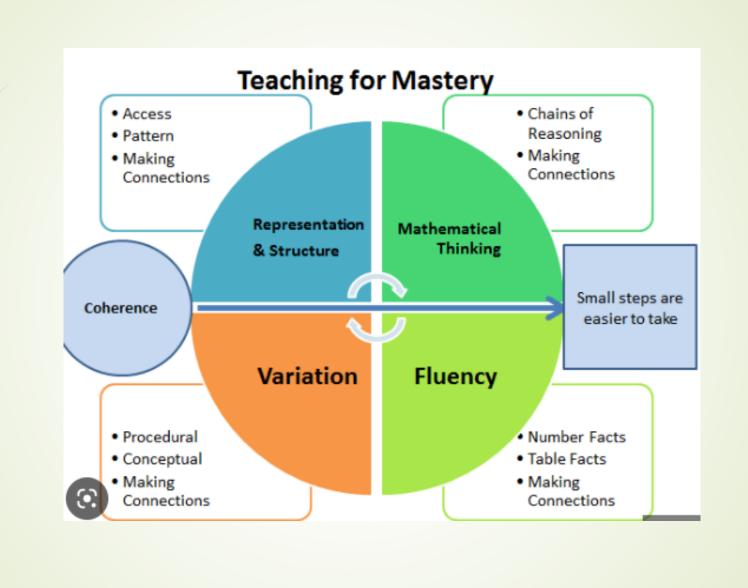
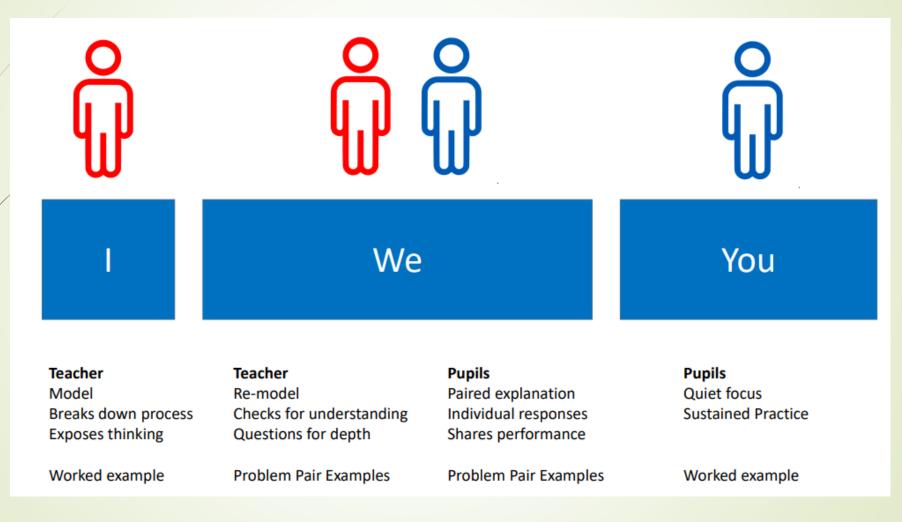
Maths Parents workshop 29th November



How it looks in action.

Teacher teach whole class input, TA supports



Stem sentences and generalisations

Rationale for using stems and generalisations.

Maintaining children's focus...

Enabling all children to recognise what's important and what needs to be remembered for later learning.

Reducing cognitive load to enable learning to happen.

Returning to ideas and enabling ideas to be connected.

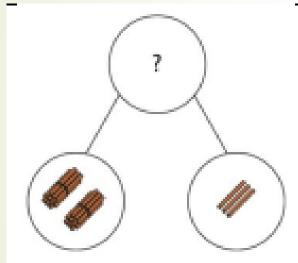
Providing the correct language for all children to think about and communicate mathematical ideas.

Providing high quality **shared** language to **discuss**, connect and share ideas.

Try this stem

There are ____ tens which is ____ and ___ ones which is ____.

This makes ____ altogether.



There are two tens which is twenty and three ones which is three. This makes twenty-three altogether: 23. The '2' represents two tens. It has a value of twenty. The '3' represents three ones. It has a value of three.

Generalisations:

'Understanding the underlying structures of mathematics is **fundamental to mastering** the subject. This involves being fluent at **generalising** and proving.'

Pennant and Woodham (2018)

Make 37



Four bags contain a large number of 1s, 3s, 5s and 7s.

Can you pick ten numbers from the bags that add up to 37?



