Addition

Reception:



EHLT are implementing Mastering Number at Reception in September 2024.

The programme aims to secure firm foundations in the development of good number sense for all children from Reception through to Year 1 and Year 2. The aim over time is that children will leave KS1 with fluency in calculation and a confidence and flexibility with number. Attention will be given to key knowledge and understanding needed in Reception classes, and progression through KS1 to support success in the future. Over the year, the children will experience using a range of resources and representations.

Research shows that children with secure 'number sense' early on will make more progress later on in maths and across the curriculum.

ADDITION KEY VOCABULARY					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
number bonds; number facts; Addition facts; Fact family; sum; total; whole; parts; plus; add; altogether; more; is equal to; is the same as as many as; Tens, ones; exchange; digit; one more; count on; double; most;	Add; count on; more; Plus; total; sum; partition; bridge; adjust; Inverse; number line; number facts; hundred; tens; ones; tens boundary; whole; parts; altogether; is equal to; is the same as; number bonds; number facts; fact families;	Calculation; calculate; addition; Sum; total; whole; part; column addition; ones; tens; hundreds; exchange/regroup; operation; estimate; inverse; hundreds boundary; increase; expanded; compact	Calculation; calculate; addition; Sum; total; whole; part; column addition; ones; tens; hundreds; thousands; exchange/regroup; operation; estimate; inverse; hundreds boundary; thousand boundary; increase; expanded; compact	Calculation; calculate; addition; Sum; total; whole; part; column addition; ones; tens; hundreds; thousands; exchange/regroup; operation; estimate; inverse; hundreds boundary; thousand boundary; increase; expanded; compact; decimal place; decimal point; tenths; hundredths; thousandths	Calculation; calculate; addition; Sum; total; whole; part; column addition; ones; tens; hundreds; thousands; exchange/regroup; operation; estimate; inverse; hundreds boundary; thousand boundary; increase; expanded; compact; decimal place; decimal point; tenths; hundredths; thousandths

^{*}This vocabulary is not an exhaustive list. Teachers will use recommended NCETM vocabulary in lessons.





	REAL-LIFE REPRESENTATION OTHER REPRESENTATION	
Counting and adding more (within 5)	Children add one more person or object to a group to find one more.	Children represent first, then, now stories on a five frame. They make the first number and then add one more.
(Within 5)		First
		Then
	One more than 3 is 4.	
		Now
		First, there are 3 bikes. Then, 1 more bike came. Now, there are 4 bikes.



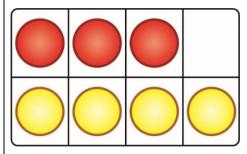
Combining groups to find the whole

Children sort people and objects into parts and combine them to find the whole.



The parts are 3 and 4. The whole is 7.

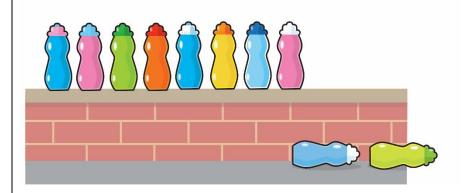
Children use counters or cubes in a part-whole model to find the whole.



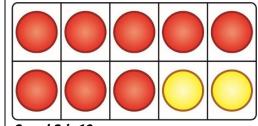
The parts are 3 and 4. The whole is 7.

Finding number bonds to 10

Children combine two groups to find a number bond to 10.



There are 8 bottles on the wall. There are 2 bottles on the floor. There are 10 bottles altogether. Use ten frames and part-whole models to represent key number bonds.

