FS2 Addition and Subtraction

ELG:

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

 Mental calculation:

ELG:

• Say which number is one more or one less than a given number.

Number facts:

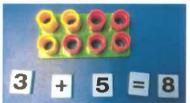
Begin to learn Number bonds to 10 (e.g. 6 add 4 makes 10). Begin to learn Addition facts up to 10 (e.g. ways to make 5).

Concrete Pictorial Abstract

Manipulatives representing amounts:



Finding relevant pieces, putting them together to find the total for +. For subtraction, use the smaller piece to cover and count what isn't covered.



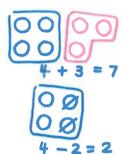
Use Numicon and counters to represent + and –. Particularly useful for Number facts and missing number problems.

Cuisenaire should also be available for 'play' during selfdirected learning. It can be used similarly to numicon or in a less formal way, e.g. a white one and a pink one are the same as a yellow one. Use Numicon drawings to represent + and –.





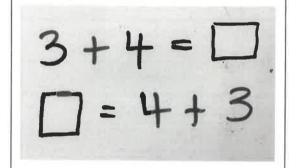
Drawings given to children for children to add together circles or cross off circles for subtraction.



Children can draw around Numicon pieces to record and then count circles for + or cross off circle(s) for -.

Use symbolic representation to record + and – calculations <u>alongside</u> concrete and pictorial representation.

Ensure that children have a sound understanding of additive reasoning at this stage.

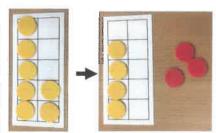


Concrete

Ten frames:



Children add additional counters for



Children take away counters away from the ten frame for -.

Pictorial

7+2=9

Drawings given to children, for children to add different coloured 'counters' of images for +.

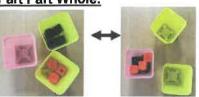


Counters or images on ten frame are crossed off counters to represent subtraction.

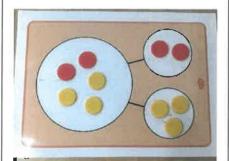
Abstract

As above





Using **real items** in 'pots' to represent the 'whole' and 'part(s)' of a part part whole model.



Move to drawn 'Part, part, whole' models, which children can use **real** items with.

Also use real **Numicon Cuisenaire** and with Part part whole models.

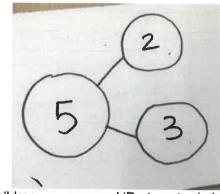
DDA DDA

Pictorial

Children use prepared 'Part, part, whole' models (or draw their own) and draw their own objects to represent the numbers.

Images of **Numicon** and **Cuisenaire** should be used with Part part whole models. These can be drawn around to support understanding of the value of numbers.

Abstract

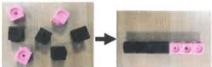


Children use prepared 'Part, part, whole' models (or draw their own) and write numbers in to represent the mathematical calculation(s).

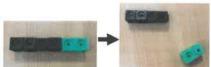
Concrete

Bar Model beginnings:

Children use **real items**, unifix and beadstrings to 'line up' objects for addition and subtraction – early stages of bar modelling:



Children use unifix to 'add more'



Children use unifix to 'take away'



Children use beadstrings to count on and 'take away'.

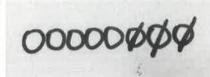
Cuisenaire can be used during play to make bar models and discussed what is being shown (2 bars being equal to 1 of a different colour).

Pictorial

Children draw pictures of real items (or circles to represent real items) lined up (early stages of bar modelling) to represent + and -:



Children 'add on' by drawing more for +.

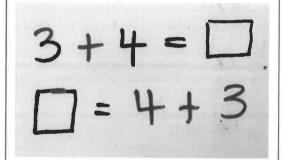


Children cross off for -.

Abstract

Use symbolic representation to record + and – calculations <u>alongside</u> concrete and pictorial representation.

Ensure that children have a sound understanding of additive reasoning at this stage.



