

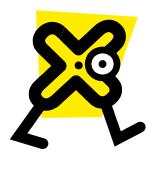


Petworth C of E Primary School

Progression in Calculation 2018









What you need to know about calculations

Mathematics will be at the core of your child's schooling from the moment they start to the moment they leave. They will be involved in drawing, measuring, geometry and lots of other practical activities that will help your child to understand and enjoy the subject. This booklet offers guidance to the methods used to help our pupils with calculations. The methods we are advocating are in line with the National Curriculum. We hope this will be helpful to you and that you will be able to support your child in learning by heart the basic rules which will assist in mental recall eg. number bonds and multiplication tables.

The methods that we use in school may or may not be familiar to you. Children are often confused when they ask parents for help at home and they try to teach the methods that they themselves were taught. Knowing how the methods in this booklet work will help you to help your children.

All staff in school work from this document so that we can ensure the consistency of our approach and can make sure that the children move onto the next step when they are ready.

The four operations that are covered by this booklet are addition, subtraction, multiplication and division. Whichever operation is being taught the child needs to experience all of these steps to completely embed their understanding.

- 1) Using objects and creating concrete visualizations of the number or calculation
- 2) Using pictures which may include representations such as part, part, whole or a bar model,
- 3) Using a numberline
- 4) Using an expanded method
- 5) Using a compact written method
- 6) Using a combination of methods to prove they are correct.

Mental methods first

Children should always be encouraged to consider if a mental calculation would be appropriate before using written methods. - These are covered in the first part of each section.

Why do children need to do written calculations?

To represent work that has been done practically.

To support, record and explain mental calculation

To keep track of steps in a longer task

To work out calculations that are too difficult to do mentally

Children should be taught when it is appropriate to do an approximate or estimate first and should check with the inverse operation at the end.

By upper Key Stage 2, children should be confident in choosing and using a strategy that they know will get them to the correct answer as efficiently as possible.

As a school we are committed to a mastery approach within mathematics; this means we put emphasis on the pupils understanding and explaining the mathematics they have used. It may also mean the children using one or more methods to prove they are correct and giving a full explanation. The children may also discuss the use of; fluency, problem solving and reasoning, which are the three areas we teach in each lesson. Fluency is the children's use of basic calculations, problem-solving requires the children to decipher the information that is needed and reasoning focuses on looking for underlying patterns and formulae in their mathematics.

What can parents do to help?

- · Count with their child
- Play number games
- Involve children when taking measurements or weighing items
- Take note of numbers in real life e.g. telephone numbers, bus numbers, lottery numbers etc.
- Give children opportunities to use money to shop, check change etc.
- Talking about the mathematics in football e.g. 'How many points does your favourite team need to catch the next team in the league?'
- · When helping their children calculate use the method that they have been taught

Please don't...

Teach your children that to multiply by 10 you 'just add a zero'. - <u>you 'move the digits to the left and add a zero as a place holder'</u>

Tell them that you can move the decimal point. - You can't. You can only move the digits to the left or to the right

Tell them that they are doing 'sums' - 'sum' is a mathematical word that means 'addition', everything else is a 'calculation'

Glossary

2-digit - a number with 2 digits like 23, 45, 12 or 60

3-digit - a number with 3 digits like 123, 542, 903 or 561

Addition facts - knowing that 1+1=2 and 1+3=4 and 2+5=7. Normally we only talk about number facts with totals of 20 and under.

Array -An array is an arrangement of a set of numbers or objects in rows and columns -it is mostly used to show how you can group objects for repeated addition or subtraction.

Bar model - A pictorial strategy. Understanding which number represents the whole and how the number is made up.

Bridge to ten – a strategy when using numberlines. Adding a number that takes you to the next 'tens' number.

 $\textbf{Bus Stop Method} \ \textbf{-} \ \text{traditional method for division with a single digit divisor}$

Concrete apparatus - objects to help children count - these are most often cubes (multilink) but can be anything they can hold and move.

Dienes (purple hundreds, tens and ones blocks), Numicon, Cuisenaire rods are also referred to as concrete apparatus.

