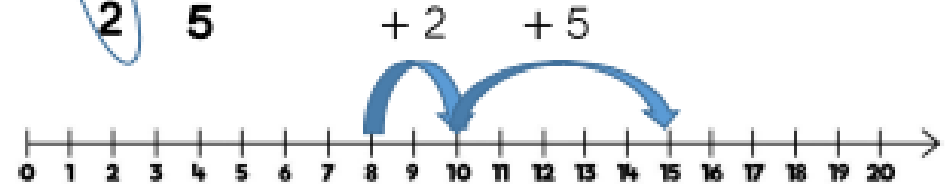
Number Lines (labelled)

$$5 + 3 = 8$$



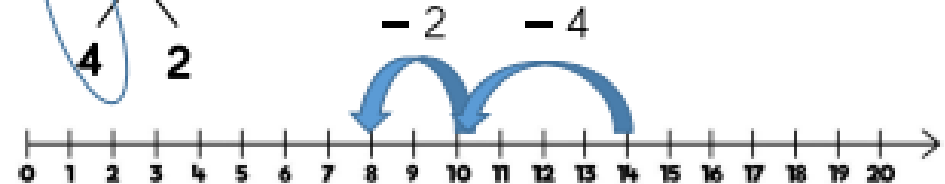
$$8 + 7 = 15$$

The number 8 is circled in blue. A bracket connects 8 and 7 to 15. The number 2 is circled in blue, and the number 5 is written next to it.



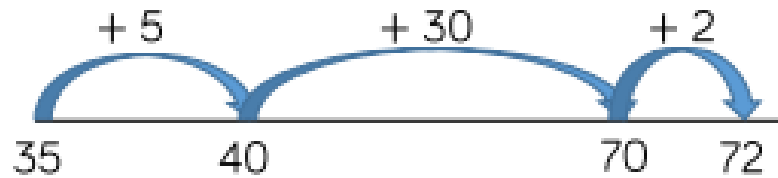
$$14 - 6 = 8$$

The number 14 is circled in blue. A bracket connects 14 and 6 to 8. The number 4 is circled in blue, and the number 2 is written next to it.

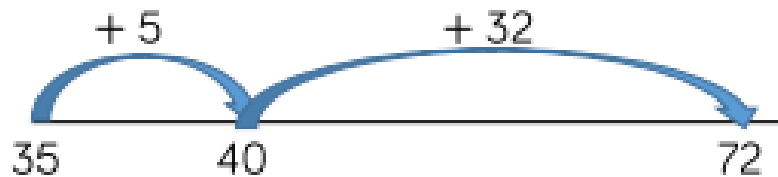


Number Lines (blank)

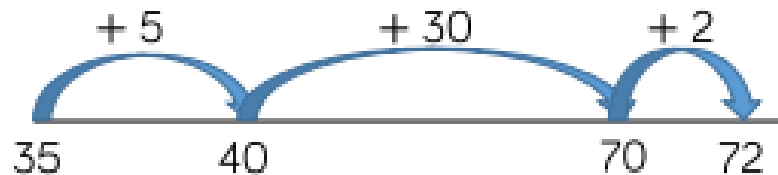
$$35 + 37 = 72$$



$$35 + 37 = 72$$

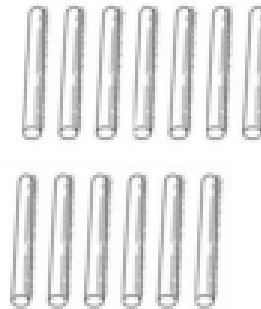


$$72 - 35 = 37$$

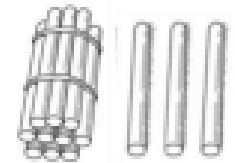


Straws

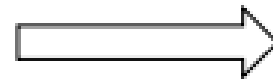
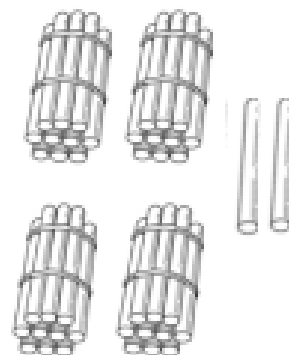
$$7 + 6 = 13$$



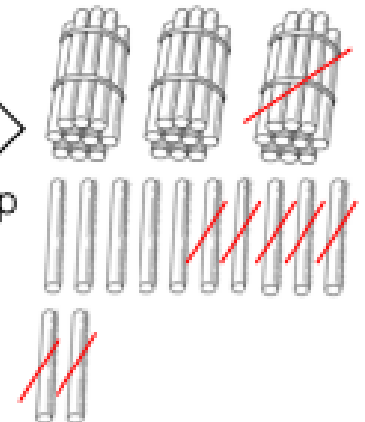
bundle together
groups of 10



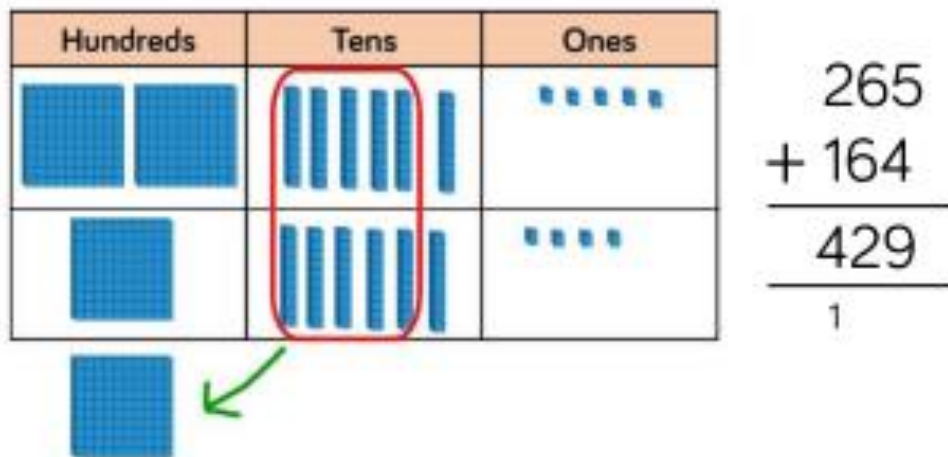
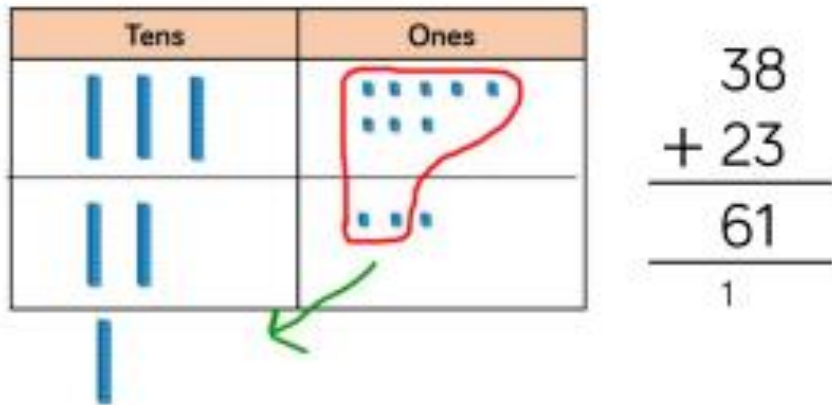
$$42 - 17 = 25$$



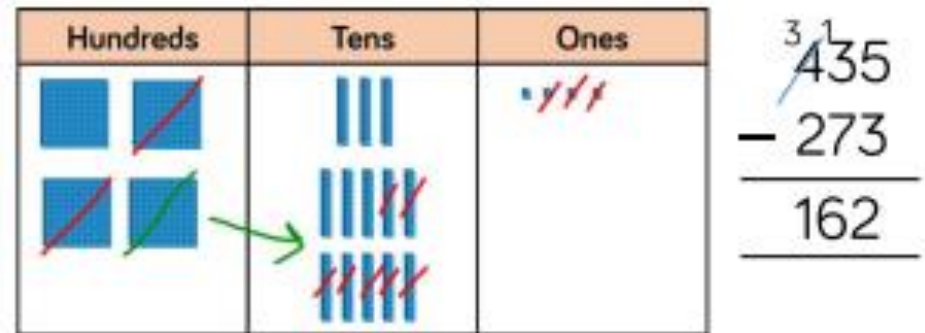
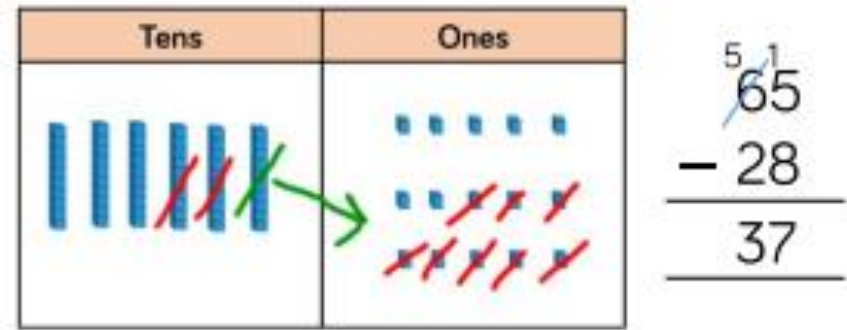
unbundle group
of 10 straws