Y1 Addition and Subtraction

Pupils should be taught to:

- □read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
- □represent and use number bonds and related subtraction facts within 20
- □add and subtract one-digit and two-digit numbers to 20, including zero
- \Box solve one-step problems that involve addition and subtraction, using concrete objects and pictorial representations, and missing number problems such as 7 = -9.

Pictorial

Mental calculation:

Pupils should be taught to:

given a number, identify one more and one less

Addition facts (Within 10)

Adding 1 (e.g. 7 + 1 and 1 + 7)

Doubles of numbers to 5 (e.g. 4 + 4)

Adding 2 (e.g. 4 + 2 and 2 + 4)

Number bonds to 10 (e.g. 8 + 2 and 2 + 8)

Adding 10 to a number (e.g. 5 + 10 and 10 + 5)

Adding 0 to a number (e.g. 3 + 0 and 0 + 3)

Near doubles (e.g. 3 + 4 and 4 + 3)

The ones without a family! 5 + 3, 3 + 5, 6 + 3, 3 + 6

Fluency in addition facts, alongside conceptual understanding, will support fluency in subtraction facts.

Concrete Manipulatives representing amounts:



For +, Numicon pushed together, overlaid with the matched size and shape Numicon.





For -, Numicon number 5 found, Numicon number 3 collected, the number to be taken away laid over the total to start reveals to 'left over' amount.



Use Cuisenaire as well as Numicon to investigate numbers bonds to and within 10. Use investigation through these manipulative to find different ways of making amounts.



Through varied play, pupils should gain a secure understanding of additive reasoning. Making links between addition facts and associated subtraction facts.

Informal jottings:



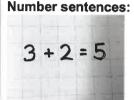
3 + 2 = 5



5 - 1 = 4

Numicon as well as Cuisenaire can be used to draw around. Used alongside abstract representation, as shown, or explained through discussion.

Abstract



Clear and accurate number formation with appropriate addition and equal to symbols to record a description of the calculation.

Clear and accurate number formation with appropriate subtraction and equal to symbols to record a description of the calculation.

Appropriate **vocabulary** should be used and understood alongside mathematical **symbols**, e.g. = equals, is the same as

Diennes should be used to support understanding on 'tens' and 'ones' when moving to numbers larger than ten. These manipulatives should then be used to support + and – within 20:

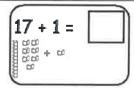


$$15 + 3 = ?$$
 or $18 - 3 = ?$

Finding the difference between amounts using **diennes**, in a way that will lead into bar models:



15 - 11 = 4



Children should be able to draw 'tens' and 'ones' to support + and -, as well as being given pictures of diennes:

Encourage children to cross off to 'take away'.



Recorded as above.

Begin recording in column style as well, once working with numbers larger than 10. But alongside concrete and pictorial representation to aid conceptual understanding of 'tens' and 'ones':

Concrete

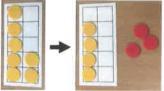
Pictorial

Abstract

Ten frames:



Children add additional counters for +.

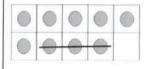


Children take away counters away from the ten frame for -





Number bonds to 10 and within 10 should be represented on the ten frame with coloured counters.



Pictures of ten frames given to children. Then can draw / colour counters, using different colours to represent + and crossing off to represent -.

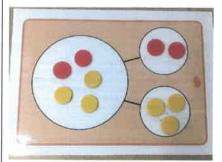
Multiple ten frames can be use when working with numbers larger than 10. This should help to consolidate understanding of number bonds to 10.

As above

Concrete

Part Part Whole:

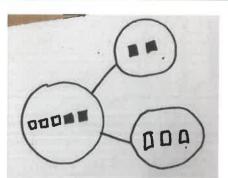
Use part part whole models to support additive reasoning:



Drawn 'Part, part, whole' models, which children can use **real items** with.

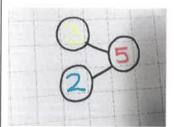
Also use real **Numicon**, **Cuisenaire** and **diennes** with Part part whole models. When moving on to numbers larger than 10, **diennes** should also be used to support understanding of 'tens' and 'ones'.





Children use prepared 'Part, part, whole' models (or draw their own) and draw their own objects to represent the numbers.