Column chunking - method of division involving taking chunks or groups or the divisor away from the larger number

Decimal number - a number with a decimal point

Divisor – the smaller number in a division calculation. The number in each group for chunking.

Double - multiply a number by 2

Exchanging - Moving a 'ten' or a 'hundred' from its column into the next column and splitting it up into ten 'ones' (or 'ones') or ten 'tens' and putting it into a different column

Find the difference – A method for subtraction involving counting up from the smaller to the larger number

Grid method - a method for multiplying two numbers together involving partitioning

Half - a number, shape or quantity divided into 2 equal parts

Halve - divide a number by 2

Integer - a number with no decimal point

Inverse – the opposite operation. Addition is the inverse of subtraction, multiplication is the inverse of division.

Ones - another term for single digit numbers. The right hand column in column methods is the 'ones' column. We used to call these 'units'

Long Multiplication – column multiplication where only the significant figures are noted

Number bonds to ten - 2 numbers that add together to make ten, like 2 and 8, or 6 and 4.

Number bonds to 100 - 2 numbers that add together to make 100 like 20 and 80, or 45 and 65 or 12 and 88

Numberline – a line either with numbers or without (a blank numberline). Children use this tool to help them count on for addition of subtraction and also in multiplication and divison.

Numberline Chunking - method of division involving taking chunks or groups or the divisor away from the larger number

Number sentence – writing out a calculation with just the numbers in a line e.g. 2+4=6 or $35 \div 7 = 5$ or $12 \times 3 = 36$ or 32 - 5 = 27

Part, part, whole - Asking the pupils to recognise the whole and the parts that make it up. Can introduce the children to recognising that numbers can be made up in a variety of ways.

Partition – split up a larger number into the hundreds, tens and ones. E.G. 342 - 300 and 40 and 2

Place Value - knowing that in the number 342 - the '3' means '3 hundreds', the '4' means '4 tens' and the '2' means '2'.

Quarter - a number, shape or quantity divided into 4 equal parts

Recombine - for addition, once you have partitioned numbers into hundreds,
tens and ones then you have to add then hundreds together, then add the
tens to that total, then add the ones to that total Remainder - a whole
number left over after a division calculation Repeated addition - repeatedly
adding groups of the same size for multiplication

Significant digit – the digit in a number with the largest value. E.G in 34 – the most significant digit is the 3, as it has a value of '30' and the '4' only has a value of '4'

Single digit - a number with only one digit. These are always less than 10. Taking away - a method for subtraction involving counting backwards from the larger to the smaller number

Tens number - a number in the ten times tables - 10,20,30,40 50,etc.

Resources that your children will use to help with calculation

Dienes



Dienes, although it has been used in schools for years is a crucial step in knowing what a 'one', a ten, a hundred and a thousand look like and how they can be added together and split up to form smaller and larger numbers.

Numicon



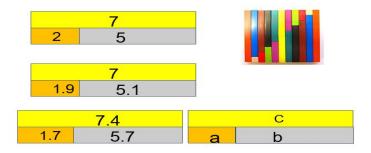
Numicon is an especially useful resource as it can be used for teaching all four operations as well as fractions, decimals, percentages and a range of other aspects of maths. Each piece represents an integer from 1 to 10. The children love using it as it is colourful and tactile

Cuisenaire Rods and a number track



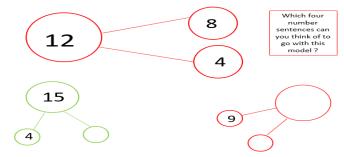
Although these little rods that represent integers from 1 to 10, can be used for a range of aspects of maths, we normally use them for multiplication and division. They are also really useful for addition.

Bar models



This is the next logical step from the cuisineaire rods and moves the concrete resource into the pictorial. We draw one bar to represent the whole. Early problems will likely include two parts, so we draw another two bars that together are the same size as the whole. Later, there will be more parts and we will need to change our drawing accordingly. These aid the children in visualizing the problem they are faced with and how it could potentially be solved.

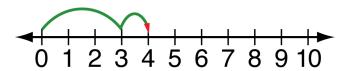
Part, Part, Whole models



The part, part, whole model allows the pupils to investigate how numbers are made up and use this to add and subtract to create their whole.