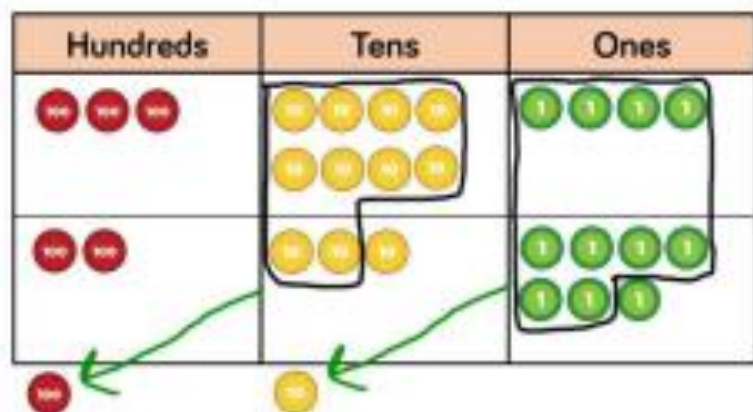
Base 10/Dienes (addition)



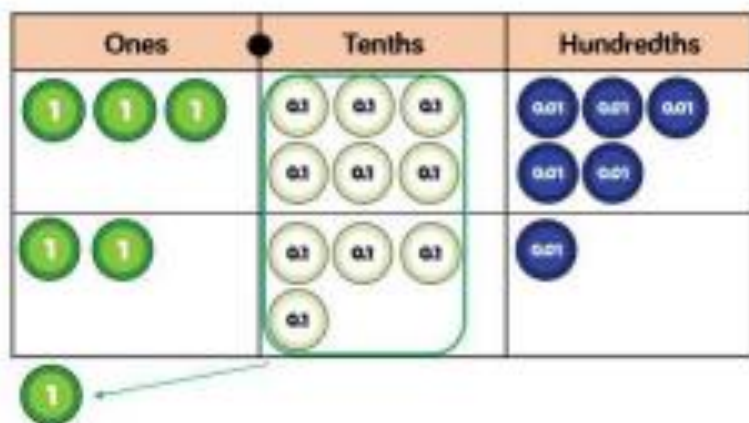
Base 10/Dienes (subtraction)



Place Value Counters (addition)

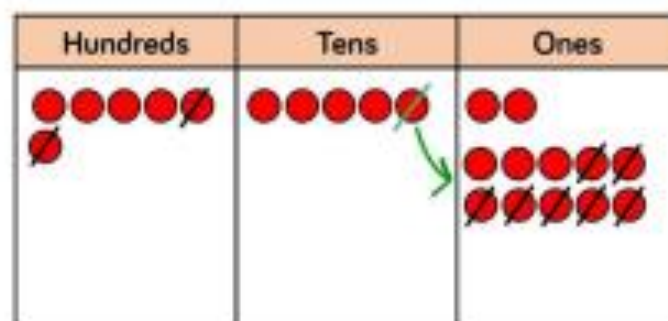


$$\begin{array}{r} 384 \\ + 237 \\ \hline 621 \\ 11 \end{array}$$

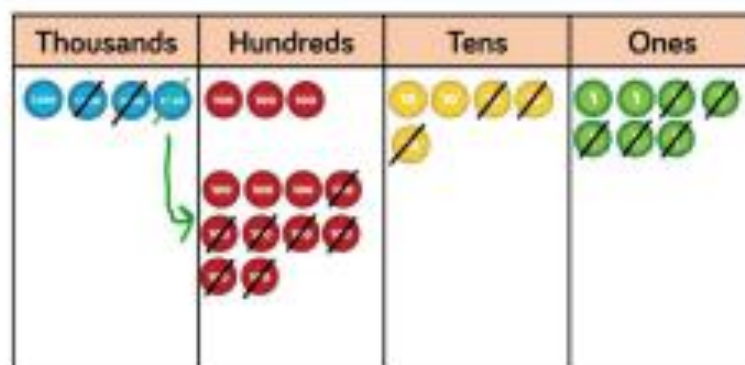


$$\begin{array}{r} 3.65 \\ + 2.41 \\ \hline 6.06 \\ 1 \end{array}$$

Place Value Counters (Subtraction)



$$\begin{array}{r} 632 \\ - 207 \\ \hline 445 \end{array}$$



$$\begin{array}{r} 4357 \\ - 2735 \\ \hline 1622 \end{array}$$

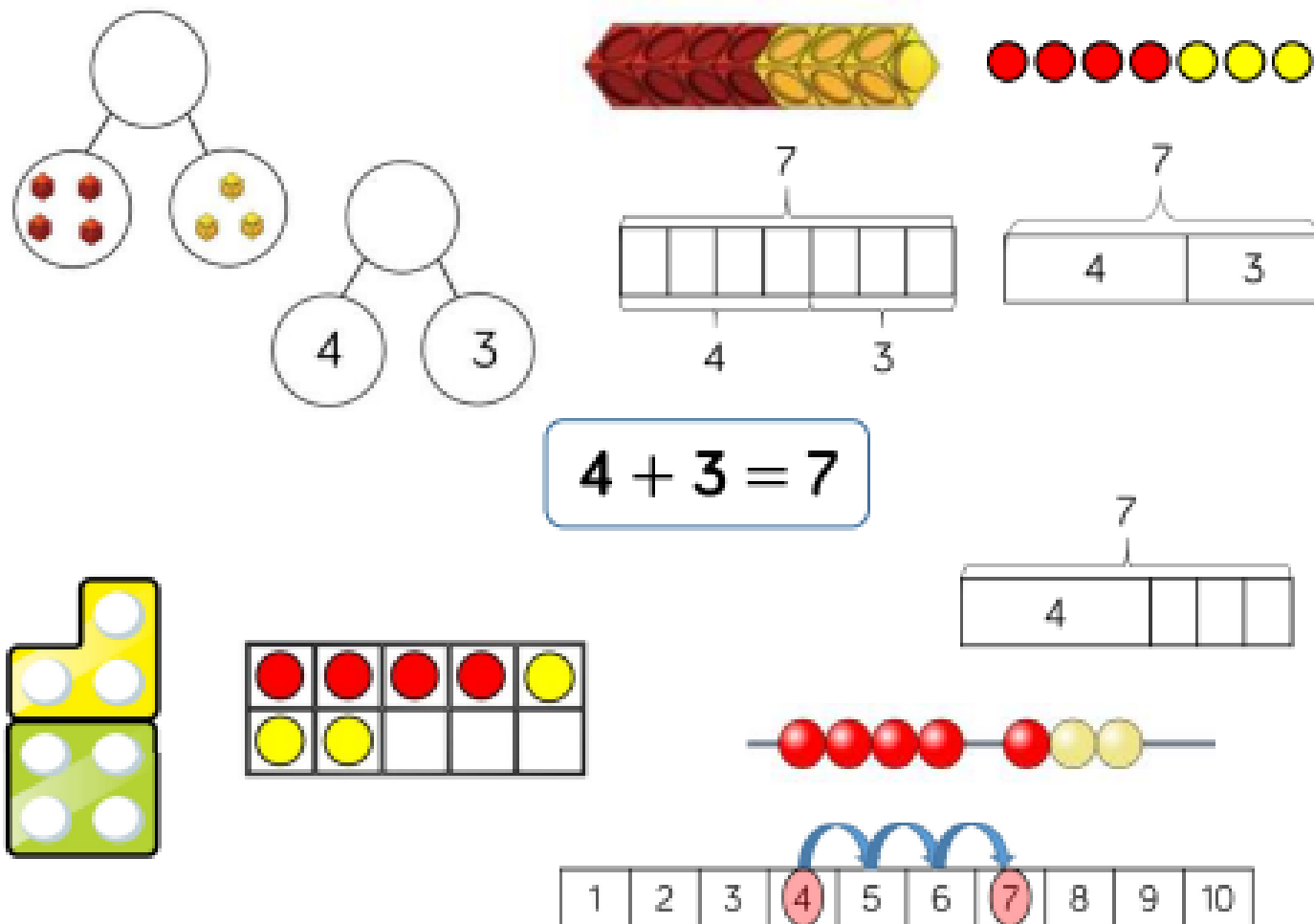
Addition

Skill	Year	Representations and models	
Add two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Add 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead strings (20) Number tracks Number lines (labelled) Straws
Add three 1-digit numbers	2	Part-whole model Bar model	Ten frames (within 20) Number shapes
Add 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square

Skill	Year	Representations and models
Add two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws Base 10 Place value counters
Add with up to 3-digits	3	Part-whole model Bar model Base 10 Place value counters Column addition

Skill: Add 1-digit numbers within 10

Year: 1



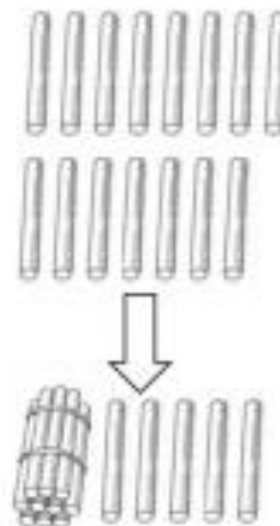
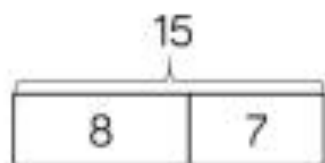
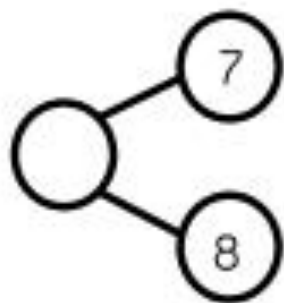
When adding numbers to 10, children can explore both aggregation and augmentation.

The part-whole model, discrete and continuous bar model, number shapes and ten frame support aggregation.

The combination bar model, ten frame, bead string and number track all support augmentation.