Pictures of



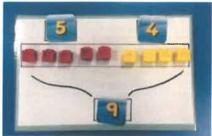
Children use prepared 'Part, part, whole' models (or draw their own) and write numbers in to represent the mathematical calculation(s).

Abstract

Concrete Pictorial Abstract

Bar models:

Use bar models to support additive reasoning:



Children use unifix and beadstrings to 'line up' objects for addition and subtraction – making jotting similar to bar models.





Using Cuisenaire to represent bar models.

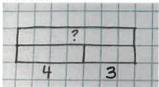
Use **diennes** to support representation of + and – with bar models e.g.



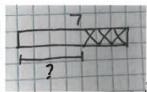
15 – 11 = 4

Finding the difference between amounts using **diennes**, in a way that will lead into bar models:

Drawn bar models with one for one representation. Pupils can also draw around Cuisenaire to create bar models.



Finding total for +



Crossing off or colouring to subtract



Finding the difference

Drawn bar charts without one for one representation. Focussing on using additive reasoning and mental calculating to complete models:





Concrete Pictorial Abstract

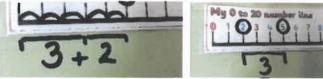
Number lines:

100 square:



Using a 100 square to count on and back to support + and – as shown. Ideal for + and – of 10 from 2 digit numbers.

Number line:



Using prepared number lines to count on and back to support + and – as shown. This would move on to unprepared number lines.

Y2 Addition and Subtraction

(NC) Pupils should be taught to:

☐solve problems with addition and subtraction:

Dusing concrete objects and pictorial representations, including those involving numbers, quantities and measures

□applying their increasing knowledge of mental and written methods

- □recall and use addition and subtraction facts to 20 fluently, and derive and use related facts up to 100
- □add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
- □a two-digit number and ones
- □a two-digit number and tens
- □two two-digit numbers
- □adding three one-digit numbers
- □show that addition of two numbers can be done in any order (commutative) and subtraction of one number from another
- □recognise and use the inverse relationship between addition and subtraction and use this to check calculations and solve missing number problems.

Mental calculation:

Pupils should be taught to:

- □ add and subtract numbers using concrete objects, pictorial representations, and mentally, including:
- ☐ a two-digit number and ones
- ☐ a two-digit number and tens
- □ two two-digit numbers
- ☐ adding three one-digit numbers

Addition facts (Beyond 10)

Doubles of numbers to 10 (e.g. 7 + 7)

Near doubles (e.g. 5 + 6 and 6 + 5)

Bridging (e.g. 8 + 4 and 4 + 8)

Compensating

Fluency in addition facts. alongside conceptual understanding, will support fluency in subtraction facts.

Concrete Manipulatives representing amounts:

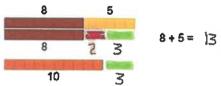


Regrouping to bridge 10 using Numicon



Regrouping to bridge 10 using Cuisenaire

Pictorial



Using pictures / drawing around Cuisenaire and Numicon to support bridging.

Abstract

(This is an essential concrete/pictorial skill that will support the make tenstrategy and column addition.)

$$8 + 6 = 8 + 2 + 4 = 14$$

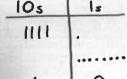
Record using standard column method

Diennes

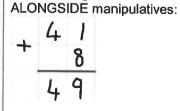


Representing addition and subtraction of a 1 digit number from a 2 digit number with diennes to support paritioning.