Numberlines

$$3 + 1 = 4$$



Numberlines are a mainstay of teaching calculations. We have pre numbered and blank numberlines in school that children can write on, or they can draw their own as appropriate for the calculation.

Addition

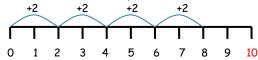
Vocabulary

+ Add
Addition
Plus
And
Count on
More
Sum
Total
Altogether
Increase

Ideas and strategies that children should master before tackling written calculations.

These steps lettered a-n, are not necessarily taught in order, they will be taught as the child becomes ready.

- a) Addition can be done in any order. e.g. 34 + 56 = 90 or 56 + 34 = 90
- b) Usually start with the largest number (so that you have to do less counting and so there is less potential for mistakes.) e.g. 27 + 5 = 32
- c) Must know number bonds to 10 e.g. 1+9=10, 2+8= 10, 3+7=10, 4+6=10, 5+5=10 etc.
- d) Addition facts for all single-digit numbers. e.g. 1+1=2, 1+2=3, 1+4=5, 2+1=3, 2+2=4, 2+3=5 etc.
- e) Count forward in steps of 1,2, 5, 10 and 100 along a numberline.



- f) Understand the **numberline** as a continuum. A **numberline** is just a tool that helps us count forwards and backwards it has no 'official' starting or ending point.
- g) Concrete apparatus available. e.g. using objects like multilink, Dienes, toys, blocks, Cuisenaire rods, Numicon
- h) Understand place value. e.g. Knows that in the number 327, the '3' means '3 hundreds', the '2' means '20' and the '7' means 7
- i) Can partition numbers. e.g. Can split a number like 327 into 300 + 20 + 7
- j) Counting forwards and backwards in steps of different sizes. e.g. counting forwards in 1s 1,2,3,4,5 etc.; or in steps of 2 2,4,6,8,10 etc.; or in steps of 5 5,10,15,20,25 etc.; or in steps of 10 10,20,30,40,50 etc.
- k) Know doubles of numbers from 1-10 e.g. double 3 is 6, (or 2 lots of 3 is 6, or 2 times 3 is 3, or 2 groups of 3 is 6)
- 1) Know doubles of numbers from 10-20. e.g. double 12 is 24, (or 2 lots of 12 is 24, or 2 times 12 is 24, or 2 groups of 12 is 24)
- m) Know that adding numbers always produces a larger answer.
- n) Know that addition can be calculated in any order. e.g. . 2+3=5 or 3+2=5
- 1. Count up to 10 objects reliably.
- 2. Find 'one more' than a number. e.g. when given a number, say 13, they can count on to find 'one more' e.g. 14.
- 3. Add two or more groups of objects together to find a total of less than 10. These may be concrete apparatus or pictures.

= 6

4. Use the + and = signs to record mental calculations in a number sentence. e.g. 2+6=8

Addition

Non-standard methods

- 5 Count along a numberline to add single digit numbers together to find a total of less than 10 e.g. 5 + 4 = 9
- 6. Add single digit numbers that bridge to 10 using a numberline. This involves partitioning the smaller number in to 2 parts, one of which will add to the larger number to make 10 e.g. 8 + 5 = 13
- 7. Add a 2-digit number and a single digit number using a numberline e.g. 13 + 5 = 18
- 8. Add two 2-digit numbers bridging to 10 using a numberline. This involves partitioning the smaller number into 2 or more parts, one of which will add to the larger number to make a link to the 'next tens number' e.g. 13+15 = 28 So split 13 into 5 and 5 and 3.
- 9. Add two **2-digit** numbers adding the most **significant digit** first using a **blank numberline**. e.g. 42 + 35= 77
- 10. Partition and recombine e.g. 15+13= 28 (MAY BE DONE OUT OF ORDER)
- 11. Add a 3-digit number and a 2-digit number using a numberline e.g. 243+64

13. 3-digit add 1-digit

Standard Written methods - Column Addition



12. 2-digit add 1-digit

14. 2-digit add 2digit

dd 3-digit 17. Adding decimals

Subtraction

Ideas and strategies that children should master before tackling written calculations.