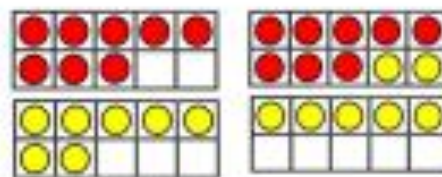
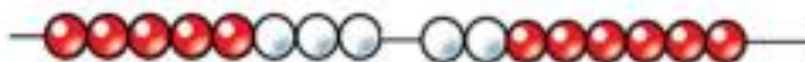
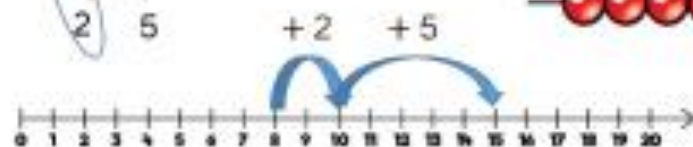
Skill: Add 1 and 2-digit numbers to 20

Year: 1/2



$$8 + 7 = 15$$

$$8 + 7 = 15$$

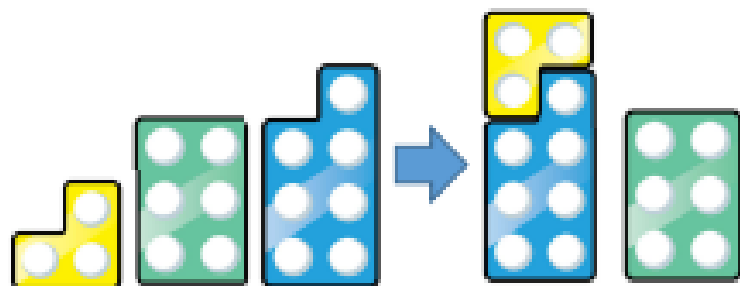
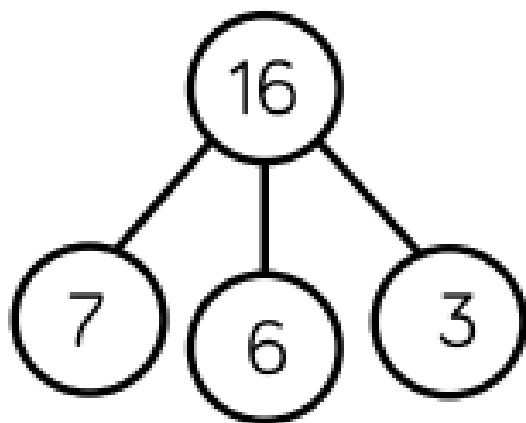


$$8 + 7 = 15$$

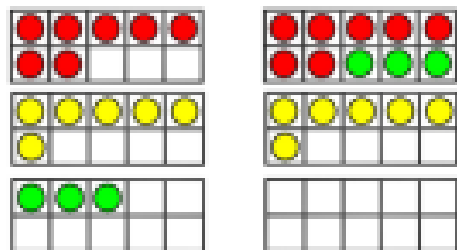
When adding one-digit numbers that cross 10, it is important to highlight the importance of ten ones equalling one ten. In Year 1, this is only done just by counting on. From Year 2, use different manipulatives can be used to represent this exchange alongside number lines to support children in understanding how to partition their jumps.

Skill: Add three 1-digit numbers

Year: 2

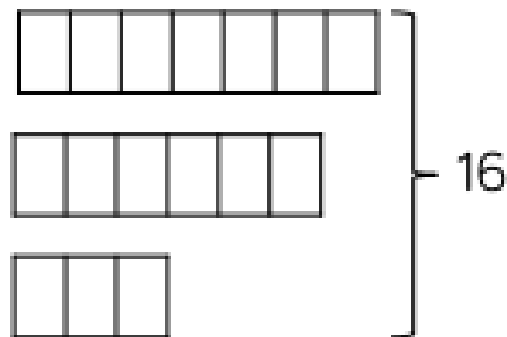


$$7 + 6 + 3 = 16$$



$$7 + 6 + 3 = 16$$

10



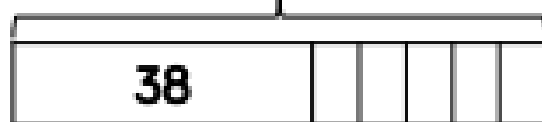
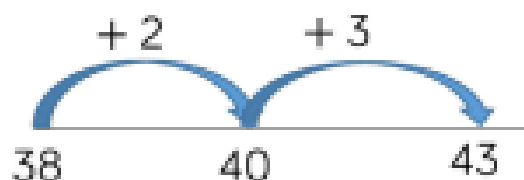
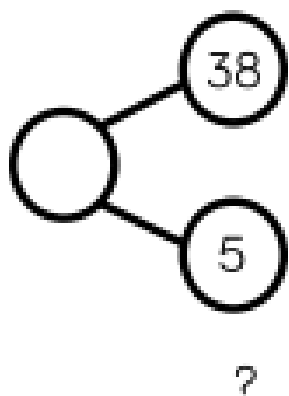
When adding three 1-digit numbers, children should be encouraged to look for number bonds to 10 or doubles to add the numbers more efficiently.

This supports children in their understanding of commutativity.

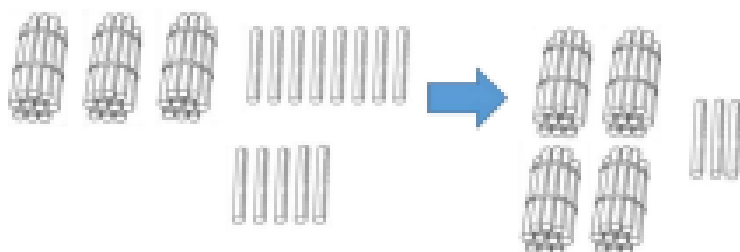
Manipulatives that highlight number bonds to 10 are effective when adding three 1-digit numbers.

Skill: Add 1-digit and 2-digit numbers to 100

Year: 2/3



$$38 + 5 = 43$$



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	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	90
91	92	93	94	95	96	97	98	99	100

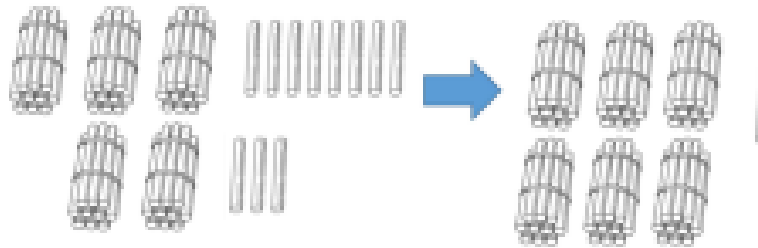
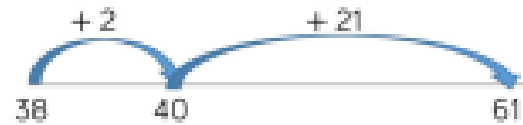
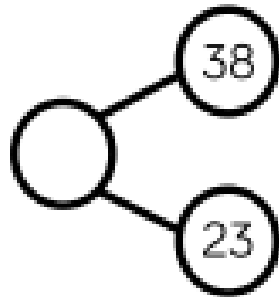
When adding single digits to a two-digit number, children should be encouraged to count on from the larger number.

They should also apply their knowledge of number bonds to add more efficiently e.g. $8 + 5 = 13$ so $38 + 5 = 43$.

Hundred squares and straws can support children to find the number bond to 10.

Skill: Add two 2-digit numbers to 100

Year: 2/3



?	
38	23

$$38 + 23 = 61$$

Tens	Ones
	●●●●●●
	●●●

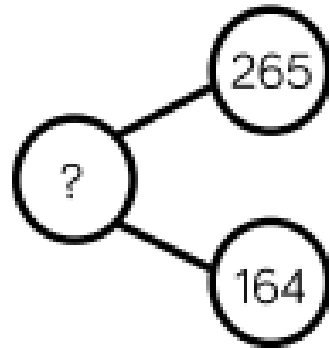
$$\begin{array}{r} 38 \\ + 23 \\ \hline 61 \\ 1 \end{array}$$

Tens	Ones
●●●	●●●●●●
●●	●●●

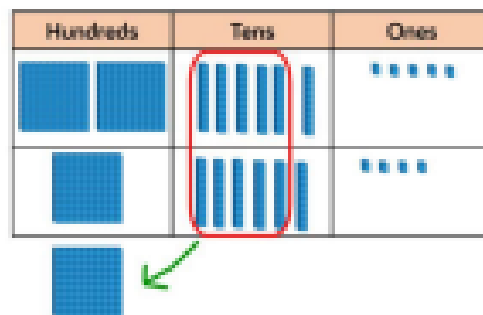
Children can use a blank number line and other representations to count on to find the total. Encourage them to jump to multiples of 10 to become more efficient. From Year 3, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

Skill: Add numbers with up to 3 digits

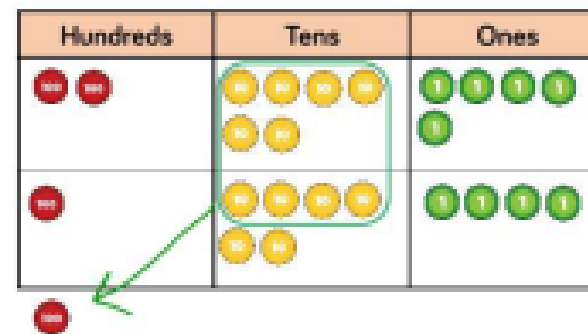
Year: 3



$$265 + 164 = 429$$



$$\begin{array}{r} 265 \\ + 164 \\ \hline 429 \\ 1 \end{array}$$



Base 10 and place value counters are the most effective manipulatives when adding numbers with up to 3 digits.

Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.