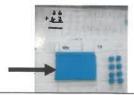




Children draw pictures of diennes to

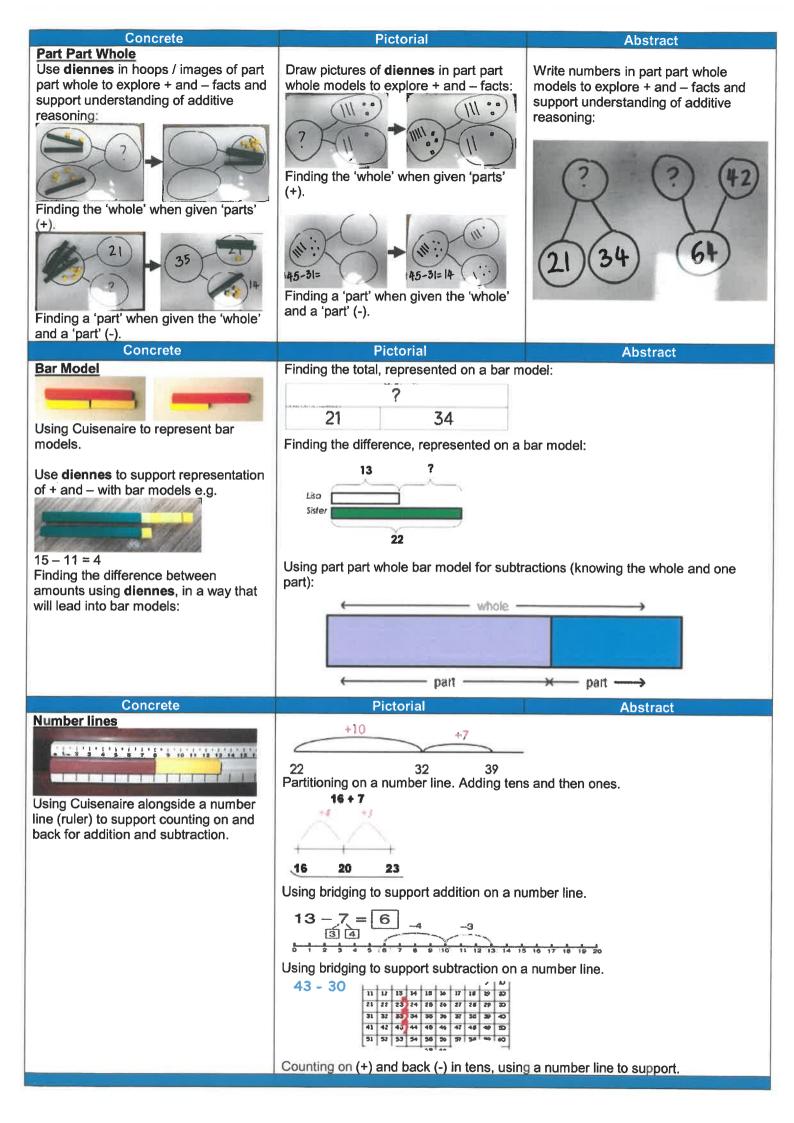






support addition and subtraction of a 1 digit number to/from a 2 digit number:

Using place value charts alongside Pupils should be able to draw 'tens' Record using standard column method diennes for + of two 2 digit numbers and 'ones' to support addition and ALONGSIDE manipulatives: without regrouping. subraction of a 2 digit number to / from 42 + a 2 digit number: 0455 2 4 6 Meni 46 -Using place value cards to support partitioning into 'tens' and 'ones' for addition and subtraction. 2 0 Using place value charts alongside diennes for - of two 2 digit numbers without regrouping. Add a two digit number and tens As above Drawing pictures of diennes to support Use diennes, addition of tens to 2 digit numbers. bead strings and groups of straws to support adding and subtracting multiples tens to 2 digit numbers. Drawing pictures of **diennes** to support subtraction of tens to 2 digit numbers. Concrete **Pictorial Abstract** Ten frames Children identify 4 + 6 = 10, then add the 7 mentally before recording: 4 + 7 + 6 = 17or Use pictures of multiple frames to Regrouping to make 10 using ten support + and - of 1 digit numbers to frames when adding. Adding 3 single and from 2 digit numbers. digit numbers (Use knowledge of This should also consolidate bridging to number bonds to solve this efficiently) ten. Subtract the 4 first then the 1 to consolidate bridging.



Y3 Addition and Subtraction

(NC) Pupils should be taught to:

- □add and subtract numbers mentally, including:
- □a three-digit number and ones
- □a three-digit number and tens
- □a three-digit number and hundreds
- □add and subtract numbers with up to three digits, using formal written methods of columnar addition and subtraction
- □estimate the answer to a calculation and use inverse operations to check answers
- □solve problems, including missing number problems, using number facts, place value, and more complex addition and subtraction.

