## Dunstall Hill Primary School

Pre-Calculation Policy



Mathematics is one of the four specific areas, through which the three prime areas are strengthened and applied. Developing a strong grounding in Number is essential so that all children can develop the necessary building blocks to excel mathematically. By referring to the Pre-Calculation policy children will develop a secure base of knowledge from which mastery of mathematics is built. Practitioners will focus on the characteristics of effective teaching and learning:

- Playing and exploring
- Active Learning
- Creating and thinking critically

	Cardinality and Counting (A)	Comparison (B)	Composition (C)	Pattern (D)	Addition	Subtraction
Two's	• Begins to become aware of number names through their	• Responds to words like lots or more		• Joins in with repeated actions in songs and stories	Throughout the suggested acti following manipulatives in orc	vities, expose children to the ler to support conceptual
Provision	en joyment of action rhymes	• Beginning to compare and		<ul> <li>Initiates and continues</li> </ul>	understanding.	
	and songs that relate to	recognise changes in numbers		<ul> <li>repeated actions</li> <li>Becoming familiar with</li> </ul>	A range of real life objective	s
	<ul> <li>Looks for things which</li> </ul>	more, lots or 'same'		patterns in daily routines		
	have moved out of sight			e.g. Highlight different		Sto Ala
	<ul> <li>Says some counting works</li> <li>May engage in counting-</li> </ul>			about what comes next		
	like behaviour, making			within the pattern of the		
	sounds and pointing or saying some numbers in			• Joins in with and predicts	5 2 2	HAT
	sequence			what comes next in a story		
	• Uses number words, like			or rhyme e.g. Leave a space		
	responds accurately when			action or word in familiar	2 9	10
	asked to give one or two			songs and stories with		
	<ul> <li>Begins to say numbers in</li> </ul>			repeating elements.     Beginning to arrange items		
	order, some of which are in			in their own patterns, <i>e.g.</i>		EXCLUSE IT ASSOCIATE OF
	the right order (ordinality)			lining up toys		-
	• In everyaay situations, takes or gives two or three			• Joins in and anticipates repeated sound and action		W
	objects from a group			patterns <i>e.g. Plan</i>		ALL IN
	<ul> <li>Beginning to notice</li> <li>numerals (number sumbols)</li> </ul>			opportunities for children to		
	• Beginning to count on			percussion, music and action		686
	their fingers.			games that involve repeated		and the second s
				<ul> <li>sounds or actions.</li> <li>Is interested in what</li> </ul>		
				happens next using the	Numicon	
				pattern of everyday routines		-