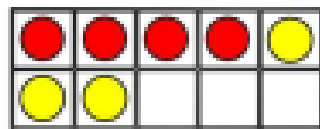
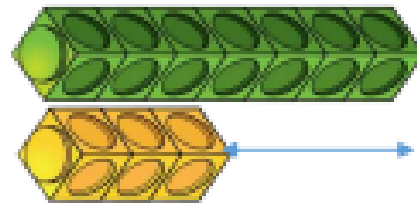
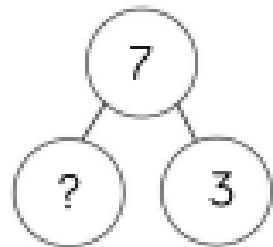
Subtraction

Skill	Year	Representations and models	
Subtract two 1-digit numbers to 10	1	Part-whole model Bar model Number shapes	Ten frames (within 10) Bead strings (10) Number tracks
Subtract 1 and 2-digit numbers to 20	1	Part-whole model Bar model Number shapes Ten frames (within 20)	Bead string (20) Number tracks Number lines (labelled) Straws
Subtract 1 and 2-digit numbers to 100	2	Part-whole model Bar model Number lines (labelled)	Number lines (blank) Straws Hundred square
Subtract two 2-digit numbers	2	Part-whole model Bar model Number lines (blank) Straws	Base 10 Place value counters

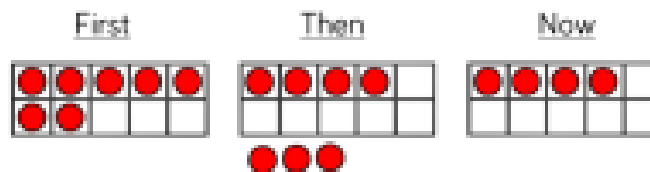
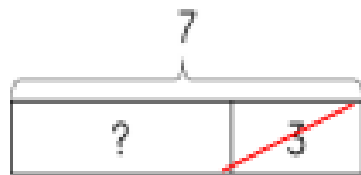
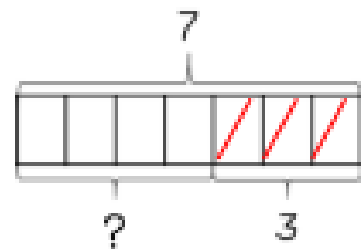
Skill	Year	Representations and models
Subtract with up to 3-digits	3	Part-whole model Bar model Base 10 Place value counters Column subtraction

Skill: Subtract 1-digit numbers within 10

Year: 1



$$7 - 3 = 4$$



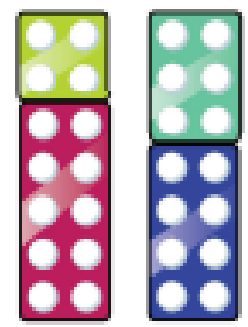
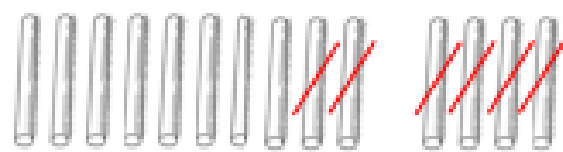
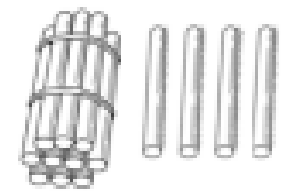
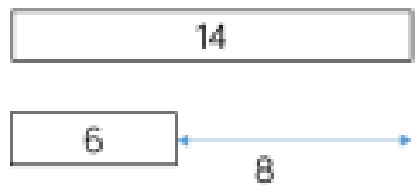
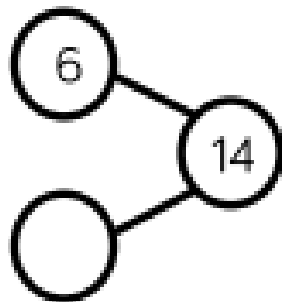
Part-whole models, bar models, ten frames and number shapes support partitioning.

Ten frames, number tracks, single bar models and bead strings support reduction.

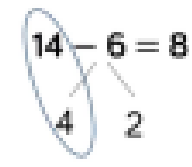
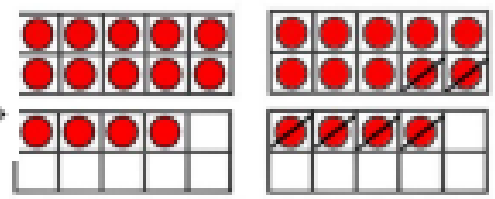
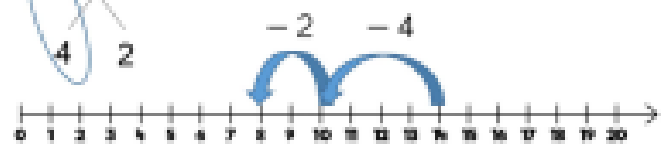
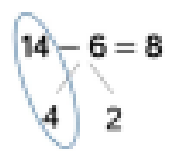
Cubes and bar models with two bars can support finding the difference.

Skill: Subtract 1 and 2-digit numbers to 20

Year: 1/2



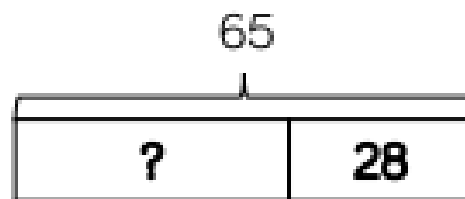
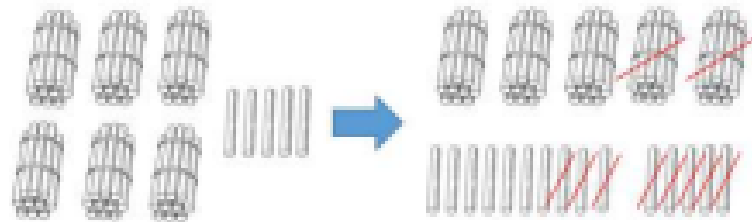
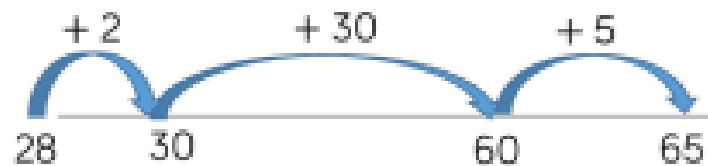
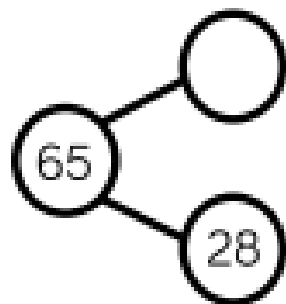
$$14 - 6 = 8$$



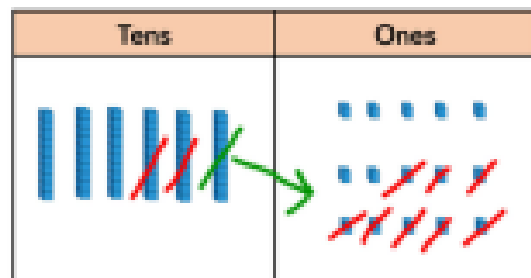
In Year 1, subtracting one-digit numbers that cross 10, is done by counting back, using objects, number tracks and number lines. From Year 2, children should be encouraged to find the number bond to 10 when partitioning the subtracted number. Ten frames, number shapes and number lines are particularly useful for this.

Skill: Subtract 1 and 2-digit numbers to 100

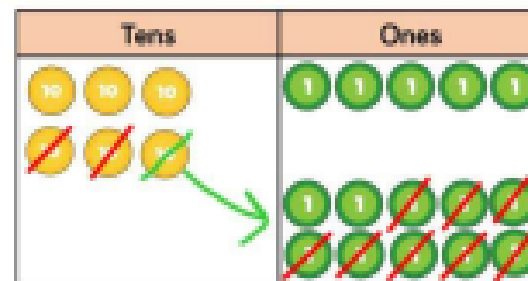
Year: 2/3



$$65 - 28 = 37$$



$$\begin{array}{r} 5 \overset{1}{6}5 \\ - 28 \\ \hline 37 \end{array}$$



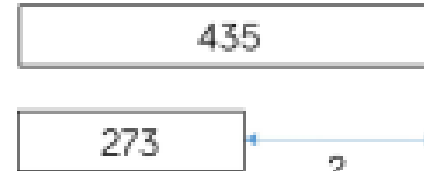
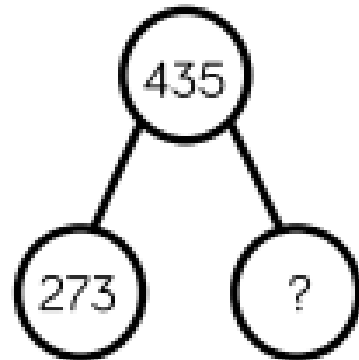
Children can also use a blank number line to count back to find the difference.

Encourage them to jump to multiples of 10 to become more efficient.

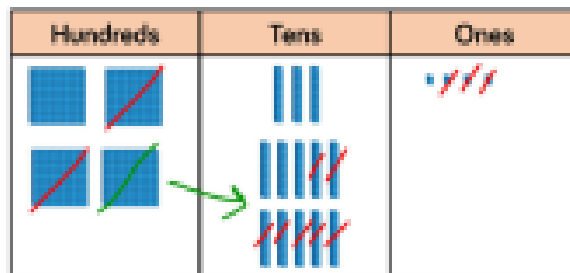
From Year 3, encourage children to use the formal column method when calculating alongside straws, base 10 or place value counters. As numbers become larger, straws become less efficient.