Mental calculation:

Pupils should be taught to:

- ☐ add and subtract numbers mentally, including:
- ☐ a three-digit number and ones
- ☐ a three-digit number and tens
- ☐ a three-digit number and hundreds

Concrete		
Manipulatives representing		
amounts, supporting mental		
calculation:		
O 11 1 C C1 11 1 C		

Consolidation of bridging from KS1:



Regrouping to bridge 10 using Cuisenaire

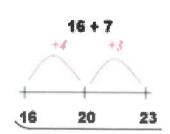


Pictorial

Using pictures / drawing around Cuisenaire and Numicon to support bridging.

Use the Cuisenaire alongside a number line/ruler to support bridging too.

Pictorial



Using bridging to support addition on a number line.

Abstract

Abstract

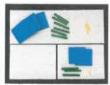
Concrete

Bar modelling:

Using bar models to support additive reasoning:



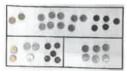
Using **diennes** to represent parts on a bar model for +.



Using diennes to represent whole and one part on a bar model for -.

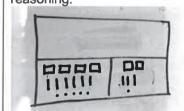


Using **money** to represent parts on a bar model for +.

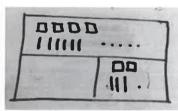


Using money to represent whole and one part on a bar model for --

Children should be able to draw pictures of bar models with **diennes** to represent + and -, supporting additive reasoning:

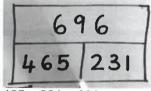


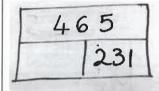
Drawn bar model showing +.



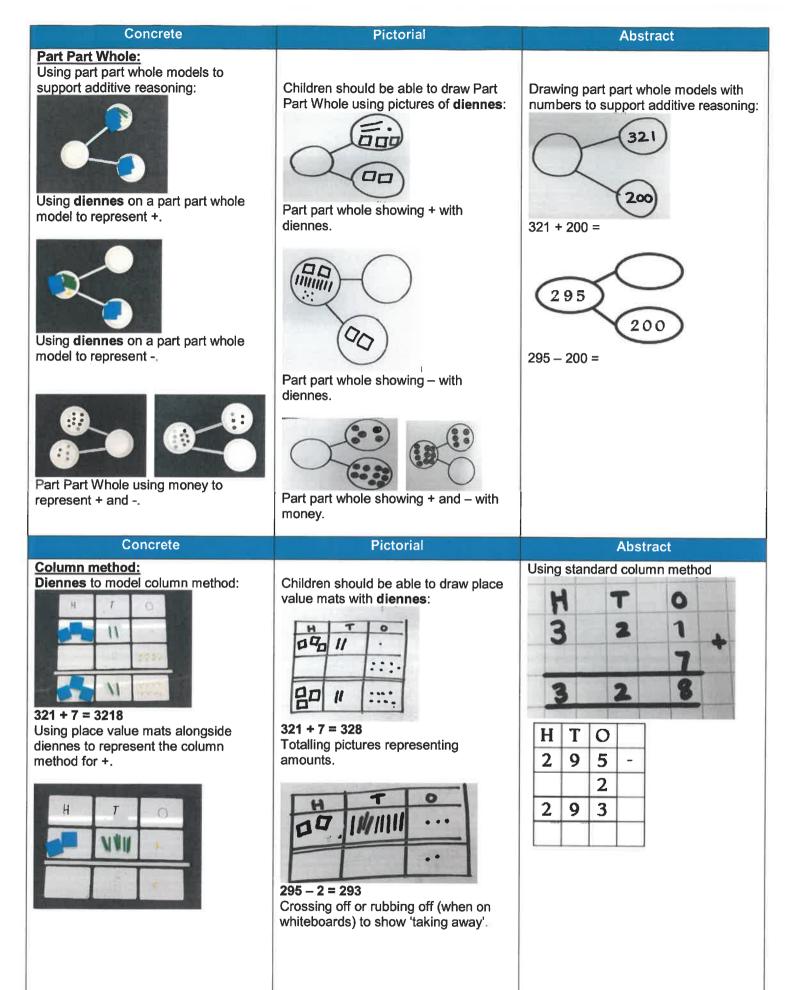
Drawn bar model showing -.