Multiplication	Division

	Suggested Activities								
	• (A) During personal care, ro	outines make a point of using r	umbers. E.g. ?						
	• (A)Play peek-a-boo hiding games with toys and people.								
	• (A) Model counting things in everyday situations and routines.								
	• (A) Take opportunities to say	• (A) Take opportunities to say number words in order with children as they play, e.g. 1,2,3 go!							
	• (A) Use number words in m	eaningful contexts, e.g. Here is	your other mitten. Now we have	re two.					
	• (A) Include the number sequ	ence in everyday contexts and s	songs so children experience the c	order of the numbers (ordinality	y)				
	• (A) Use opportunities to mod	lel and encourage counting on	fingers.						
	• (A) Point out the number of	f things whenever possible, e.g.	rather than just chairs, say fo	ur chairs.					
	• (A) Encourage children to u	se marks to represent their ma	thematical ideas in role play, in	doors and outdoors.					
	• (A) Help children to give or	• (A) Help children to give or get two or three items, e.g. during snack time help children to take two pieces of fruit.							
	• (A) Sing counting songs and	rhymes, which help to develop	children's understanding of nu	mber.					
	• (A) Say the counting sequen	ce going to higher numbers, in	a variety of contexts, indoors a	nd out, and sometimes counting	backwards.				
	• (B) Talk with young children	n about lots, more and not mai	ny and not enough as they play	. E.g. Provide varied sets of ob	jects for playful opportunities for children to independently explore lo				
	• (B) Encourage children to ex	plore the collections they make,	comparing amounts and counting	ng some of the items, emphasisi	ng the last number, e.g. 1,2,3. There are 3 leaves.				
	• (D) Talk about patterns in th	re environment <i>e.g. spots and s</i>	tripes on clothing or bumps in th	ne pavement.	5				
	• (D) Spot opportunities to pla	y "back and forth" and repetit	tive "again" games. E.g. ?	,					
	• (D) Provide items for children to make repetitive sounds								
	• (D) Comment on what is the same and what patterns are repeated in the environment								
	• (D) Plan to share stories and sonas that contain repeated elements which help children to anticipate what might come next								
	• (D) Talk with children about the patterns you notice around you								
	• (D) Comment on and help c	hildren to recognise the pattern	s they make in their mark mak	ing loose parts and construction					
	• (D) Draw children's attentio	n to the patterns in their routi	nes by asking what comes next		•-				
	• (D) Provide a range of nati	ir is the particular in the intervals a	s well as blocks and shapes with	which to make patterns					
	Draw attention to contrastin	a differences and changes in c	impunts e a addina more bricks	to a tower					
	• Sing number chumes using	actions and appropriate props f	a five little ducks five curran	nt huns					
	Draw attention to contrastin	a differences and changes in c	mounts e a eating things up	tt burb.					
	• When singing number rhum	es with props draw attention t	o contrasting differences and d	anges in numbers checking tog	ether How many now?				
	Play hiding games so children	in notice that something has go	ne	unges in numbers, checking log					
NI	• En jous counting verbally as	• Compares two small	• Through play and	• Creates their own spatial	Throughout the suggested activities expose children to the following				
Nursery	far as they can go by	groups of up to five objects	evolution beginning to	patterns showing some	understanding				
	pointing on touching (tage)	groups of up to five objects,	leave that numbers are	organization on regularity	unuer sumurig.				
	and item againg and	saying when intere are the	made up (composed) of	• Explored and adds to	Cuba				
	each them, saying one	same number of objects th	made up (composed) of	· Explores and adds to	Cubes				
	the stable and an art	ture l'un art ture Samuel	• Designations +	simple unear patterns of two					
	L22L E	iwo, i ve goi iwo. Same!	• Deginning to use	or inree repeating tiems, e.g.	0101010101				
	1,2,3,4,3.		unaersianaing of number io	slick, leat (AD) or slick,					
	• Oses some number names		solve practical problems in	leat, stone (ABC)					
	and number language within		play and meaningful	• Joins in with simple	Numicon				
	play, and may show		activities	patterns in sounds, objects,					
	fascination with large		• Beginning to recognise that	games and stories dance and					
	numbers e.g. En joys counting		each counting number is one	movement, predicting what					
	forwards and back		more than the one before	comes next					
	Isometimes to much higher		• Separates a group of						
	numbers). Üse different		three or four objects in						
	voices, e.g. high or growly.		different ways, beginning to						
	Begin to recognise		recognise that the total is		Counters				
	numerals 0 to 10		still the same						
	• Subitises one, two and								
	three objects (without								
	counting)								
	• Counts up to five items,								
	recognising that the last								
	number said represents the								
	total counted so far								
	(cardinal principle)								