Skill: Subtract numbers with up to 3 digits

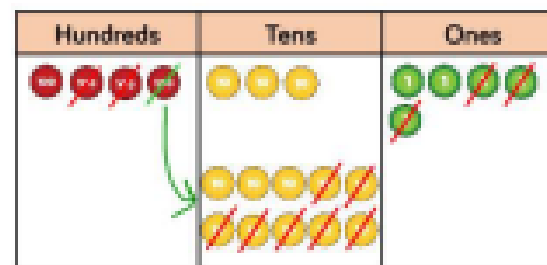
Year: 3



$$435 - 273 = 162$$



$$\begin{array}{r} 3 \quad 1 \\ 435 \\ - 273 \\ \hline 162 \end{array}$$



Base 10 and place value counters are the most effective manipulative when subtracting numbers with up to 3 digits.

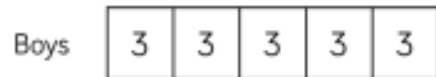
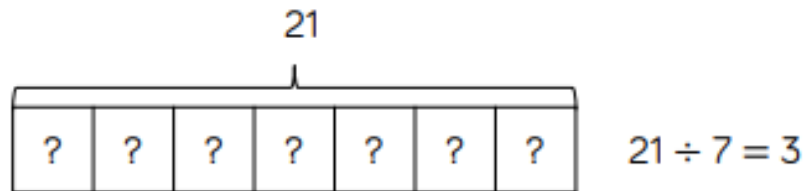
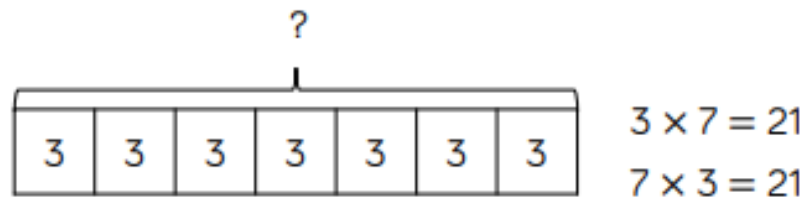
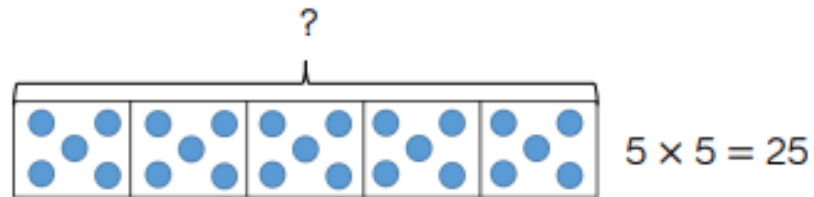
Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method.

Plain counters on a place value grid can also be used to support learning.

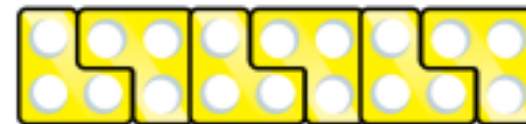
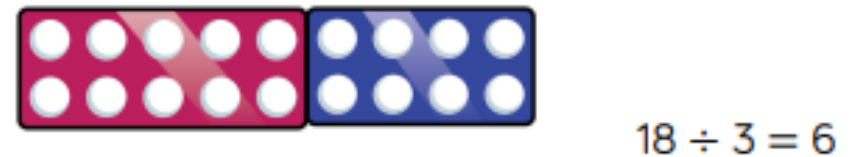
Calculation Policy

Multiplication and Division

Bar Model



Number Shapes



Bead Strings



$$5 \times 3 = 15$$

$$3 \times 5 = 15$$

$$15 \div 3 = 5$$



$$5 \times 3 = 15$$

$$3 \times 5 = 15$$

$$15 \div 5 = 3$$



$$4 \times 5 = 20$$

$$5 \times 4 = 20$$

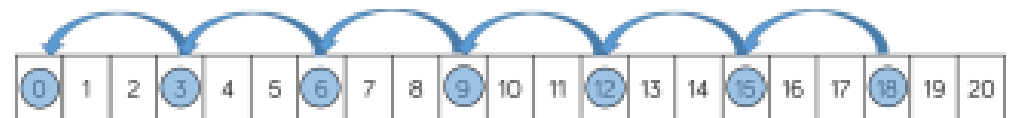
$$20 \div 4 = 5$$

Number Tracks



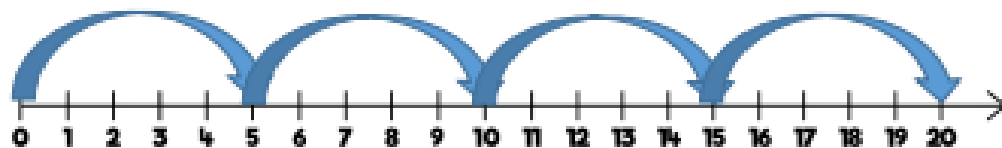
$$6 \times 3 = 18$$

$$3 \times 6 = 18$$



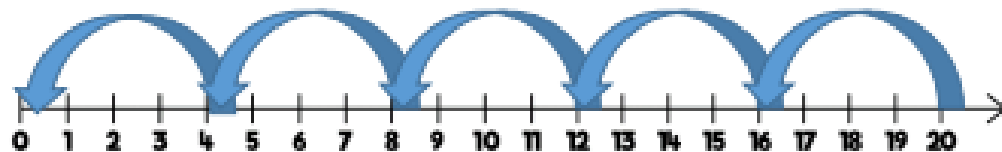
$$18 \div 3 = 6$$

Number Lines (labelled)



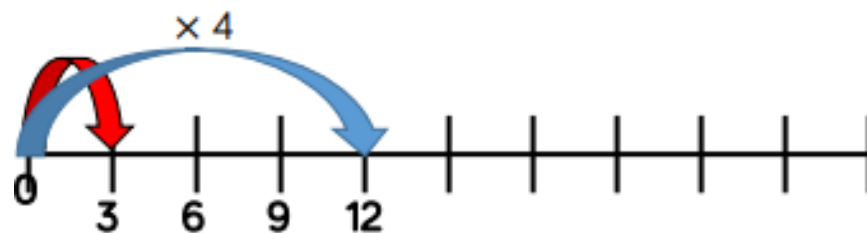
$$4 \times 5 = 20$$

$$5 \times 4 = 20$$



$$20 \div 4 = 5$$

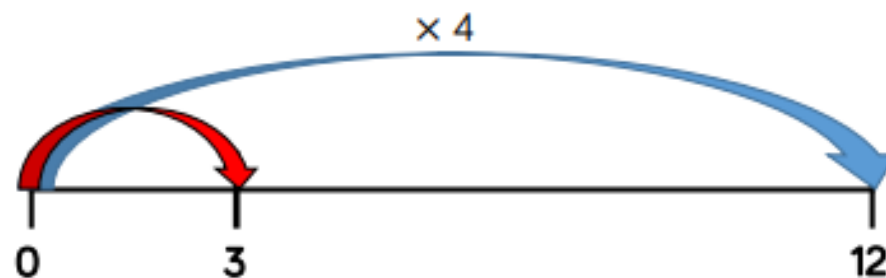
Number Lines (blank)



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.

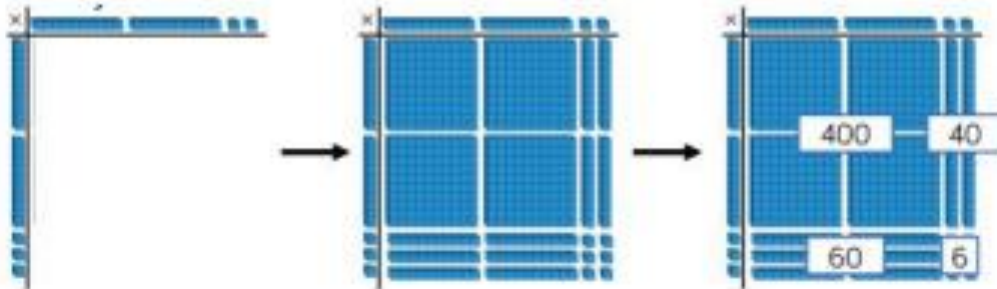
How far does the red car travel?

Base 10/Dienes (multiplication)

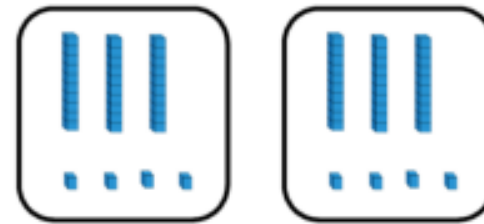
Hundreds	Tens	Ones
		●●●●
		●●●●
		●●●●

A green box highlights the 12 ones in the Ones column. A green arrow points from this box to a single vertical bar in the Tens column below the table, representing the regrouping of 10 ones into 1 ten.

