

**Class 3’s Calculation Guide for Parents**

**September 2023**

**Mission Statement**

We provide a vibrant, caring, Christian environment with a happy, friendly and calm atmosphere in which children and staff can live and work together. We always aim for standards of excellence in teaching, learning and caring for each other.

Teaching and Learning

Our curriculum builds on the concrete, pictorial, abstract approach. By using all three, the children can explore and demonstrate their mathematical learning. Together, these elements help to cement knowledge so children truly understand what they have learnt. All children have access to a wide range of concrete Mathematical resources to help them build on their concrete understanding of Mathematical concepts.

All children when introduced to a new concept for the first time are encouraged to physically represent mathematical concepts. Objects and pictures are used to demonstrate and visualise abstract ideas, alongside numbers and symbols. Throughout Hapton, you will see these three methods being used:

Concrete – children have the opportunity to use concrete objects and manipulatives to help them understand and explain what they are doing.

Pictorial – children then build on this concrete approach by using these pictorial representations, which can then be used to reason and solve problems.

Abstract – with the foundations firmly laid by using the concrete and pictorial methods the children can move onto an abstract approach using numbers and key concepts with confidence.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | Addition | Subtraction | Multiplication | Division |
| Class 3 | Column method- regrouping.  Using place value counters  (up to 3 digits).  Column method- regrouping.  (up to 4 digits) | Column method with regrouping.  (up to 3 digits using place value counters)  Column method with regrouping.  (up to 4 digits) | Arrays  2d × 1d using base 10  Column multiplication-introduced with place value counters.  (2 and 3 digit multiplied by 1 digit) | Division with a remainder-using lollipop sticks, times tables facts and repeated subtraction.  2d divided by 1d using base 10 or place value counters  Division with a remainder  Short division (up to 3 digits by 1 digit-concrete and pictorial) |









