

**Class 1’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 1 | Combining two parts to make a whole: part whole model. Starting at the bigger number and counting on- using cubes. Regrouping to make 10 using ten frame. | Taking away ones Counting back Find the difference Part whole model Make 10 using the ten frame | Recognising and making equal groups. Doubling Counting in multiples Use cubes, Numicon and other objects in the classroom | Sharing objects into groups Division as grouping e.g. I have 12 sweets and put them in groups of 3, how many groups? Use cubes and draw round 3 cubes at a time. |