Drawing bar models with numbers to support additive reasoning:





465 - 231 = 234



	1	
Concrete	Pictorial	Abstract
Number lines:	234)+135	
	234 334 364	369
	Counting on for + on a number line, using calculations.	partitioning to support mental
	63-39.	
	39+24	= 63
	39 40 50 60	+3~
	39 59 60	63

Using additive reasoning to rework a - calculation. Then, counting on a number line, using partitioning in different ways to support mental calculations.

Y4 Addition and Subtraction

(NC) Pupils should be taught to:

- add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate
- □estimate and use inverse operations to check answers to a calculation
- □solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why. Mental calculation:

☐ 1000 more and less

Bar modelling:



Concrete

Using Cuisenaire rods to represent different amounts making a total amount for + (rods not used to scale, more representative).



Using Cuisenaire rods to represent 'finding the difference' or 'taking away' an amount for - (rods not used to scale, more representative).

Pictorial

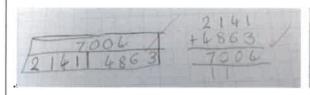
Children use prepared bar models and write in the numbers to represent the mathematical calculation, supporting additive reaoning and problem solving:

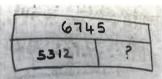
?			
3,452	2,337		

3452		5002
+2337		<u>- 2450</u>
5789		2552

Children use draw their own bar models and write in the numbers to represent the mathematical calculation, supporting additive reaoning and problem solving:

2450





Abstract

2552

5002

Concrete

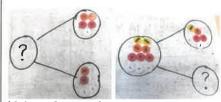
Part part whole:

Children use manipulatives representing place value with the part part whole model to support additive reasoning and problem solvina:





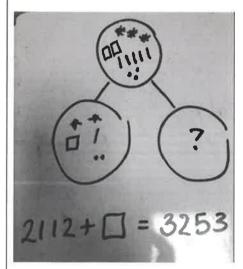
Using diennes on a part part whole model.



Using place value counters on a part part whole model.

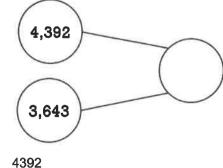
Pictorial

Children draw manipulatives representing place value with the part part whole model to support additive reasoning and problem solvina:

