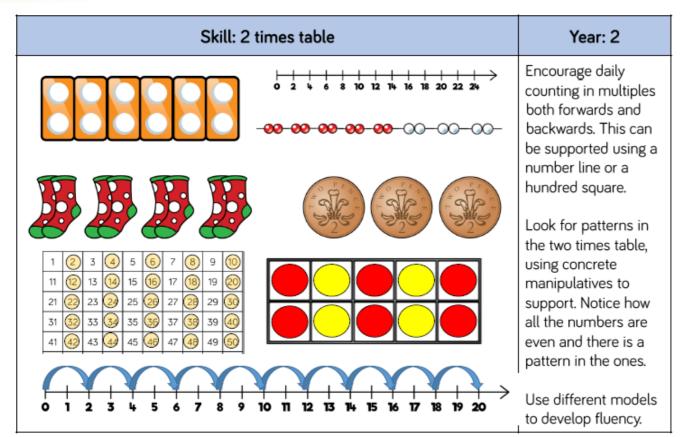
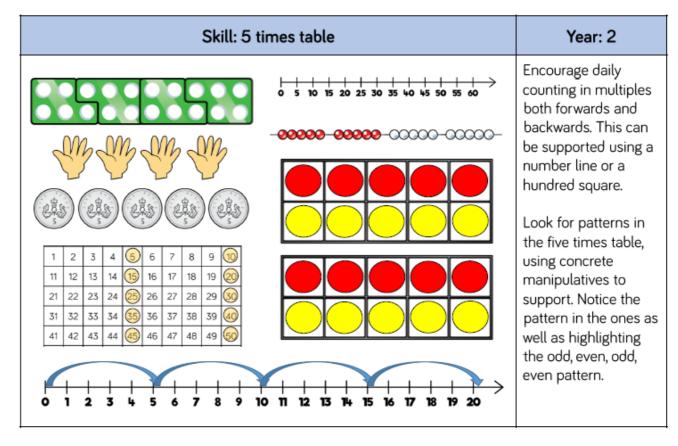
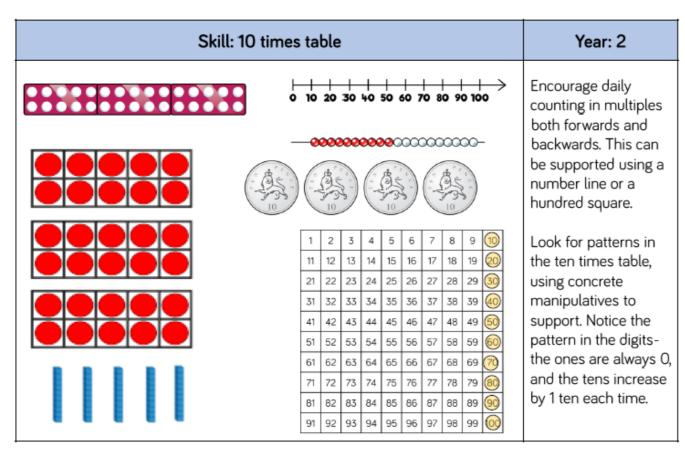