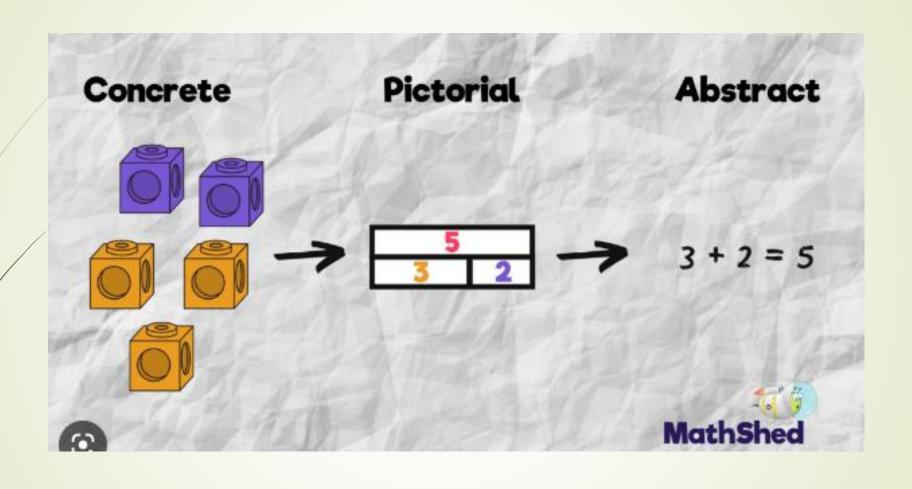












Addition

EYFS and KS1

Knowing and finding number bonds within 10 Break apart a group and put back together to find and form number bonds.

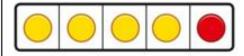


$$3 + 4 = 7$$

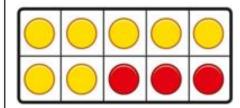




Use five and ten frames to represent key number bonds.

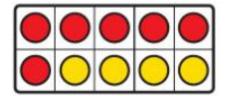


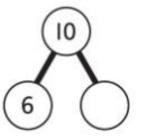
$$5 = 4 + 1$$



$$10 = 7 + 3$$

Use a part-whole model alongside other representations to find number bonds.

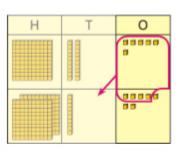




Make sure to include examples where one of the parts is zero.

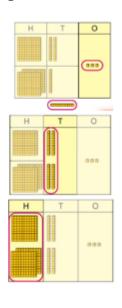
LKS2

3-digit number + 3-digit number, exchange required Use place value equipment to enact the exchange required.



There are 13 ones.
I will exchange 10 ones for 1 ten.

Model the stages of column addition using place value equipment on a place value grid.



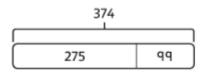
Use column addition, ensuring understanding of place value at every stage of the calculation.







Children understand and create bar models to represent addition problems.



$$275 + 99 = 374$$

UPKS2

		Concrete	Pictorial	Abstract
	Year 6 Addition			
	Comparing and selecting efficient methods	Represent 7-digit numbers on a place value grid and use this to support thinking and mental methods.	Discuss similarities and differences between methods, and choose efficient methods based on the specific calculation. Compare written and mental methods alongside place value representations.	Use column addition where mental methods are not efficient. Recognise common errors with column addition. $32,145 + 4,302 = 2$ $\frac{\text{TTh Th H T O}}{32 1 4 5} = \frac{\text{TTh Th H T O}}{32 1 4 5} + \frac{4302}{36447} = 1100000000000000000000000000000000000$
/			Use bar model and number line representations to model addition in problem-solving and measure contexts. Hour Hour Haminutes 13:05 13:13	What mistake has been made? Column methods are also used for decimal additions where mental methods are not efficient. H T O · Tth Hth

Subtraction

EYFS and KS1

Counting back and taking away Children arrange objects and remove to find how many are left.



1 less than 6 is 5. 6 subtract 1 is 5. Children draw and cross out or use counters to represent objects from a problem.



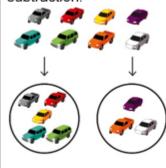
Now there are 6 children.

Children count back to take away and use a number line or number track to support the method.



9 - 3 = 6

Finding a missing part, given a whole and a part Children separate a whole into parts and understand how one part can be found by subtraction.



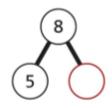
8 - 5 = ?

Children represent a whole and a part and understand how to find the missing part by subtraction.



