

## Calculation Policy Progression

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Addition	Combining two parts to make a whole: part whole model.	Adding three single digits. Column method – no regrouping.	Column method- regrouping. (up to 3 digits)	Column method- regrouping. (up to 4 digits)	Column method- regrouping. (with more than 4 digits) (Decimals- with the	Column method- regrouping. (Decimals- with different amounts of decimal places)
	Starting at the bigger number and counting on.  Regrouping to make 10.	ALE	7	1/20	same amount of decimal places)	or decimal places)
Subtraction	Taking away ones Counting back Find the difference Part whole model Make 10	Counting back Find the difference Part whole model Make 10 Column method- no regrouping	Column method with regrouping. (up to 3 digits)	Column method with regrouping. (up to 4 digits)	Column method with regrouping. (with more than 4 digits) (Decimals- with the same amount of decimal places)	Column method with regrouping. (Decimals- with different amounts of decimal places)
Multiplication	Doubling Counting in multiples Arrays (with support)	Doubling Counting in multiples Repeated addition Arrays- showing commutative multiplication	Counting in multiples Repeated addition Arrays- showing commutative multiplication Grid method	Column multiplication  (2 and 3 digit multiplied by 1 digit)	Column multiplication  (up to 4 digit numbers multiplied by 1 or 2 digits)	Column multiplication  (multi digit up to 4 digits by a 2 digit number)
Division	Sharing objects into groups Division as grouping	Division as grouping Division within arrays	Division within arrays Division with a remainder Short division (2 digits by 1 digit-concrete and pictorial)	Division within arrays Division with a remainder Short division (up to 3 digits by 1 digit- concrete and pictorial)	Short division  (up to 4 digits by a 1 digit number interpret remainders appropriately for the context)	Short division Long division (up to 4 digits by a 2 digit number- interpret remainders as whole numbers, fractions or round)