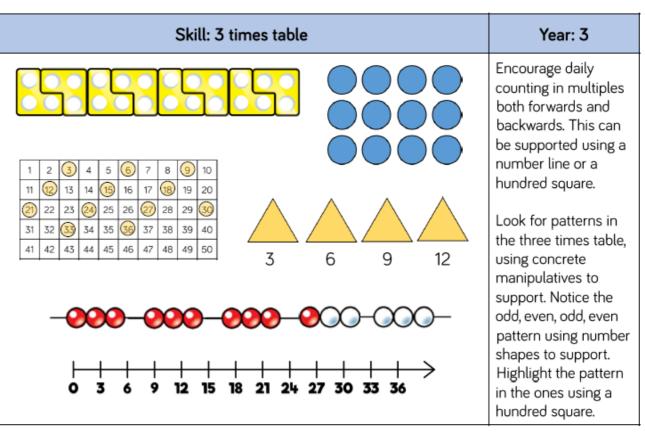
### Calculation Policy - Times Tables







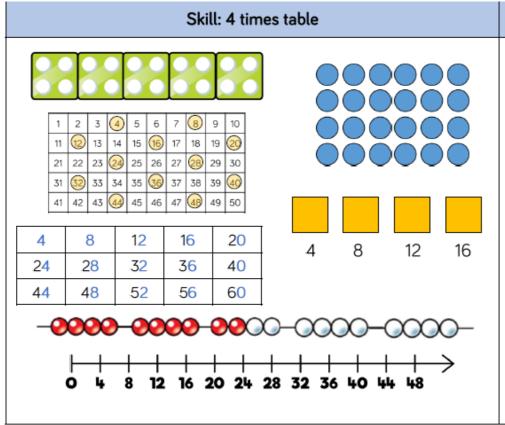






# Calculation Policy - Timetables (cont)

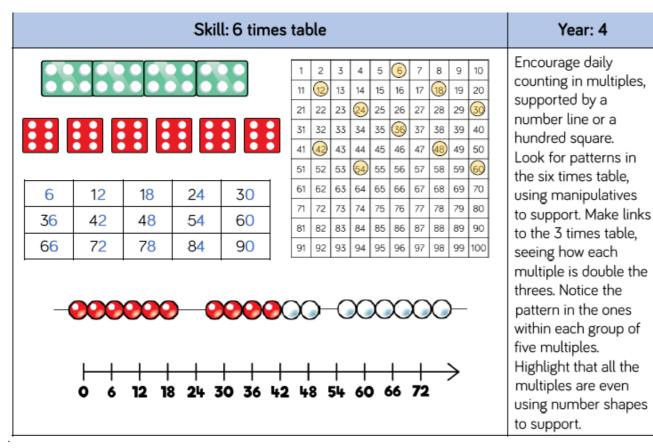


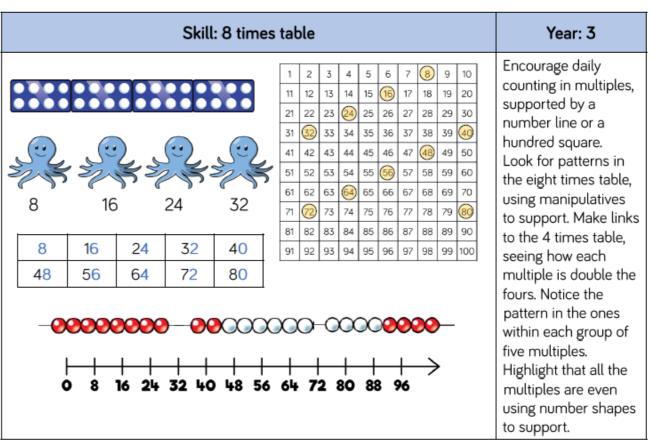


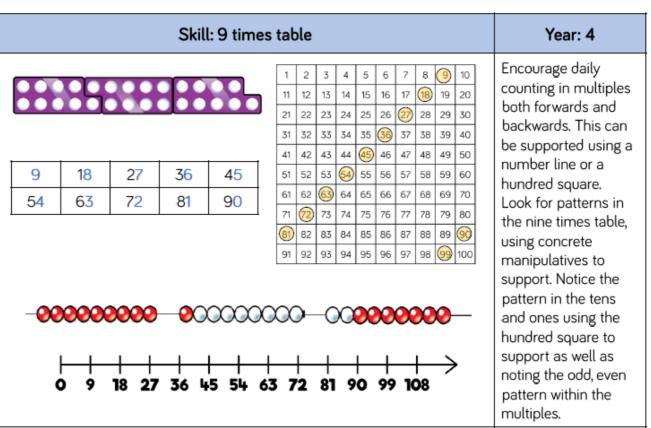
Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the four times table. using manipulatives to support. Make links to the 2 times table, seeing how each multiple is double the twos. Notice the pattern in the ones within each group of five multiples. Highlight that all the multiples are even using number shapes to support.

Year: 4

Year: 3



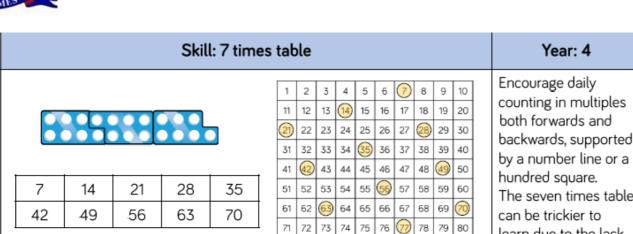






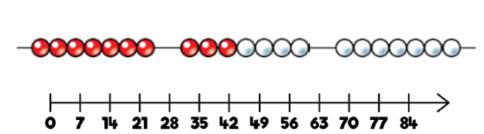
# Calculation Policy - Timetables (cont)



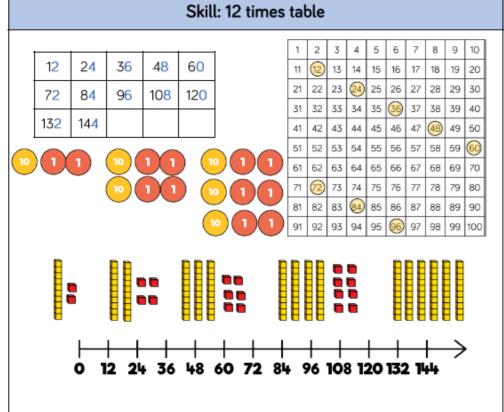


81 82 83 84 85 86 87 88 89 90

91 92 93 94 95 96 97 99 99 100

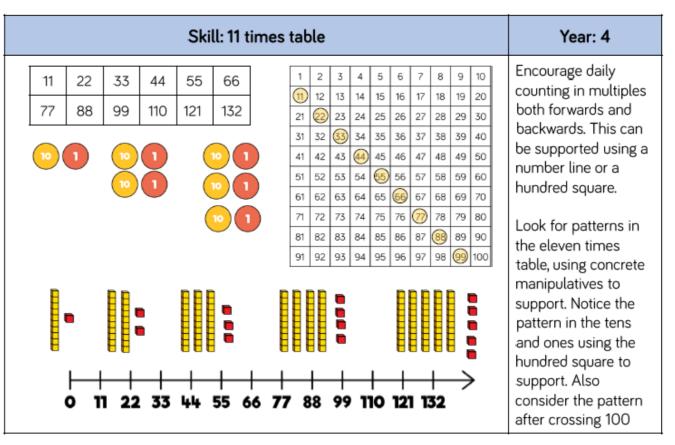


Encourage daily counting in multiples both forwards and backwards, supported by a number line or a hundred square. The seven times table can be trickier to learn due to the lack of obvious pattern in the numbers, however they already know several facts due to commutativity. Children can still see the odd, even pattern in the multiples using number shapes to support.



#### Encourage daily counting in multiples, supported by a number line or a hundred square. Look for patterns in the 12 times table, using manipulatives to support. Make links to the 6 times table, seeing how each multiple is double the sixes. Notice the pattern in the ones within each group of five multiples. The hundred square can support in highlighting this pattern.

Year: 4



#### 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