These steps lettered a-f, are not necessarily taught in order, they will be taught as the child becomes ready.

Subtraction can be seen in two ways: as 'taking away' or as 'finding the difference'.

a) 'Taking away' is usually used when subtracting a small number from a much larger one – usually 2-digit subtract a single digit like 32 – 6. This is sometimes called 'counting back. 'At Petworth Primary School we will use this method in mental calculations only, as the 'finding the difference' method has more explicit links to more complex subtraction used further on in school.

- b) Must know **number bonds** to 10 and the reverse. e.g. 1+9=10, 2+8+10, 3+7=10 etc and 10-1=9, 10-2=8, 10-3=7 etc
- c) Must know **number bonds** to 100 (sometimes called **complements** to 100) e.g. . 20+80 = 100, 45+55=100, 100-43=57, etc
- d) Understand the **numberline** as a continuum. A **numberline** is just a tool that helps us count forwards and backwards it has no 'official' starting or ending point.
- e) Subtraction cannot be calculated in any order. e.g. 9-4=5 is not the same as 4-9 = -5
- f) Understand place value. e.g. . Knows that in the number 327, the '3' means '3 hundreds', the '2' means '20' and the '7' means
- 1. Use concrete apparatus to physically 'take away' from numbers less than 10.
- 2. 'Finding the difference' by counting on. By using a numberline, fingers or other apparatus or mentally count from a smaller number to a larger one. e.g. 9-4=5. Start at 4 and count on to 9. The 'difference' is the answer.
- 3. Use concrete apparatus or pictures to either 'take away' or 'find the difference' between 2 groups e.g. 8-3=5



Vocabulary

- Subtract

Take Away

Minus

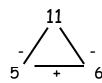
Less

Fewer

Difference



- 4. Count on/count back in 1s or 10s on a numberline
- 5. Counting forwards / backwards in steps of different sizes. e.g. counting in 1s, 2s,5,s,10s etc. from any given starting point
- 6. Find 'one less' than a number. e.g. when given a number, say 13, they can count back to find 'one less' e.g. 12
- 7. Use and = signs to record mental calculations in number sentences. e.g. 23-6=17
- 8. Addition/Subtraction inverses (trios)



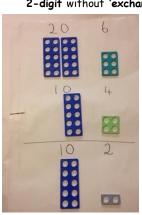
Subtraction

Non-standard methods

- 9 Use 'counting on' with a numberline from a single digit less than 10 to another single digit less than 10 e.g. 9-4=5
- 10 Use 'counting on' with a numberline from a single digit to a 2-digit number less than 20. e.g. 19-8=11
- 11. Subtract 10 from a **2-digit** number using 'counting on', on a **numberline**. e.g. . 26-10=16
- 12. Use a numberline for 2-digit numbers subtract 2-digit numbers using 'bridging to ten'. e.g. 34-15 = 19
- 13. Use a numberline for 2-digit numbers subtract 2-digit taking bigger jumps to be more efficient e.g. 76 - 29 = 47
- 14. Use numberline for 3-digit numbers subtract 2-digit numbers using efficient bigger jumps. e.g. 234 - 57 =

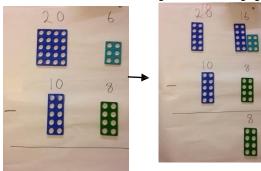
Standard written methods - Column Subtraction

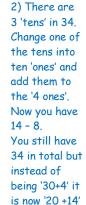
15. Use Numicon or Dienes set out in column subraction for 2-digit subtract 2-digit without 'exchanging'



16. Use column subtraction for 2-digit subtract 2digit numbers without exchanging.

17. Use Numicon or Dienes set out in column subraction for 2-digit subtract 2-digit with 'exchanging'

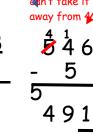




subtract 2-digit numbers with 'exchanging' 1) 8 is larger than 4 so you can't take it away from 4

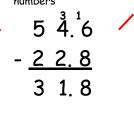
18. Use column subtraction for 2-digit

06



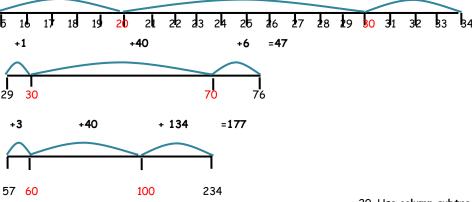
+1 +1 +1 +1 +1

19. Use column subtraction for 3digit numbers subtract 2-digit numbers



Remember to put the decimal point in your answer space first!