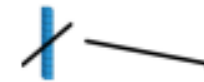
$$\begin{array}{r} 24 \\ \times 3 \\ \hline 72 \\ \hline 1 \end{array}$$



Base 10/Dienes (division)



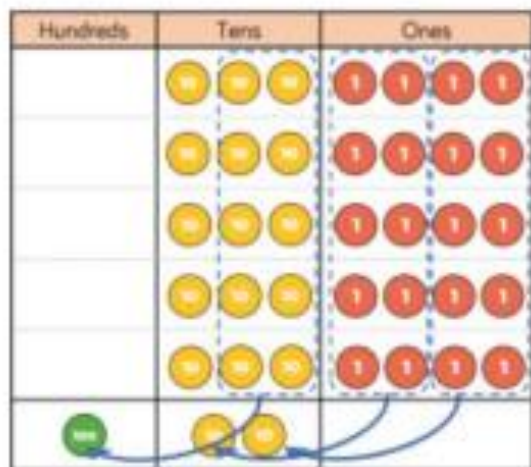
$$68 \div 2 = 34$$



Tens	Ones
	●●●●
	●●●●
	●●●●

$$72 \div 3 = 24$$

Place Value Counters (multiplication)



$$\begin{array}{r}
 34 \\
 \times 5 \\
 \hline
 170 \\
 \hline
 12
 \end{array}$$



$$\begin{array}{r}
 44 \\
 \times 32 \\
 \hline
 8 \\
 80 \\
 120 \\
 + 1200 \\
 \hline
 1408 \\
 \hline
 1
 \end{array}$$

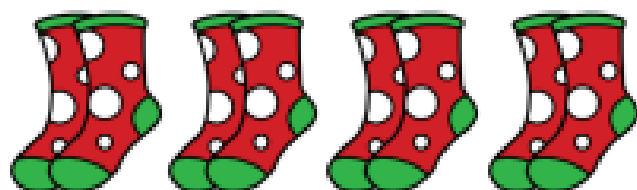
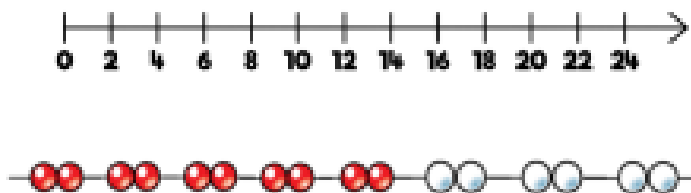
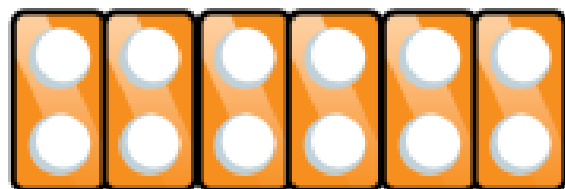
Times Tables

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

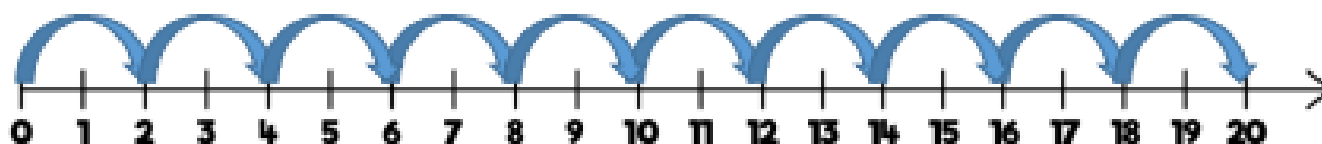
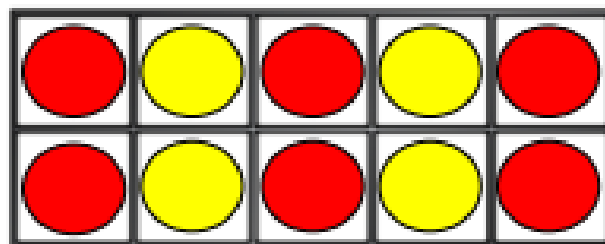
Skill	Year	Representations and models	
Recall and use multiplication and division facts for the 3-times table	3	Hundred square Number shapes Counters	Bead strings Number lines Everyday objects
Recall and use multiplication and division facts for the 4-times table	3	Hundred square Number shapes Counters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

Skill: 2 times table

Year: 2



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



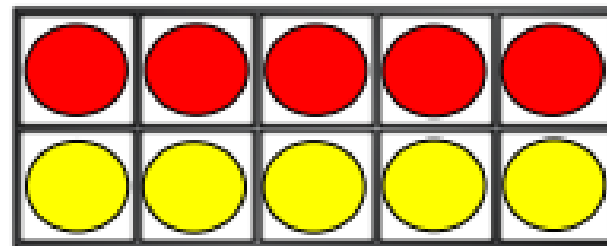
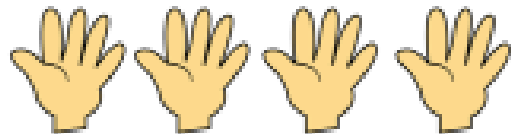
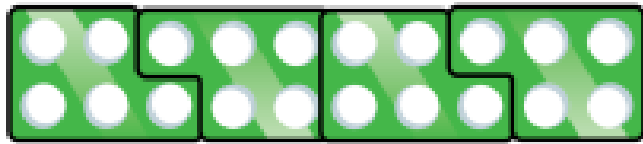
Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the two times table, using concrete manipulatives to support. Notice how all the numbers are even and there is a pattern in the ones.

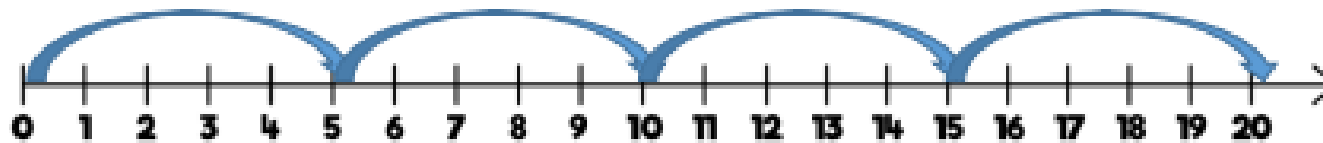
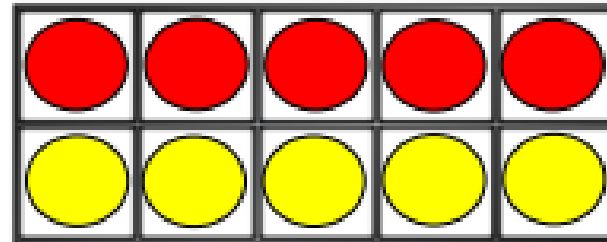
Use different models to develop fluency.

Skill: 5 times table

Year: 2



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

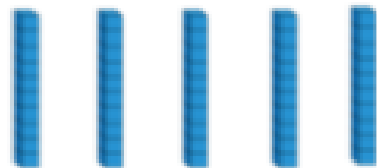
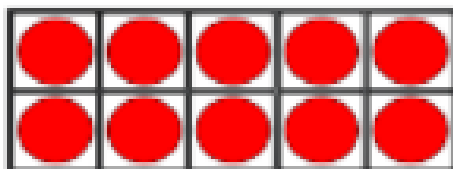
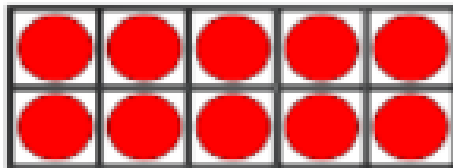
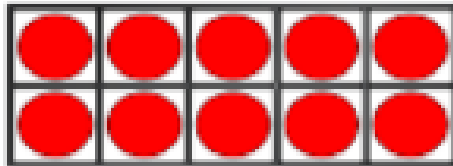


Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

Look for patterns in the five times table, using concrete manipulatives to support. Notice the pattern in the ones as well as highlighting the odd, even, odd, even pattern.

Skill: 10 times table

Year: 2



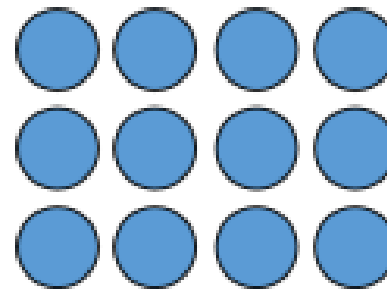
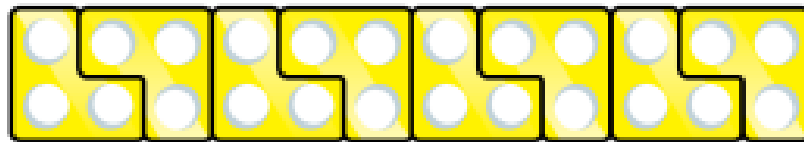
1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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

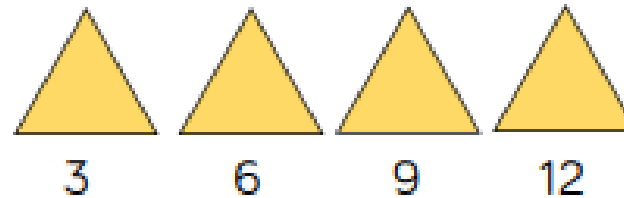
Look for patterns in the ten times table, using concrete manipulatives to support. Notice the pattern in the digits- the ones are always 0, and the tens increase by 1 ten each time.

Skill: 3 times table

Year: 3



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

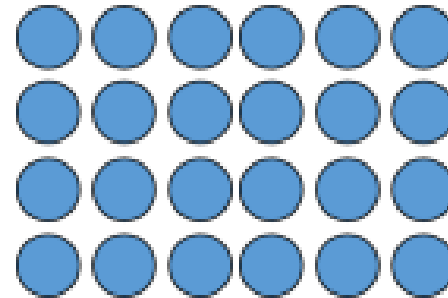
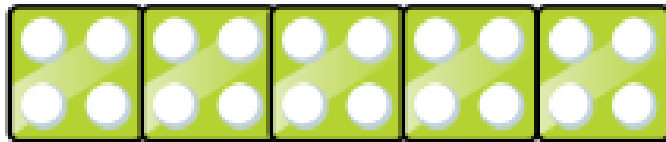


Encourage daily counting in multiples both forwards and backwards. This can be supported using a number line or a hundred square.