wing manipulatives in order to support conceptual



<ul> <li>Links numerals with</li> </ul>					
amounts up to 5 and maybe					
beyond					
• Explores using a range of					
their own marks and signs					
to which they ascribe					
mathematical meanings					
Suggested activities		•	•		
• (Ã) Use opportunities within	daily routines to support childr	en's developing sense of number			
• (A) Model and encourage co	unting and representing number	rs within role play, e.g. making	a telephone call using a list of	numbers.	
• (A) Value children's own m	athematical representations with	in their pretend play.	, 3 3		
• (A) When counting with chi	ildren, playfully make deliberat	e mistakes for fun, expecting ch	iildren to correct them.		
• (A) Model writing numerals	, e.g. on badges, birthday cards	and banners.			
• (A) When counting objects v	with children emphasise the car	dinal principle: 1, 2, 3, there ar	re three cups.		
• (A) Invite children to count	out a number of things from a	a larger group, <i>e.g. Can you ge</i>	t five crackers?		
• (A) Encourage children to u	se their fingers to show an am	ount e.g. when asking another c	hild to share resources, to show	on their fingers how many they need.	
• (A) Provide a numeral rich	environment. e.a. in roleplay a	reas. mud-kitchen recipes. num	bers on trikes and toilet doors.	5 5 5 5	
• (A) Provide numerals that a	children can pick up and use wi	thin all aspects of their play ar	nd explore and talk about higher	numbers both indoors and outdoors.	
• (A) Model using objects to il	lustrate counting songs rhymes	and number stories sometimes	using pictures and numerals to	enable children to use those resources independently	
• (A) Play with either big dot	or numeral dice. Discuss that s	six on the dice is worth more th	an four		
• (A) Provide a variety of mo	athematical picture books				
• (A) Explore different arran	agements of the same number	e a partitioning five in differe	nt ways hiding one group and	"auessina" the hidden number	
• (A) Model counting items rh	uthmically including objects int	to a container claps or drumber	ats	g	
• (A) Support children to choo	ose how to arrange collections of	E two three and four objects in	different ways		
• (A) Provide spaces to display	u children's ongoing mathematic	al thinking <i>e a their own ways</i>	of representing their thinking	and scribing children's words	
• (C) Model wondering and ta	Iking about how you might solv	e a number problem			
• (C) Value and support child	Iren to use their own araphics w	vhen problem solving			
• (D)Whilst playing alongside	children model simple repeating	a patterns of two or three items	and encourage children to crea	te and continue patterns	
• (D) Demonstrate arranging	objects in spatial patterns when	building collaging or playing w	ith loose parts		
• (D) Draw children's attentio	n to patterns around them inclu	uding from a range of culture			
• (D) When making patterns	help children to solve problems				
<ul> <li>(D) Provide a range of items for free evolution of patterning indeers and outdoors including natural materials pattern blocks losse parts materials trave and string.</li> </ul>					
• (D) Provide a range of tiens for free exploration of patterning mators including natural materials, pattern blocks, toose parts, mats, trays and strips. • (D) Encourage crit					
sorrys. • (D) Pause to encourage prediction when an joying stories and rhymes with repeating elements, comptimes using props					
<ul> <li>(D) Emphasize the repeating</li> </ul>	pattern when turn taking	i mightes with repeating element	s, sometimes using props.		
<ul> <li>(D) Provide patterned resource</li> </ul>	reas including those representing.	a range of cultures such as d	othing fabrics or wrapping par	10 P	
• Emphasise the one more in r	humes and traditional tales as	king children to predict the next	number	юг.	
• Emphasise the one less patter	ngmes and traditional ta	les asking children to predict the	ne next number		
• Encourage children to share	items between two people or tou	$\frac{1}{2}$	te next number.		
· L'icourage craarer to share	tients between two people of tog	s e.y. !			

uildren to join in with body patterns or repeating sections of

	Cardinality and Counting (A)	Comparison (B)	Composition (C)	Pattern (D)	Addition	Subtraction
Reception	• En joys reciting numbers from 0 to 10 (and beyond)	• Uses number names and sumbols when comparing	• Shows awareness that numbers are made up	• Spots patterns in the environment, beginning to	Adding numbers within 5	Subtracting numbers within 5
Reception	<ul> <li>En joys reciting numbers from O to IO (and beyond) and back from IO to O</li> <li>Increasingly confident at putting numerals in order O to IO (ordinality)</li> <li>Engages in subitising numbers to four and maybe five</li> <li>Counts out up to IO objects from a larger group</li> <li>Matches the numeral with a group of items to show how many there are (up to IO)</li> </ul>	• Uses number names and symbols when comparing numbers, showing interest in large numbers • Estimates of numbers of things, showing understanding of relative size	<ul> <li>Shows awareness that numbers are made up (composed) of smaller numbers, exploring partitioning in different ways with a wide range of objects</li> <li>Begins to conceptually subitise larger numbers by subitising smaller groups within the number, e.g. sees six raisins on a plate as three and three</li> <li>In practical activities, adds one and subtracts one with numbers to IO • Begins to explore and work out mathematical problems, using signs and strategies of their own choice, including (when appropriate) standard numerals, tallies and "+" or "-"</li> </ul>	<ul> <li>Spots patterns in the environment, beginning to identi fy the pattern "rule"</li> <li>Chooses familiar objects to create and recreate repeating patterns beyond AB patterns and begins to identi fy the unit of repeat</li> </ul>	Adding numbers within 5 3 + 1 = 4 Concrete Concrete Concrete Combine both 'parts' to make the 'whole'. Place a counter on the 1 2 3 4 5 number 3 and count on 1. Pictorial	Subtracting numbers within 5 Begin with subtracting from numbers less than $5 - follow$ the same process as outlined below. 7 - 4 = 3 Concrete
					Touch count the counters and combine at the top. 0 + 2 + 3 + 5	↓