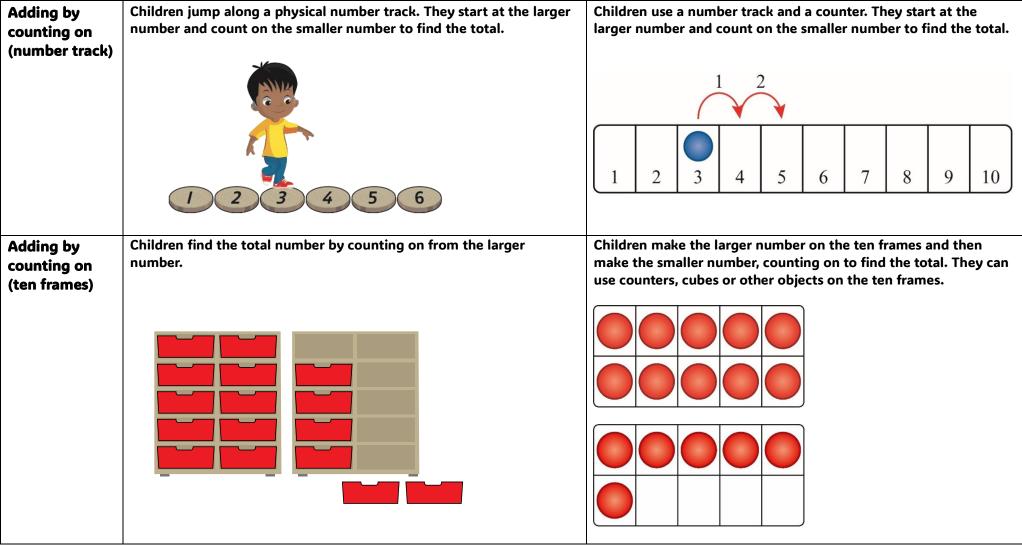


8 and 2 is 10. There are 10 altogether.



6 and 4 is 10. There are 10 altogether.









	CONCRETE	PICTORIAL	ABSTRACT
Counting and	Children add one more person or object to a	Children add one more cube or counter to a	Use a number line to understand how to link
adding more	group to find one more.	group to represent one more.	counting on with finding one more. one more 1 2 3 4 5 6 7 8 9 10 One more than 6 is 7.
		One more than 4 is 5.	T is one more than 6. Learn to link counting on with adding more than one. 0 1 2 3 4 5 6 7 8 9 10 5 + 3 = 8
Understanding part-part- whole relationship	Sort people and objects into parts and understand the relationship with the whole.	Children draw to represent the parts and understand the relationship with the whole. The parts are 1 and 5. The whole is 6.	Use a part-whole model to represent the numbers. 6 4 6 + 4 = 10 6 + 4 = 10
	The parts are 2 and 4. The whole is 6.		



Knowing and
finding
number bonds
within 10

Break apart a group and put back together to find and form number bonds.

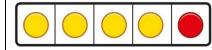


3 + 4 = 7

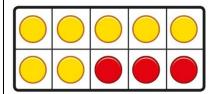


6 = 2 + 4

Use five and ten frames to represent key number bonds.

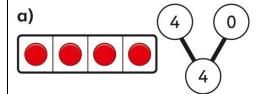


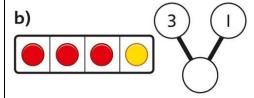
5 = 4 + 1



10 = 7 + 3

Use a part-whole model alongside other representations to find number bonds. Make sure to include examples where one of the parts is zero.





4 + 0 = 43 + 1 = 4

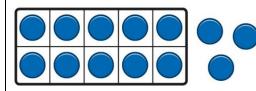
Understanding teen numbers as a complete 10 and some more

Complete a group of 10 objects and count more.



13 is 10 and 3 more.

Use a ten frame to support understanding of a complete 10 for teen numbers.



13 is 10 and 3 more.

1 ten and 3 ones equal 13.

10 + 3 = 13



			Learning Irust
Adding by counting on	Children use knowledge of counting to 20 to find a total by counting on using people or objects.	Children use counters to support and represent their counting on strategy.	Children use number lines or number tracks to support their counting on strategy.
	8 on the bus	7 on the bus	7 7 + 5 =
Adding the 1s	Children use bead strings to recognise how to add the 1s to find the total efficiently.	Children represent calculations using ten frames to add a teen and 1s.	Children recognise that a teen is made from a 10 and some 1s and use their knowledge of
	2 + 3 = 5 12 + 3 = 15		addition within 10 to work efficiently. $3 + 5 = 8$ So, $13 + 5 = 18$
		2 + 3 = 5 12 + 3 = 15	
Bridging the 10 using number bonds	Children use a bead string to complete a 10 and understand how this relates to the addition.	Children use counters to complete a ten frame and understand how they can add using knowledge of number bonds to 10.	Use a part-whole model and a number line to support the calculation.
	7 add 3 makes 10. So, 7 add 5 is 10 and 2 more.	+	9 10 II 12 13