5 - 4 =

Children use a part-whole model to support the subtraction to find a missing part.



8-5=2

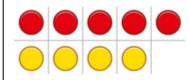
Children develop an understanding of the relationship between addition and subtraction facts in a part-whole model.

Finding the difference

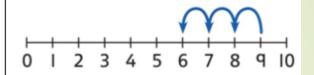
Arrange two groups so that the difference between the groups can be worked out.



8 is 2 more than 6. 6 is 2 less than 8. The difference between 8 and 6 is 2. Represent objects using sketches or counters to support finding the difference.



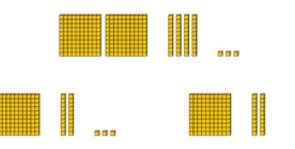
5 - 4 = 1The difference between 5 and 4 is 1. Children understand 'find the difference' as subtraction.



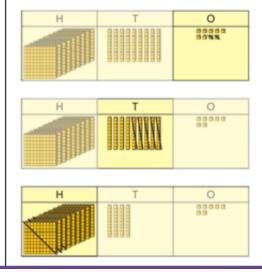
10 - 4 = 6The difference between 10 and 6 is 4.

LKS2

3-digit number – up to 3-digit number Use place value equipment to explore the effect of splitting a whole into two parts, and understand the link with taking away.

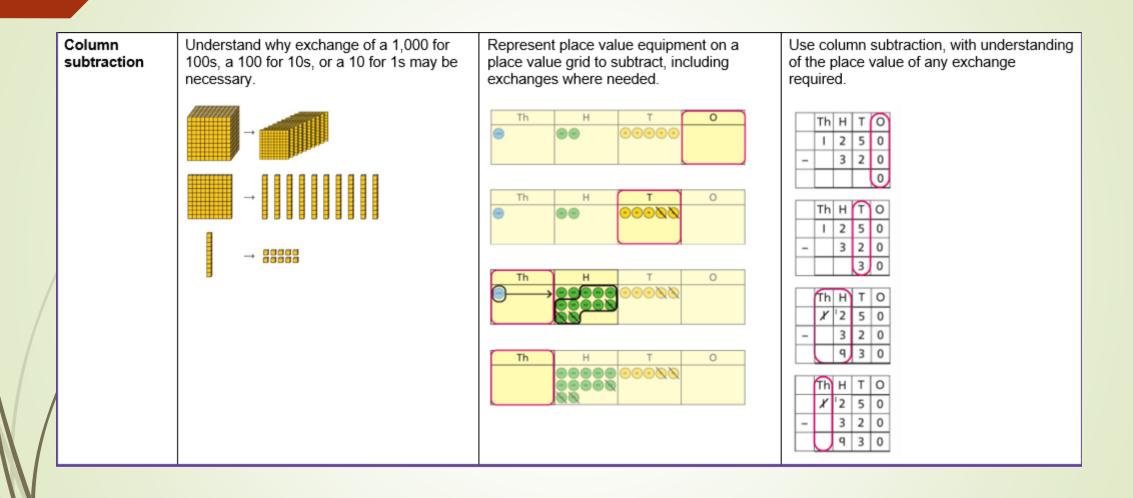


Represent the calculation on a place value grid.



Use column subtraction to calculate accurately and efficiently.

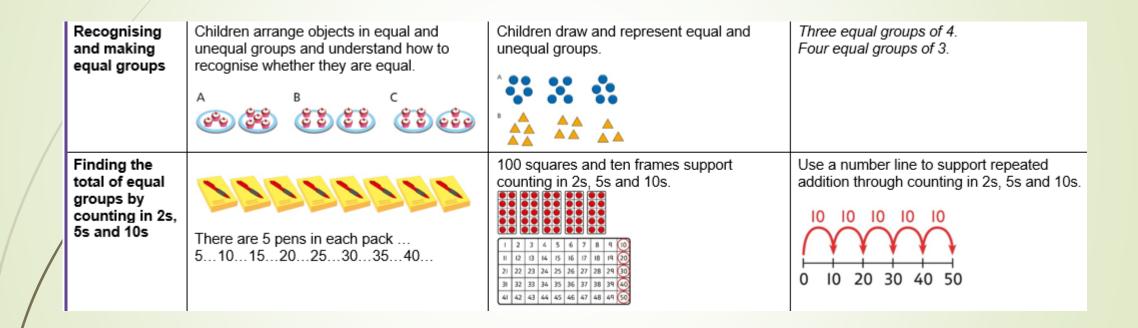
	н	Т	0
	9	q	9
-	3	5	2
			7
	Н	Т	0
	9	q	q
-	3	5	2
		4	7
	Н	Т	0
	P	q	q
-	3	5	2
	6	4	7