				Abstract (mental strategy – counting on) 'Put 3 in your head and count on 1.' 4 4 3 + 1 = 4 Adding numbers within 10. 4 + 3 = 7 Follow the same process as above. N.B. When using a tens frame, see the example below.	1234567890 Place a counter on the number 7 and count back 3. Pictorial 1 + 2 + 5 + 5 + 10 Abstract (mental strategy - counting back) Put 7 in your head and count back 4.' 6 + 5 + 3
Suggested activities (A) Play games such as hid (A) Discuss the order of nu (A) En joy subitising games of (A) Encourage cardinal cour (A) In everyday activities, as (A) Jump with children alor (A) Sing counting songs and (A) Plan opportunities to ord (A) When counting groups of (A) When counting groups of (A) Subitise with children, t (A) Build counting and way (A) Provide opportunities fo (B) Pose everyday estimation (C) Talk with children about (C) Talk to children about (C) Talk to children about (C) Talk to children about (D) Encourage children to n (D) Make deliberate mistake (D) Make border patterns w (D) Provide opportunities fo (D) Invite children to create Encourage children to make Involve children in voting, e.	e and seek that involve counting imbers in context, e.g. finding of and sustained shared thinking of nting by saying how many ther sk children to count out a num ng a number track, counting ed l count together forwards and der mixed-up numerals.• (B) N as part of routines, e.g. self-re talking about how they see num is of representing numbers into or children to match a number i problems and establish mental it the strategies they have used the marks and signs they use to cons in mathematical stories and al strategies to solve problems, u totice and appreciate a range of represent a pattern in other wa s when creating patterns alongs here the repeating pattern conti r printing patterns using a vari children to copy and continue p a pattern with the same struct predictions and visualise the ou g. for books to read at story tin y large numbers including hund	g, forwards and backwards. i page number. about number, indoors and outd e are after counting (6, 7, 8 ber of things from a group (e.g. ich jump or counting on. backwards, sometimes starting f lodel comparing numbers in prob gistration with ten-frames, dinn bers of things made up in a val everyday routines. of ob jects to the numeral, inclu estimation benchmarks, e.g. mo to solve a problem. Spot opportud o represent and communicate the d number rhymes and in real co using some vocabulary of addition f patterns involving repetition ar ys (e.g. using a spot/cross/dash ide children and playfully chall inues around an object or fram tety of objects. atterns. ture using different objects (e.g. utcome in stories, rhymes and so me, using linking cubes with chill reds, thousands and a million.	.oors. 3. There are 8 balls). 3. Could you get seven cups for from different numbers and i alems about fair shares. ner chart etc,. record the fina riety of arrangements (e.g. red uding zero, and display number ore or less than IO. unities to playfully pose composi eir thinking. As appropriate, m contexts, using a range of ways on and subtraction. ud symmetry in the environmer pattern of symbols and doing enge them to fix the problem. te. . instead of a red/blue/blue p ngs if one (or two) is added of dren's names on.	• snacktime?) n different step sizes. Discuss nu l total as a label for children to cognising odd and even numbers) • lines to 100 at child height. tion problems for children to exp codel and discuss informal and s of representing (e.g. five-frame it, including traditional patterns a twirl/jump/glide in response). attern, create a sheep/cow/cow p r taken away.	umbers coming before, after and see. lore. standard ways (e.g. using arrow es). Use both informal and stan from a range of cultures.



l between and stress patterns.

ws, plus and minus signs). ndard ways to record these, including tallies and symbols.

- Set up an estimation station where everyone records guesses; later count and order the guesses.
  Provide numeral cards for children to order on a washing line.
- Play subitising games which involve quickly revealing and hiding numbers of objects, perhaps showing numeral cards and fingers.
  Drop marbles into a tin and ask the children to listen (without looking) to count how many there are.

- Provide dice, board and card games, sometimes involving older children, families and members of the local community.
  Provide resources to make "staircase" patterns which show that the next counting number includes the previous number plus one.
- Display children's mathematical representations, including explanations of the children's meaning making.