		1	Learning 11031
	CONCRETE	PICTORIAL	ABSTRACT
Understanding 10s and 1s	Group objects into 10s and 1s.	Understand 10s and 1s equipment, and link with visual representations on ten frames.	Represent numbers on a place value grid, using equipment or numerals.
	Bundle straws to understand unitising of 10s.		Tens Ones 3 2 Tens Ones 4 3
Adding 10s	Use known bonds and unitising to add 10s. I know that 4 + 3 = 7. So, I know that 4 tens add 3 tens is 7 tens.	Use known bonds and unitising to add 10s. $\frac{1}{2}$ $\frac{1}{2}$	Use known bonds and unitising to add 10s. 4 + 3 = 4 + 3 = 7 4 tens + 3 tens = 7 tens 40 + 30 = 70



Adding a 1-digit number to a 2-digit number not bridging a 10

Add the 1s to find the total. Use known bonds within 10.













Add the 1s.







Understand the link between counting on and using known number facts. Children

Add the 1s.

should be encouraged to use known number bonds to improve efficiency and accuracy.

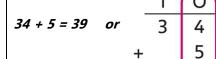
30 31 32 33 34 35 36 37 38 39 40

41 is 4 tens and 1 one. 41 add 6 ones is 4 tens and 7 ones.

4 ones and 5 ones are 9 ones. The total is 3 tens and 9 ones.

34 is 3 tens and 4 ones.

This can be represented horizontally or vertically.



This can also be done in a place value grid.

Т	0
10 1 0 1 0 1 0 1 0 1 0	•

I	
	9 9
	9 9
	9 9

Adding a 1-digit number to a 2-digit number bridging 10

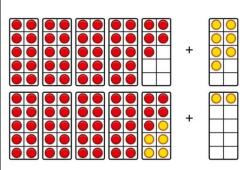
Complete a 10 using number bonds.



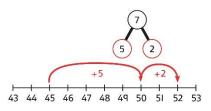


There are 4 tens and 5 ones. I need to add 7. I will use 5 to complete a 10, then add 2 more.

Complete a 10 using number bonds.



Complete a 10 using number bonds.

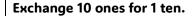


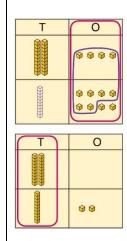
$$7 = 5 + 2$$

 $45 + 5 + 2 = 52$

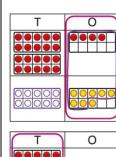


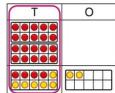
Adding a
1-digit
number to a
2-digit
number using
exchange





Exchange 10 ones for 1 ten.





Exchange 10 ones for 1 ten.



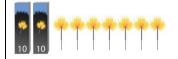
T	0
2	4
	8
3	2

Adding a multiple of 10 to a 2-digit number

Add the 10s and then recombine.

There are 7 tens in total and 7 ones.

So, 27 + 50 is 7 tens and 7 ones.



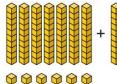
27 is 2 tens and 7 ones.

50 is 5 tens.



0000000

Add the 10s and then recombine.



A 100 square can

understanding.

support this

66 is 6 tens and 6 ones. 66 + 10 = 76



Add the 10s and then recombine.

$$30 + 20 = 50$$

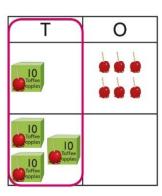
 $50 + 7 = 57$

$$37 + 20 = 57$$

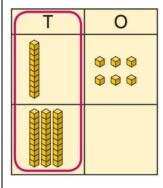


Adding a multiple of 10 to a 2-digit number using columns

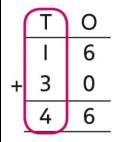
Add the 10s using a place value grid to support.