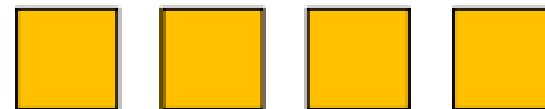
Look for patterns in the three times table, using concrete manipulatives to support. Notice the odd, even, odd, even pattern using number shapes to support. Highlight the pattern in the ones using a hundred square.

Skill: 4 times table

Year: 3

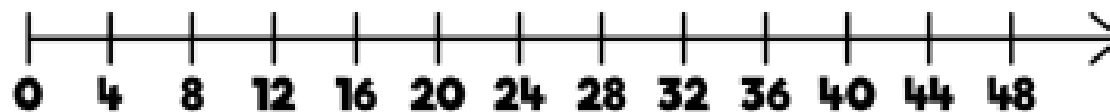


1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50



4 8 12 16

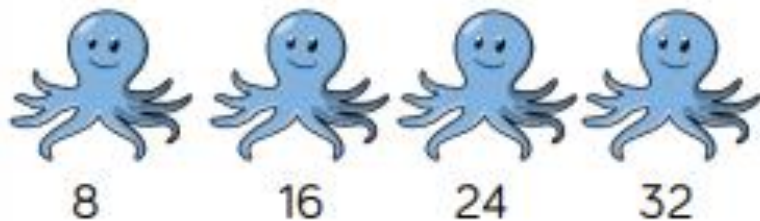
4	8	12	16	20
24	28	32	36	40
44	48	52	56	60



Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the four times table, using manipulatives to support. Make links to the 2 times table, seeing how each multiple is double the twos. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

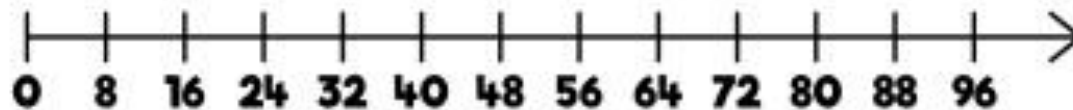
Skill: 8 times table

Year: 3



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	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	90
91	92	93	94	95	96	97	98	99	100



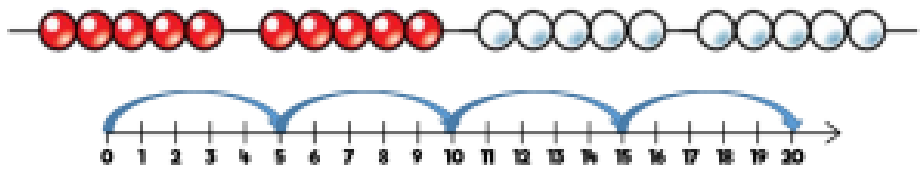
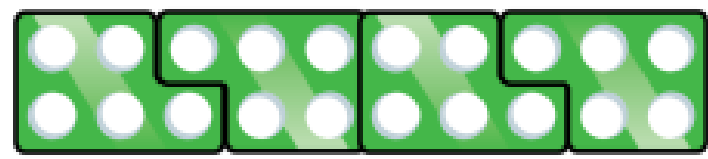
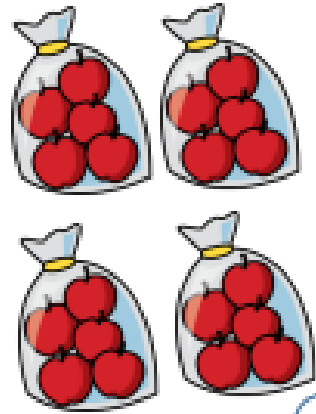
Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the eight times table, using manipulatives to support. Make links to the 4 times table, seeing how each multiple is double the fours. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

Multiplication

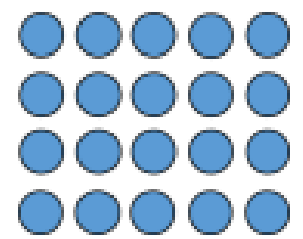
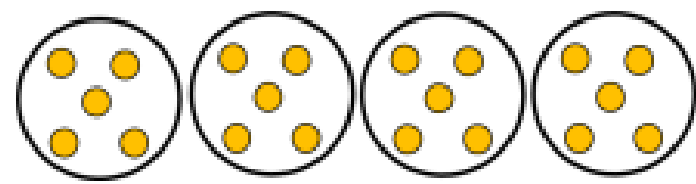
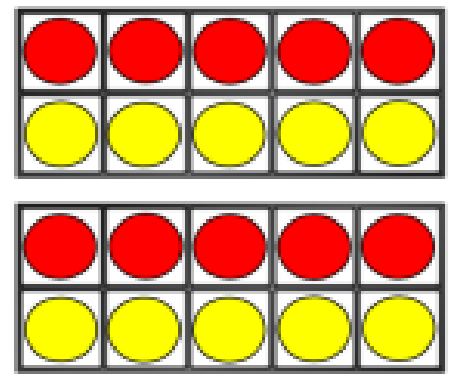
Skill	Year	Representations and models	
Solve one-step problems with multiplication	1/2	Bar model Number shapes Counters	Ten frames Bead strings Number lines
Multiply 2-digit by 1-digit numbers	3/4	Place value counters Base 10	Expanded written method Short written method

Skill: Solve 1-step problems using multiplication

Year: 1/2



One bag holds 5 apples.
How many apples do 4 bags hold?



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

Children represent multiplication as repeated addition in many different ways.

In Year 1, children use concrete and pictorial representations to solve problems. They are not expected to record multiplication formally.

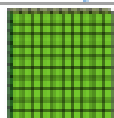
In Year 2, children are introduced to the multiplication symbol.

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

Year: 3/4

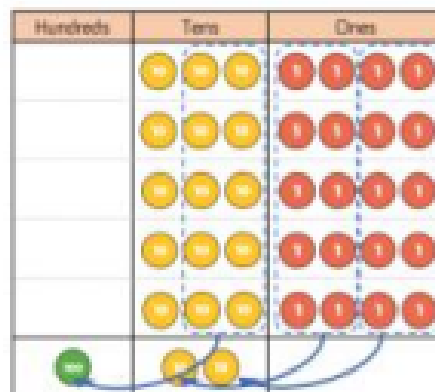


	H	T	O	
		3	4	
×			5	
		2	0	(5 × 4)
+	1	5	0	(5 × 30)
	1	7	0	



$$34 \times 5 = 170$$

	H	T	O	
		3	4	
×			5	
	1	7	0	
	1	2		



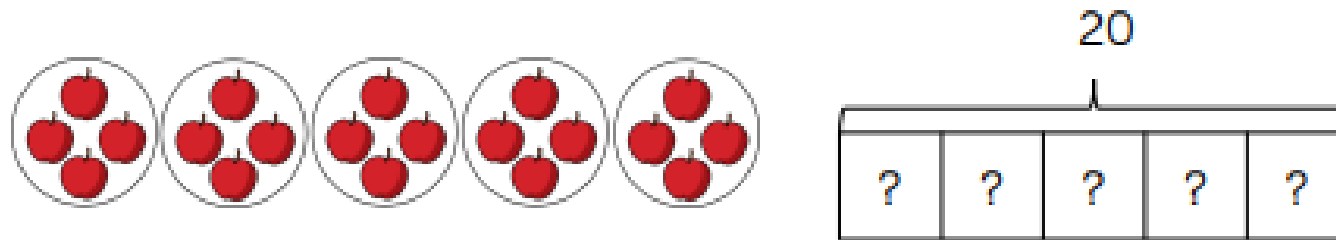
Informal methods and the expanded method are used in Year 3 before moving on to the short multiplication method in Year 4. Place value counters should be used to support the understanding of the method rather than supporting the multiplication, as children should use times table knowledge.

Division

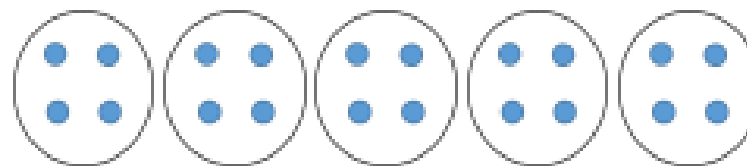
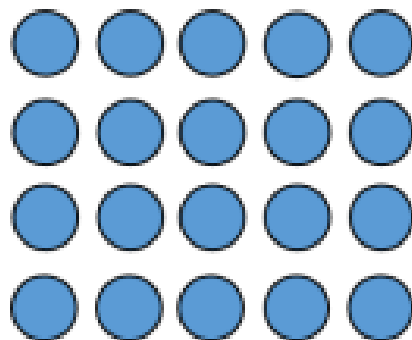
Skill	Year	Representations and models	
Solve one-step problems with division (sharing)	1/2	Bar model Real life objects	Arrays Counters
Solve one-step problems with division (grouping)	1/2	Real life objects Number shapes Bead strings Ten frames	Number lines Arrays Counters
Divide 2-digits by 1-digit (no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

Skill: Solve 1-step problems using multiplication (sharing)

Year: 1/2



There are 20 apples altogether.
They are shared equally between 5 bags.
How many apples are in each bag?



$$20 \div 5 = 4$$

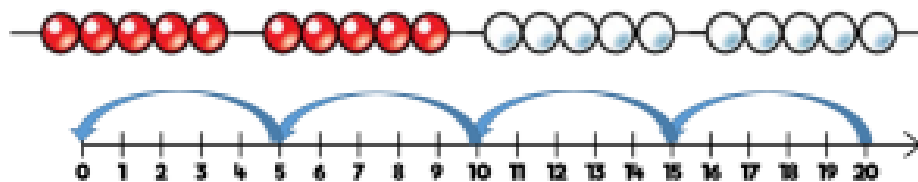
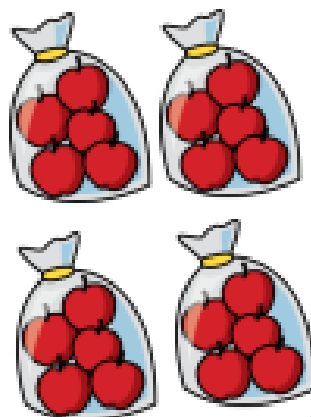
Children solve problems by sharing amounts into equal groups.