= 11 11 12 13 14 15 16 17 18 19 10 +10 =16 +6 14 15 16 17 18 19 20 21 22 23 +5 + 10 +4 = 19



20. Use column subtraction for decimal numbers.



Multiplication

Vocabulary

X Lots of Groups of Times Multiply Multiplication Jumps

Multiple Number line Product Twice Three times Array Row Column Double Repeated addition

Ideas and strategies that children should master before tackling written calculations.

These steps lettered a-h, are not necessarily taught in order, they will be taught as the child becomes ready.

- a) Understand place value, e.g. Knows that in the number 327, the '3' means '3 hundreds', the '2' means '20' and the '7' means 7
- b) Recognise simple sequences of numbers. e.g. 5,10,15,20 (add five each time or count in 5s) 2,4,6,8 (add 2 each time or count in 2s)
- c) Be able to use a method for adding and subtraction (see previous sections)
- d) Know that multiplication can be calculated in any order e.g. 3x4=12 and 4x3=12
- e) Be able to show multiplication facts using arrays. You can show a number, e.g. 6, in several ways using pictures or objects



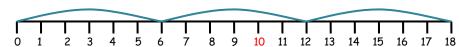




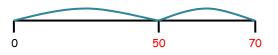
- f) That multiplication and division are inverse of each other. e.g. $2 \times 6 = 12$ and $12 \div 6 = 2$
- g) Can double and halve numbers from 1 to 100 e.g. Double 4 is 8, 4x2=8; half of 8 is 4, 8÷2=4
- h) Multiplication is repeated addition. e.g. To find 4×3 , you add 4 groups of 3, or you add 3 four times : 3+3+3+3=12
- 1. Put objects into groups of the same number.
- 2. Use a e.g. and Cuisenaire rods, or Numicon to multiply using repeated addition. e.g. $4 \times 5 = 20$



- 3. Use a numbertrack and Cuisenaire rods or Numicon alongside a numberline for repeated addition
- 4. Use a numbered numberline and record the jumps (how many groups of ...) for single digit times single digit numbers e.g. 3 x 6 1 group of 6 1 group of 6 = 3 groups of 6



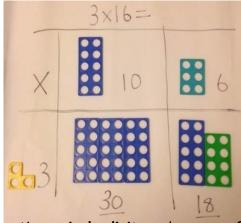
- 5. Use a numberline for single digit numbers times single digit numbers
- 6. Use a numberline for 2-digit numbers times single digit numbers e.g. 14 x 3
- 7. Use times tables facts to make more efficient jumps on a numberline e.g. for 14×5 , you could add 10×5 and 4×5 10 groups of 5 4 groups of 5



Multiplication

Non-standard methods

- 8. Use Dienes or Numicon set out in Grid method for 2-digit numbers times single digit numbers e.g. $3 \times 16 = 48$
 - 1) Partition 16 into 10 and 6
 - 2) Put the 3 in the left column
 - 3) Work out 3×10 and put the answer and the Numicon in the box



4) Work out 3×6 and put the answer and the Numicon in the box

5) Add up the 'mini answers' 30 +18

9. Use Grid Method for 2-digit number	ac times sincle	digit numbers a	$\frac{1}{2}$ $\frac{1}$
7. Use Grid Method for 2-digit number	3 THINES SINGLE	uigii nunibers e.c	1. LT X J - / L

1st - Partition 24 into 20 and 4

 2^{nd} - Work out 20×3 and put the answer in the box

 3^{rd} - Work out 4 x 3 and put the answer in the box

4th - Add your answers together either mentally or using column addition

X 20 4 3 60 12

10. Use Grid Method for 2-digit numbers times 2-digit numbers

(Dienes or Numicon could be used to support if needed)