16 is 1 ten and 6 ones. 30 is 3 tens. There are 4 tens and 6 ones in total. Add the 10s using a place value grid to support.

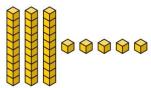


16 is 1 ten and 6 ones. 30 is 3 tens. There are 4 tens and 6 ones in total. Add the 10s represented vertically. Children must understand how the method relates to unitising of 10s and place value.



1 + 3 = 4 1 ten + 3 tens = 4 tens 16 + 30 = 46

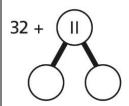
Adding two 2-digit numbers Add the 10s and 1s separately.



5 + 3 = 8 There are 8 ones in total.

35 + 23 = 58

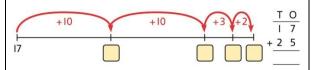
Add the 10s and 1s separately. Use a part-whole model to support.



11 = 10 + 1 32 + 10 = 42 42 + 1 = 43

32 + 11 = 43

Add the 10s and the 1s separately, bridging 10s where required. A number line can support the calculations.



17 + 25



	T	Ecurining 11031
Adding two	Add the 1s. Then add the 10s.	Add the 1s. Then add the 10s.
2-digit		
	Tens Ones	TO
numbers		
using a place	(4000000000000000000000000000000000000	3 2
value grid		+ 1 4
value griu		6
	+	
	Tens Ones	TO
		3 2
	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	+ 1 4
		4 6
	+	
Adding two	Add the 1s. Exchange Tens Ones	Add the 1s. Exchange 10 ones for a ten. Then
	10 ones for a ten.	add the 10s.
2-digit	I NI NI NI I	add the los.
numbers with		- 6
exchange	3 6	TO
onenango		3 6
	+	+ 2 9
	+	
	2 7	
	Tens Ones	
		TO
		3 6
		+ 2 9
		6 5
	Tens Ones	0 3



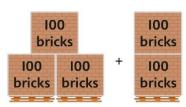


	CONCRETE	PICTORIAL	ABSTRACT
Understanding 100s	Understand the cardinality of 100, and the link with 10 tens.	Unitise 100 and count in steps of 100.	Represent steps of 100 on a number line and a number track and count up to 1,000 and
	Use cubes to place into groups of 10 tens.	100 Dice Dice Dice Dice Dice Dice Dice Dice	back to 0.
		100 200 300	0 100 200 300 600 700
Understanding	Unitise 100s, 10s and 1s to build 3-digit	Use equipment to represent numbers to	Represent the parts of numbers to 1,000
place value to	numbers.	1,000.	using a part-whole model.
1,000	100 200 210 211 212 213 214 215		200 10 5
		200 240 241	215 = 200 + 10 + 5
		Use a place value grid to support the structure of numbers to 1,000.	Recognise numbers to 1,000 represented on a number line, including those between intervals.
		Place value counters are used alongside other equipment. Children should understand how each counter represents a different unitised amount.	intervals.

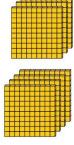


Adding 100s

Use known facts and unitising to add multiples of 100.



Use known facts and unitising to add multiples of 100.



3 + 4 = 7 3 hundreds + 4 hundreds = 7 hundreds 300 + 400 = 700

> Use number bonds to add

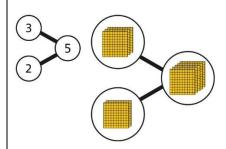
the Is.

5 + 4 = 9

Use known facts and unitising to add multiples of 100.

Represent the addition on a number line.

Use a part-whole model to support unitising.



3 + 2 = 5300 + 200 = 500

3-digit number + 1s, no exchange or bridging

Use number bonds to add the 1s.



214 + 4 = ?

Now there are 4 + 4 ones in total. 4 + 4 = 8

214 + 4 = 218

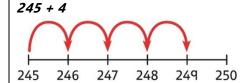
Use number bonds to add the 1s.

Н	T	0
		00000
2	4	q

245 + 4 5 + 4 = 9

245 + 4 = 249

Understand the link with counting on.