In Year 1, children use concrete and pictorial representations to solve problems. They are not expected to record division formally.

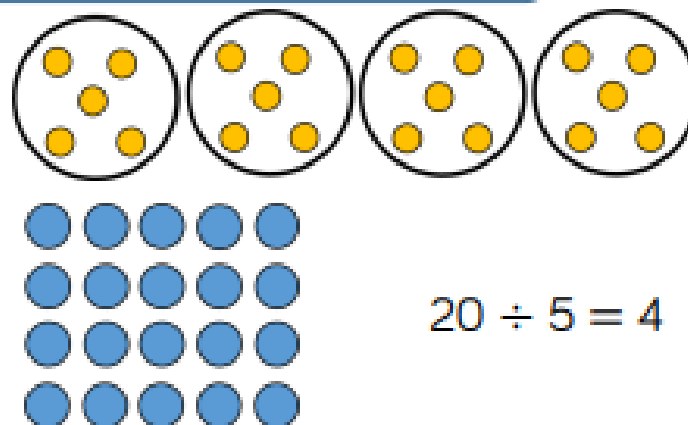
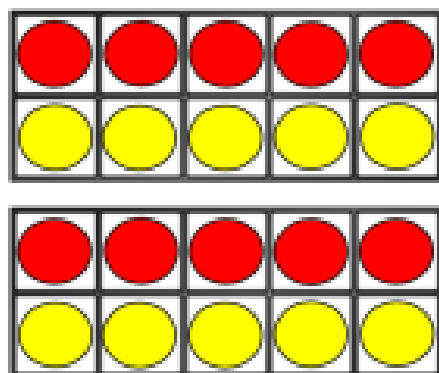
In Year 2, children are introduced to the division symbol.

Skill: Solve 1-step problems using division (grouping)

Year: 1/2



There are 20 apples altogether.
They are put in bags of 5.
How many bags are there?







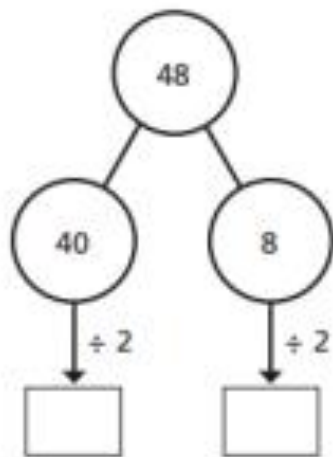
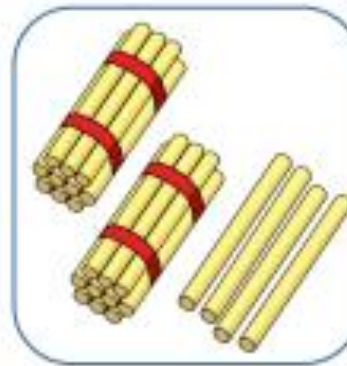
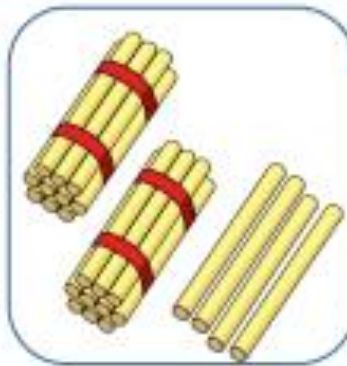
$$20 \div 5 = 4$$

Children solve problems by grouping and counting the number of groups. Grouping encourages children to count in multiples and links to repeated subtraction on a number line. They can use concrete representations in fixed groups such as number shapes which helps to show the link between multiplication and division.

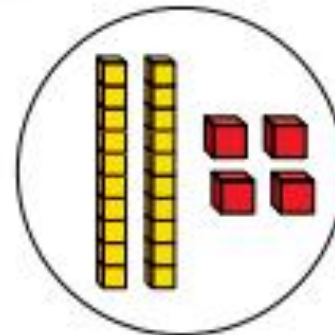
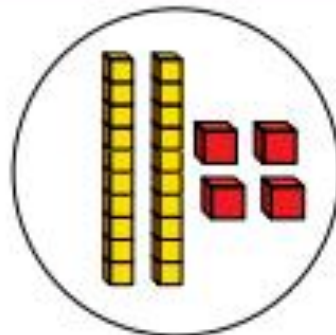
Skill: Divide 2-digits by 1-digit (sharing with no exchange)

Year: 3

Tens	Ones
	
	



$$48 \div 2 = 24$$



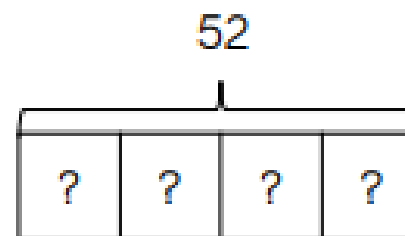
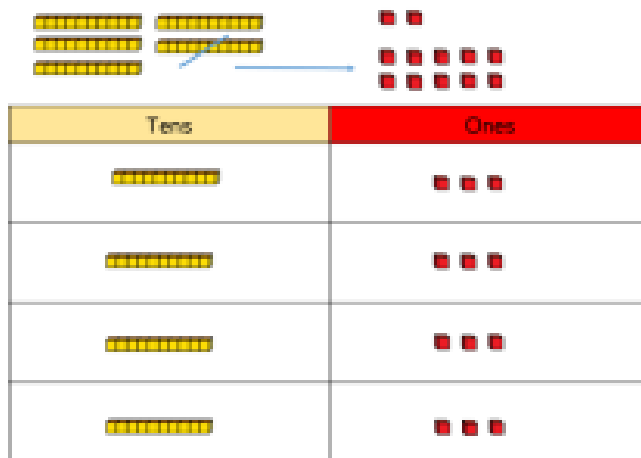
When dividing larger numbers, children can use manipulatives that allow them to partition into tens and ones.

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

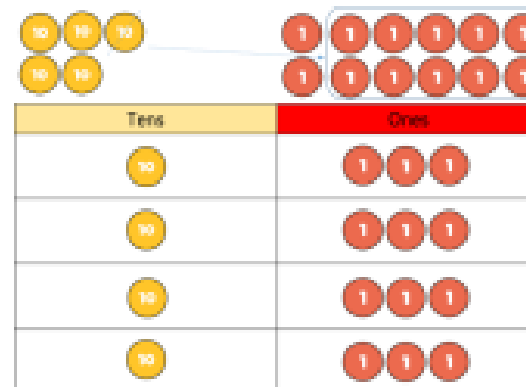
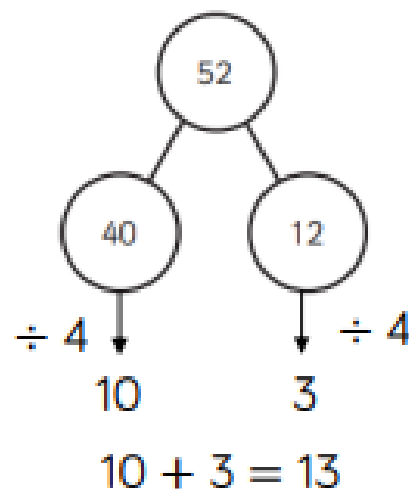
Part-whole models can provide children with a clear written method that matches the concrete representation.

Skill: Divide 2-digits by 1-digit (sharing with exchange)

Year: 3/4



$$52 \div 4 = 13$$



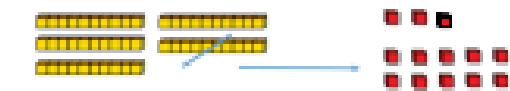
When dividing numbers involving an exchange, children can use Base 10 and place value counters to exchange one ten for ten ones.









Children should start with the equipment outside the place value grid before sharing the tens and ones equally between the rows.

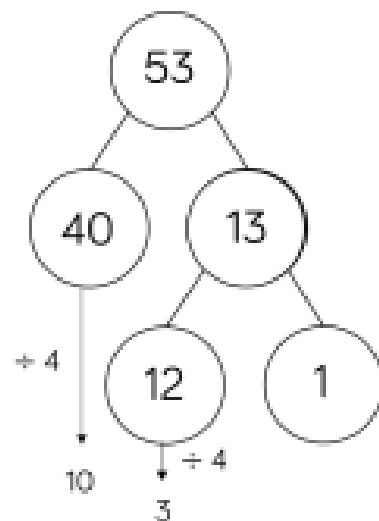
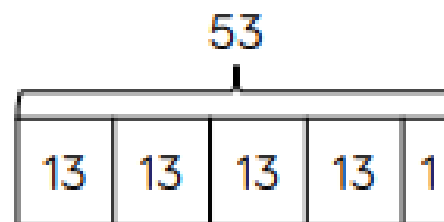
Flexible partitioning in a part-whole model supports this method.

Skill: Divide 2-digits by 1-digit (sharing with remainders)








Year: 3/4



Tens	Ones
	
	
	
	



$$53 \div 4 = 13 \text{ r}1$$

Tens	Ones
	
	
	
	

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. Flexible partitioning in a part-whole model supports this method.