E.g. $24 \times 32 = 768$

1st - Partition 24 into 20 and 4

2nd -Partition 32 into 30 and 2

 3^{rd} - Work out 20 x 30 and put the answer in the box

 4^{th} - Work out 4×30 and put your answer in the box

 5^{th} - Work out 20 x 2 and put your answer in the box

6th - Work out 4x2 and put your answer in the box

7th - Add your answers together using column addition

11. Use Grid Method for 3-digit numbers times 2-digit numbers

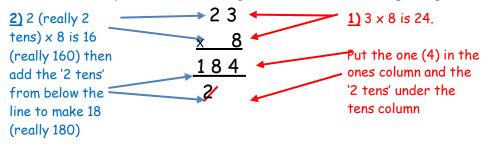
12. Use Grid Method for 3-digit numbers times 3-digit numbers

X	20	4
30	600	120
2	40	8

Multiplication

Standard Written Methods

13. Short Multiplication for 2-digit numbers times single digit numbers e.g. 23 x 8



14. Long Multiplication for 2-digit number times 2-digit numbers e.g.	. 23 x 18
4) 1x3 (really 10x3) is 3 (really 30) - Write the 3 in the	2 3
tens column.	x 18
5) 1x2 (really 10x20) is 2 (really 200) Write the 2 in the	184
hundreds column	2 3 0
	414
6) Add up both of your 'mini answers'	1

- 1) 8x3 is 24. Write the 4 in the ones column and the 2(really 2tens) under the tens column.
- 2) 8x2(really 8x20) is 16 (really 160) add the 2 tens from below the line to make 18 (really 180)
- 3) Place a '0' in the ones column as everything will now be multiplied by a 'tens number'.

- 15. Long multiplication for 3-digit numbers times 2-digit numbers. e.g. 234 x64
- 16. Long multiplication for 4-digit numbers times 2-digit numbers e.g. 2345x 64
- 17. Long multiplication for decimal numbers. e.g. 23.4 x 64.7

Ideas and strategies that children should master before tackling written calculations.

These steps lettered a-j, are not necessarily taught in order, they will be taught as the child becomes ready.

- a) Understand place value. e.g. Knows that in the number 327, the '3' means '3 hundreds', the '2' means '20' and the '7' means 7
- b) Put objects into groups of the same number.
- c) Recognise simple sequences of numbers. e.g. 5,10,15,20 (add five each time or count in 5s) 2,4,6,8 (add 2 each time or count in 2s)
- d) Be able to use a method for adding and subtraction (see previous sections)
- e) Recall multiplication facts up to 12 \times 12 and derive division facts. e.g. $5 \times 4 = 20$, so $20 \div 5 = 4$ and $20 \div 4 = 5$
- f) Be able to show multiplication facts using arrays. You can show a number, e.g. 6, in several ways using pictures or objects



Vocabulary

÷ Lots of

Groups of

Share

Group Jumps Numberline Equal

Halve

Divide

Division

Divided by

Remainder

Factor

Decimal

Decimal place

Divisible





3 rows of 2 are 6

- g) That multiplication and division are inverse of each other. e.g. $2 \times 6 = 12$ and $12 \div 6 = 2$
- h) Can find a half $(\frac{1}{2})$ and a quarter $(\frac{1}{4})$ of a group of objects or a whole number
- i) Can double and halve numbers from 1 to 100 e.g. Double 4 is 8, 4x2=8; half of 8 is 4, 8÷2=4
- j) Know that division cannot be calculated in any order e.g. 12÷4=3 is not the same as 12÷3=4
- 1. Share objects into groups of equal size.
- 2. Use dots/pictures and circles on paper e.g. 24÷6 =4











3. Use Numicon to divide numbers into chunks of equal size e.g. $24 \div 6 = 4$



24 divided into groups (chunks) of 6 There are 4 groups of 6 in 24

4. Repeated addition using a numbered numberline e.g. 24 ÷6 = 4

1 group of 6

1 group of 6

1 group of 6

1 group of 6

=4 groups of 6

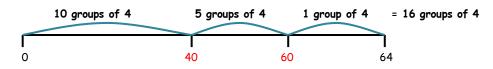
Non-standard methods

Chunking is a type of division with several methods.

