## CPA Policy

## Addition - Y1

| Objective and Strategy | Concrete | Pictorial | Abstract |
| :---: | :---: | :---: | :---: |
| Combining two parts to make a whole: part-whole model | Use part-part whole model. Use cubes to add two numbers together as a group or in a bar. $\square$ 0.0000000 <br> 10 $\square$ $\square$ | Use pictures to add two numbers together as a group or in a bar | Use the part-part whole diagram as shown below to move into the abstract. $\begin{aligned} & 9=6+3 \\ & 3+6=9 \end{aligned}$ |
| Regrouping to make 10 . <br> This is an essential skill for column addition later. | Start with the bigger number and use the smaller number to make 10. - Use ten frames. $6+5=11$ | Use pictures or a number line. Regroup or partition the smaller number using the partpart whole model to make 10 . $9+5=14$ $194$ | $7+4=?$ <br> If I am at seven, how many more do I need to make 10 (add 3). How many more do I add on now (add the 1)? <br> (partition the 4 to 'make 10') |
| Represent \& use number bonds and related subtraction facts within 20 | Use cubes and other concrete objects (bead strings optional) <br> 2 more than 5 | คि० | Emphasis should be on the language: <br> ' 2 more than 5 is 7 .' <br> ' 7 is 2 more than 5.' |

## Addition - Y2

| Objective and Strategy | Concrete | Pictorial | Abstract |
| :---: | :---: | :---: | :---: |
| Adding multiples of ten | $50=30+20$ | Use representations for base ten. | $\begin{aligned} & 20+30=- \\ & -=50+20 \\ & 40+\ldots=60 \end{aligned}$ |
| Use known number facts Part-part whole, bar model and dienes | Children explore ways of making numbers within 20/100 |  | $\begin{array}{rlr} \square+1=16 & 16-1=\square \\ 1+\square=16 & 16-\square=1 \\ 3+4=7 & & \end{array}$ <br> leads to $30+40=70$ |
| Add a two digit number and ones |  <br> $17+5=22$ - Use ten frame to 'make ten' Children then explore the pattern. $\begin{aligned} & 17+5=22 \\ & 27+5=32 \end{aligned}$ | Use part-whole model to represent this: $17+5=22$ <br> 3 <br> 2 <br> 20 | $17+5=22$ <br> Explore related facts $\begin{aligned} & 17+5=22 \\ & \cline { 2 - 3 } \\ & \cline { 2 - 3 } \\ & \cline { 2 - 3 } \\ & 22-17 \end{aligned} \quad$ |
| Add a 2 digit number and tens | $25+10=35$ <br> Explore that the ones digit does not change | Draw the dienes and explore on a number square $\qquad$ | Explore patterns: $\begin{aligned} & 27+10=37 \\ & 27+20=47 \\ & 27+\ldots=57 \end{aligned}$ |


| Add two 2-digit numbers | Model using dienes, place value counters and numicon H\| <br> Model 'make 10 ' and 'same value swap' if ones bridge 10 (exchange). | Draw the dienes $\\|: \ddot{i}+\\|\|\|10:=\\|\|\|\|\|\| \|:$ <br> Make 10 and do a 'same value swap' 10 ones $=1$ ten | See calculation policy <br> Expanded column method using 2 digit numbers |
| :---: | :---: | :---: | :---: |
| Add three 1-digit numbers | Combine to make 10 first if possible, or bridge 10 then add third digit | Regroup and draw representation. | Combine the two numbers that makel bridge ten then add on the third. $\begin{aligned} (4+7+6 & =10+7 \\ & =17 \end{aligned}$ |

## Addition - Y3



## Addition - Y4

| Objective and Strategy | Concrete |  |  | Pictorial |  |  |  | Abstract |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Y4-add numbers with up to 4 digits | Children continue to use dienes or PV counters to add, exchanging ten ones for a ten and ten tens for a hundred and ten hundreds for a thousand. |  |  | Draw representations using pv grid. |  |  |  | See calculation policy |
|  |  |  |  | - - | $88$ | $\because$ | $\because 0$ |  |
| Column method |  | $\frac{\text { Tens }}{10 \\| 000}$ |  |  | $\because \bullet$ |  | $\because \because$ |  |
|  | $\square$ | \||||||| | -..... | 7 | 1 | 5 | 1 |  |
|  |  |  |  | - |  | - |  |  |