Use number bonds to add the 1s and understand that this is more efficient and less prone to error.

245 + 4 = ?

I will add the 1s.

5 + 4 = 9

So, 245 + 4 = 249

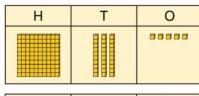


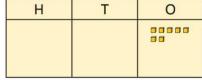
3-digit number + 1s with exchange

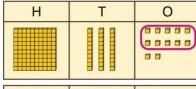
Understand that when the 1s sum to 10 or more, this requires an exchange of 10 ones for 1 ten.

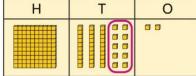
Children should explore this using unitised objects or physical apparatus.

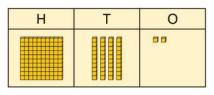
Exchange 10 ones for 1 ten where needed. Use a place value grid to support the understanding.





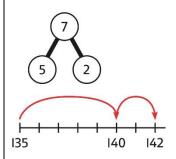






135 + 7 = 142

Understand how to bridge by partitioning to the 1s to make the next 10.



Ensure that children understand how to add 1s bridging a 100.



3-digit
number + 10s
no exchange

Calculate mentally by forming the number bond for the 10s.

100



234 + 50

There are 3 tens and 5 tens altogether.

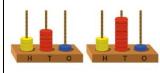
3 + 5 = 8

In total there are 8 tens.

234 + 50 = 284

Calculate mentally by forming the number bond for the 10s.

351 + 30 = ?



Н	T	0
		B

5 tens + 3 tens = 8 tens 351 + 30 = 381 Calculate mentally by forming the number bond for the 10s.

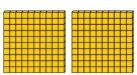
753 + 40

I know that 5 + 4 = 9

So, 50 + 40 = 90753 + 40 = 793

3-digit number + 10s, with exchange

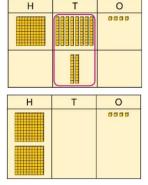
Understand the exchange of 10 tens for 1 hundred.





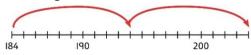
Add by exchanging 10 tens for 1 hundred.

184 + 20 = ?



184 + 20 = 204

Understand how the addition relates to counting on in 10s across 100.



184 + 20 = ?

I can count in 10s ... 194 ... 204

184 + 20 = 204

Use number bonds within 20 to support efficient mental calculations.

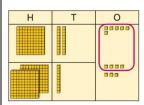
385 + 50 There are 8 tens and 5 tens. That is 13 tens. 385 + 50 = 300 + 130 + 5 385 + 50 = 435



3-digit number + 2- digit number	Use place value equipment to make and combine groups to model addition. Use place value equipment to model addition	Use a place value grid to organise thinking and adding of 1s, then 10s.	Use the vertical column method to represent the addition. Children must understand how this relates to place value at each stage of the calculation. Use a column method with
3-digit number + 2- digit number, exchange required	Use place value counters to represent 154 + 72. Use this to decide if any exchange is required. There are 5 tens and 7 tens. That is 12 tens so I will exchange.	Represent the required exchange on a place value grid using equipment. 275 + 16 = ? 275 + 16 = 291 Note: In this example, a mental method may be more efficient. The numbers for the example calculation have been chosen to allow children to visualise the concept and see how the method relates to place value. Children should be encouraged at every stage to select methods that are accurate and efficient.	exchange. Children must understand how the method relates to place value at each stage of the calculation. $ \frac{H T O}{2 7 5} + 16 = 291 $ $ \frac{H T O}{2 7 5} + \frac{H T O}{2 7 5$
3-digit number + 3- digit number, no exchange	Use place value equipment to make a representation of a calculation. This may or may not be structured in a place value grid. 326 + 541 is represented as: 3 2 6 5 4 1	Represent the place value grid with equipment to model the stages of column addition.	Use a column method to solve efficiently, using known bonds. Children must understand how this relates to place value at every stage of the calculation.

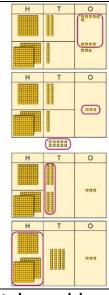


3-digit number + 3digit number, exchange required Use place value equipment to enact the exchange required.