Numberline Chunking

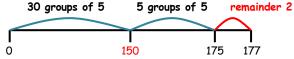
5. Use Numberline Chunking for 2-digit numbers divided by single digit numbers e.g. 64 ÷4 =16

- 1) Use a table to write down the times tables facts for the **divisor** (4)
- 2) Draw a numberline starting at 0 and ending with the 'target number' (64)
- 3) Choose the 'mini answer' from the table that is closest to the 'target number' without going over



- 4) Record that 'mini answer' on the **numberline** and write how many '**groups** it was above the jump.
- 5) Which 'mini answer' can you add now to get closest to the 'target number' without going over?
- 6) Repeat until you end at the 'target number'. Count up how many 'groups' you have added. This is the answer.

6. Use Numberline Chunking for 3-digit numbers divided by single digit numbers with remainders (using more efficient jumps) e.g. $177 \div 5$



7. Use Numberline Chunking for 3-digit numbers divided by 2-digit numbers with remainders.

2 x5	<u>5×5</u>	<u>10 x5</u>
10	25	50
<u>20 x 5</u>	<u>50 × 5</u>	100 x5

2 x4

20 x 4

80

<u>5x4</u>

200

 50×4

20

10 x4

100 x4

40

400

Column Chunking (current Year 4,5 and 6)

- 8) Use Column Chunking for 2-digit numbers divided by single digit numbers e.g. $64 \div 4 = 16$
- 1) Use a table to write down the times tables facts for the divisor (4)
- 2) Write the largest number and then choose which is the biggest group of 4 you can subtract (10groups of 4 = 40). Subtract this from the 64.
- 3) Write the answer and then choose 'mini answer' you can subtract next (5 groups of 4 = 20)
- 6)Repeat until you are left with 0, then count up how many 'groups' you subtracted (16 groups of 4)

- 40 (10 groups of 4)
- 20 (5 groups of 4)
- $-\frac{4 (1 \text{ group of 4})}{0}$

2 x4	<u>5×4</u>	<u>10 x4</u>
8	20	40
<u>20 x 4</u>	<u>50 × 4</u>	100 x4
80	200	400

- 9. Use Column Chunking for 3-digit numbers divided by single digit numbers with remainders (using more efficient chunks)
- 10. Use Column Chunking for 3-digit numbers divided by 2-digit numbers with remainders.

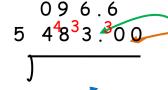
Standard Written Methods

11. Use the Bus Stop Method to divide a 2-digit number by a single digit number e.g. 80÷5 = without remainders

- 1) How many groups of 5 are in 8? 1. Write the '1' above the '8', on the line.
- 2) How many are left over? 1 group of 5 is 5, and there are 3 more to reach 8. Write this '3' next to the '0'
- 3) How many groups of 5 are in 30? 6. Write the '6' above the '0' on the line.
- 4) The answer is 80÷5=40
- 12. Use the Bus Stop Method to divide a 2-digit number by a single digit number with remainders e.g., 83 ÷5 = 16r3

$$\frac{1 \ 6 \ r3}{5 \sqrt{8^3 3}}$$

- 13 Use the Bus Stop Method to divide a 3-digit number by a single digit number with remainders e.g. . 483 ÷5 = 96r3
- 14. Use the Bus Stop Method to divide a 3-digit number by a single digit number with a decimal answer e.g. 483 ÷5 = 16.6
- 1) Complete the steps until you reach the point where there would be a remainder THEN
- 2) Put a decimal point and two 'O' after the big number
- 3) Put a decimal point after the last number on the line.
- 4) How many groups of 5 are in 30? '6'. Write the '6' above the line.