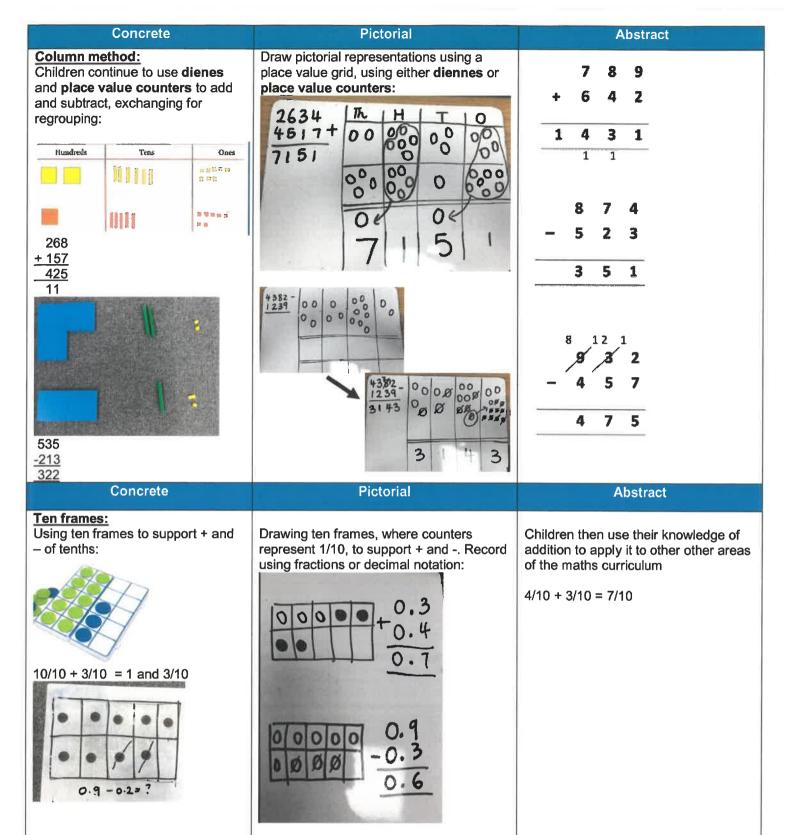


Abstract

Children use prepared or draw their own part, part, whole model and write in the numbers to represent the mathematical calculation, supporting additive reasoning and problem solving:



3643 8035 11



Y5/6 Addition and Subtraction

(NC) Pupils should be taught to (Y5 Y6):

□add and subtract whole numbers with more than 4 digits, including using formal written methods (columnar addition and subtraction)

□use rounding to check answers to calculations and determine, in the context of a problem, levels of accuracy

□solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

□use their knowledge of the order of operations to carry out calculations involving the four operations
□solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why

Solve addition and subtraction multi-step problems in contexts, deciding which operations and methods to use and why Mental calculation:

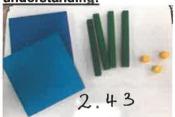
Pupils should be taught to:

☐ Powers of 10 more and less

□add and subtract numbers mentally with increasingly large numbers

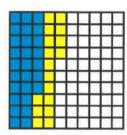
□ Perform mental calculations, including with mixed and large numbers

Concrete Manipulatives representing amounts, supporting decimal understanding:



Using diennes where a whole is represented by a 'hundred square', a tenth is represented by a 'ten' and a hundredth is represented by a 'one'. This should be talked through with reference to 'parts' of a whole, making links between the language and how many parts the whole is split into, e.g. tenths = whole split into ten parts





0.27+0.17=0.44

Using 100 square to represent a whole, where tenths = a column, and hundredths = individual squares. Draw on these to support + and – of tenths and hundredths.

Abstract

As Year 4, applying to larger numbers and those with decimals (to 2dp).

Concrete

Bar modelling:
As Year 4, applying to larger numbers and those with decimals (to 2dp), using place value counters to represent

quantities:



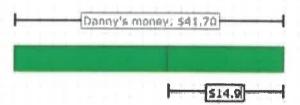
0.8 + 0.2 = 1

Pictorial

Abstract

As Year 4, applying to larger numbers and those with decimals (to 2dp), using drawn **place value** counters to represent quantities:

Danny had \$41.70 before shopping at Mind Games, After buying 2 identical chess sets, Danny had \$14.90 left. How much did each chess set cost?



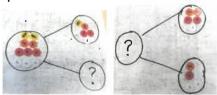
Concrete

Pictorial

Abstract

Part part whole:

As Year 4, applying to larger numbers and those with decimals (to 2dp), using place value counters to represent quantities:



Use **place value** counters which represent tenths and hundredths.

As Year 4, applying to larger numbers and those with decimals (to 2dp), using drawn **place value** counters to represent quantities.

As Year 4, applying to larger numbers and those with decimals (to 2dp).

Concrete	Pictorial	Abstract
Column method: As Year 4, applying to larger numbers and those with decimals (to 2dp), using place value counters to represent quantities.	As Year 4, applying to larger numbers and those with decimals (to 2dp), using drawn place value counters to represent quantities.	As Year 4, applying to larger numbers and those with decimals (to 2dp).
Concrete	Pictorial	Abstract
Ten frames: Using ten frames with counters to support + and – of tenths: 10/10 + 3/10 = 1 and 3/10 0.9 - 0.2 = 7	Drawing ten frames, where drawn counters represent 1/10, to support + and Record using fractions or decimal notation: 0.3	Children then use their knowledge of addition to apply it to other other areas of the maths curriculum 4/10 + 3/10 = 7/10 0.4 + 0.8 1.2