UKS2 Year 6 Subtraction Comparing Compare subtraction methods alongside Use counters on a place value grid to Compare and select methods. and selecting represent subtractions of larger numbers. place value representations. Use column subtraction when mental efficient methods are not efficient. methods Use two different methods for one Th 2,679 calculation as a checking strategy. 8888 Th H T O 534 ? I ®97 148 12 - I 5 5 8 3 9 4 Th Н 1,552 1,558 1,952 2 6 Use column subtraction for decimal problems, including in the context of measure. H T O . Tth Hth 3 0 9 6 0 - 2 0 6 · 4 0 1 0 3 · 2 0 Th 8888 Use a bar model to represent calculations, including 'find the difference' with two bars as comparison. computer game puzzle book £12-50

Multiplication

EYFS and KS1



LKS2

Using commutativity to support understanding of the times-tables

Understand how to use times-tables facts flexibly.

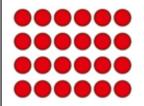




There are 6 groups of 4 pens. There are 4 groups of 6 bread rolls.

I can use $6 \times 4 = 24$ to work out both totals.

Understand how times-table facts relate to commutativity.



$$6 \times 4 = 24$$

 $4 \times 6 = 24$

Understand how times-table facts relate to commutativity.

I need to work out 4 groups of 7.

I know that $7 \times 4 = 28$

so, I know that

4 groups of 7 = 28 and

7 groups of 4 = 28.

Column multiplication for 2- and 3-digit numbers multiplied by a single digit Use place value equipment to make multiplications.

Make 4 × 136 using equipment.



I can work out how many 1s, 10s and 100s.

There are 4 × 6 ones... 24 ones There are 4 × 3 tens ... 12 tens There are 4 × 1 hundreds ... 4 hundreds

Use place value equipment alongside a column method for multiplication of up to 3-digit numbers by a single digit.



Use the formal column method for up to 3-digit numbers multiplied by a single digit.

Understand how the expanded column method is related to the formal column method and understand how any exchanges are related to place value at each stage of the calculation.

UKS2

Year 6 Multiplication			
Multiplying up to a 4-digit number by a single digit number	Use equipment to explore multiplications. Th T O O O O O O O O O O O O O O O O O O	Use place value equipment to compare methods. Method I	Understand area model and short multiplication. Compare and select appropriate methods for specific multiplications. Method 3 3.000 200 20 5 4 12.000 800 80 20 12,000 + 800 + 80 + 20 = 12,900 Method 4 12 9 0 0

Division

EYFS and KS1

Year 1 Division			
Grouping	Learn to make equal groups from a whole and find how many equal groups of a certain size can be made.	Represent a whole and work out how many equal groups.	Children may relate this to counting back in steps of 2, 5 or 10.
	Sort a whole set people and objects into equal groups.	000000000	
		There are 10 in total. There are 5 in each group. There are 2 groups.	0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
	There are 10 children altogether. There are 2 in each group. There are 5 groups.		
Sharing	Share a set of objects into equal parts and work out how many are in each part.	Sketch or draw to represent sharing into equal parts. This may be related to fractions.	10 shared into 2 equal groups gives 5 in each group.

LKS2

2-digit number divided by 1-digit number, with remainders Use place value equipment to understand the concept of remainder.

Make 29 from place value equipment. Share it into 2 equal groups.





There are two groups of 14 and 1 remainder.

Use place value equipment to understand the concept of remainder in division.





29 ÷ 2 = 14 remainder 1

Partition to divide, understanding the remainder in context.

67 children try to make 5 equal lines.

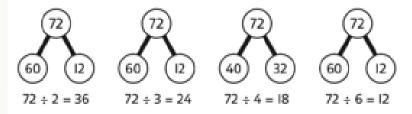
$$67 = 50 + 17$$

 $50 \div 5 = 10$

17 ÷ 5 = 3 remainder 2 67 ÷ 5 = 13 remainder 2

There are 13 children in each line and 2 children left out.

Make decisions about appropriate partitioning based on the division required.



Understand that different partitions can be used to complete the same division.