- 15. Use the Bus Stop Method to divide a 4-digit number by a single digit with a decimal answer eq. 5483÷5
- 16. Use the Bus Stop Method to divide a decimal number by a single digit number with a decimal answer e.g. 83.7 ÷5 = 16.74

17. Use Long 'Bus Stop' Division to divide a 3-digit number by a 2-digit number with a decimal answer e.g. 462÷13 =35.53

1) Set out the numbers for the calculation (divisor on the left) and put in a deci	mal
point and two 'O's	
13 4 6 2 0 0	

- 2) How many groups of 13 are in 4? None. Write a '0' above the 4.
- 3) How many Groups of 13 are in 46? 3. Write a '3' above the '6'

4) What is 3
$$\times$$
 13? 39. Write this '3'9 underneath the '46' and subtract it. Write the answer '7' underneath the '9'

5) Bring down the '2' and write it next to the '7'

$$\begin{array}{r}
 03 \\
 13 \overline{\smash{\big)}\ 462.00} \\
 \hline
 39 \overline{\smash{\big)}\ 72}
\end{array}$$

$$\begin{array}{r}
0 3 5 \\
13 4 6 2.00 \\
3 9 \\
\hline
7 2
\end{array}$$

7) What is 5×13 ? 65. Write '65' below the '72' and subtract it. Write the answer '7' underneath the '5'.

$$\begin{array}{r}
 035 \\
 13 \overline{\smash{\big)}\ 462.00} \\
 (3 \times 13 = 39) \quad - \underline{39} \overline{\smash{\big)}\ 72} \\
 (5 \times 13 = 65) \quad - \underline{65} \\
 \hline
 7
\end{array}$$

- 8) Put the decimal point into the answer line.
- 9) Bring down the '0' and write it next to the '7'

$$\begin{array}{c|c}
 & 0 3 5. \\
 & 13 \overline{\smash{\big)}\ 462.00} \\
 & 3 9 \overline{\smash{\big)}\ 72} \\
 & (5 \times 13 = 65) & -65 \overline{\smash{\big)}\ 70}
\end{array}$$

10) How many groups of 13 are in 70? 5. Write the '5' on the answer line above the '0'

$$\begin{array}{c}
0 3 5. 5 \\
13 \overline{\smash{\big)}\ 462.00} \\
(3 \times 13 = 39) \quad -39 \overline{\smash{\big)}\ 72} \\
(5 \times 13 = 65) \quad -65 \overline{\smash{\big)}\ 70}
\end{array}$$

11) What is 5×13 ? 65. Write the 65 below the 70 and subtract it. Write the answer	12) Bring down the next 'O' and write it next to the '5'
5 underneath the '5'.	
0 3 5. 5	0 3 5. 5
13 14 6 2. 0 0	13 4 6 2. 0 0
	1 1 1 1
$(3 \times 13 = 39) - \frac{3 9}{4}$	(3 x13=39) - 3 9
7 2	7 2
(5x13 = 65) - 6 5 ↓	$(5x13 = 65)$ - 65 \downarrow
$\overline{7}$ $\dot{0}$	7 ŏ
(5x13=65) - 6 5	(5×13=65) - 6 5
5	<u></u>
· · · · · · · · · · · · · · · · · · ·	3 0
13) How many groups of 13 are in 50? 3. Write the '3' above the '0' on the answer line.	14) What is 3 \times 13? 39. Write '39' below the '50' and subtract it.
<u>0 3 5. 5 3</u>	Write the answer '11' underneath the '5'.
13 \ 4 6 2. \ \text{O} \ \text{O}	0 3 5. 5 3
(3 x13=39) - 3 9 \	13 4 6 2. 0 0
$\frac{1}{7}$	$(3 \times 13 = 39) - \frac{1}{3} \cdot 9 \downarrow$
/E.12 - /E) / E	72
$(5\times13 = 65)$ - $\frac{65}{3}$	/E 12 (E) (E)
/ 0	$(5\times13 = 65)$ -65
(5×13=65) - <u>6 5</u> ↓	7 0
50	(5x13=65) - <u>6 5</u> ↓
	<u> </u>
	(3×13=39) - 3 9
	1 1

18. Use Long 'Bus Stop' Division to divide a 3-digit decimal number by a 2-digit number with a decimal answer e.g. 462.7÷13 =35.59

19. Use Long 'Bus Stop' Division to divide a 4-digit decimal number with a by a 2-digit number with a decimal answer e.g. 2462.7÷13 = 189.44

2 decimal places

16) ...unless you are going to find 3 decimal places and then round to

15) Now there are two decimal places in the answer, you can stop working...