



# Calculation Policy - Multiplication



Skill: Solve 1-step problems using multiplication	Year: 1/2
<p>One bag holds 5 apples. How many apples do 4 bags hold?</p> <p> <math>5 + 5 + 5 + 5 = 20</math>  <math>4 \times 5 = 20</math>  <math>5 \times 4 = 20</math> </p>	<p>Children represent multiplication as repeated addition in many different ways.</p> <p>In Year 1, children use concrete and pictorial representations to solve problems. They are not expected to record multiplication formally.</p> <p>In Year 2, children are introduced to the multiplication symbol.</p>

Skill: Multiply 2-digit numbers by 1-digit numbers	Year: 3/4
<p><math>34 \times 5 = 170</math></p>	<p>Teachers may decide to first look at the expanded column method before moving on to the short multiplication method.</p> <p>The place value counters should be used to support the understanding of the method rather than supporting the multiplication, as children should use times table knowledge.</p>

Skill: Multiply 3-digit numbers by 1-digit numbers	Year: 3/4
<p><math>245 \times 4 = 980</math></p>	<p>When moving to 3-digit by 1-digit multiplication, encourage children to move towards the short, formal written method.</p> <p>Base 10 and place value counters continue to support the understanding of the written method. Limit the number of exchanges needed in the questions and move children away from resources when multiplying larger numbers.</p>

Skill: Multiply 4-digit numbers by 1-digit numbers	Year: 5
<p><math>1,826 \times 3 = 5,478</math></p>	<p>When multiplying 4-digit numbers, place value counters are the best manipulative to use to support children in their understanding of the formal written method.</p> <p>If children are multiplying larger numbers and struggling with their times tables, encourage the use of multiplication grids so children can focus on the use of the written method.</p>



# Calculation Policy - Multiplication (cont)



**Skill: Multiply 2-digit numbers by 2-digit numbers**

**Year: 5**

When multiplying a multi-digit number by 2-digits, use the area model to help children understand the size of the numbers they are using. This links to finding the area of a rectangle by finding the space covered by the Base 10. The grid method matches the area model as an initial written method before moving on to the formal written multiplication method.

×	20	2
30	600	60
1	20	2

	H	T	O
×		2	2
		3	1
	6	6	0
	6	8	2

**22 × 31 = 682**

**Skill: Multiply 3-digit numbers by 2-digit numbers**

**Year: 5**

Children can continue to use the area model when multiplying 3-digits by 2-digits. Place value counters become more efficient to use but Base 10 can be used to highlight the size of numbers.

Encourage children to move towards the formal written method, seeing the links with the grid method.

×	200	30	4
30	6,000	900	120
2	400	60	8

Th	H	T	O
	2	3	4
×		3	2
	4	6	8
17	10	2	0
7	4	8	8

**234 × 32 = 7,488**

**Skill: Multiply 4-digit numbers by 2-digit numbers**

**Year: 5/6**

When multiplying 4-digits by 2-digits, children should be confident in the written method.

If they are still struggling with times tables, provide multiplication grids to support when they are focusing on the use of the method.

Consider where exchanged digits are placed and make sure this is consistent.

TTh	Th	H	T	O
	2	7	3	9
×			2	8
2	1	9	1	2
2	5	3	7	
5	4	7	8	0
1		1		
7	6	6	9	2

**2,739 × 28 = 76,692**

## Key Vocabulary

**Array** – An ordered collection of counters, cubes or other item in rows and columns.

**Commutative** – Numbers can be multiplied in any order.

**Dividend** – In division, the number that is divided.

**Divisor** – In division, the number by which another is divided.

**Exchange** – Change a number or expression for another of an equal value.

**Factor** – A number that multiplies with another to make a product.

**Multiplicand** – In multiplication, a number to be multiplied by another.

**Partitioning** – Splitting a number into its component parts.

**Product** – The result of multiplying one number by another.

**Quotient** – The result of a division

**Remainder** – The amount left over after a division when the divisor is not a factor of the dividend.

**Scaling** – Enlarging or reducing a number by a given amount, called the scale factor