There are 13 ones.
I will exchange 10 ones for 1 ten.

Model the stages of column addition using place value equipment on a place value grid.



Use column addition, ensuring understanding of place value at every stage of the calculation.



126 + 217 = 343

Note: Children should also study examples where exchange is required in more than one column, for example 185 + 318 = ?

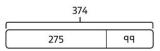


Representing addition problems, and selecting appropriate methods

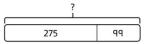
Encourage children to use their own drawings and choices of place value equipment to represent problems with one or more steps.

These representations will help them to select appropriate methods.

Children understand and create bar models to represent addition problems.



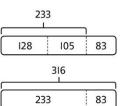
Use representations to support choices of appropriate methods.



I will add 100, then subtract 1 to find the solution.

$$128 + 105 = 233$$

128 + 105 + 83 = ? I need to add three numbers.







	CONCRETE	PICTORIAL	ABSTRACT
Understanding numbers to 10,000	Use place value equipment to understand the place value of 4-digit numbers.	Represent numbers using place value counters once children understand the relationship between 1,000s and 100s. 2,000 + 500 + 40 + 2 = 2,542	Understand partitioning of 4-digit numbers, including numbers with digits of 0.
4 thousands equal 4,000. 1 thousand is 10 hundreds.		2,000 1 300 1 40 1 2 2,542	5,000 + 60 + 8 = 5,068 Understand and read 4-digit numbers on a number line.
Choosing mental	Use unitising and known facts to support mental calculations.	Use unitising and known facts to support mental calculations.	Use unitising and known facts to support mental calculations.
methods where appropriate	Make 1,405 from place value equipment. Add 2,000. Now add the 1,000s.	Th H T O	4,256 + 300 = ? 2 + 3 = 5
	1 thousand + 2 thousands = 3 thousands 1,405 + 2,000 = 3,405	I can add the 100s mentally. 200 + 300 = 500 So, 4,256 + 300 = 4,556	4,230 + 300 = 4,330

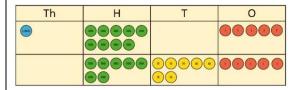


Column addition with exchange

Use place value equipment on a place value grid to organise thinking.

Ensure that children understand how the columns relate to place value and what to do if the numbers are not all 4-digit numbers.

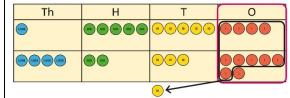
Use equipment.to show 1,905 + 775.

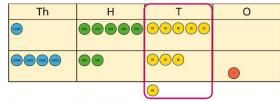


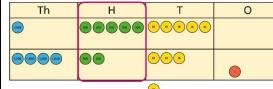
Why have only three columns been used for the second row? Why is the Thousands box empty?

Which columns will total 10 or more?

Use place value equipment to model required exchanges.







	Th	Н	Т	0
	1000	EEO (110 (100 (100 (100 (100 (100 (100 (10	0 0 0 0 0	
	1,000 1,000 1,000	110 110	9 0 0	
			(10)	

Include examples that exchange in more than one column.

Use a column method to add, including exchanges.

Include examples that exchange in more than one column.



Repres addition checking	ns and 19	Bar models may be used to represent additions in problem contexts, and to justify mental methods where appropriate.	Use rounding and estimating on a number line to check the reasonableness of an addition.
strateg	ies	I,373 Th H T O 7 9 9	0 1,000 2,000 3,000 4,000 5,000 6,000 7,000 8,000 9,000 10,000
		799 574 + 5 7 4 1 3 7 3	912 + 6,149 = ?
			I used rounding to work out that the answer should be approximately
		I chose to work out 574 + 800, then subtract 1.	1,000 + 6,000 = 7,000.
		6,000	
		2,999 3,001	

This is equivalent to 3,000 + 3,000.

YEAR 5 ADDITION



	CONCRETE	PICTORIAL	ABSTRACT
Column addition with whole	Use place value equipment to represent additions. Add a row of counters onto the place value	Represent additions, using place value equipment on a place value grid alongside written methods.	Use column addition, including exchanges. TTh Th H T O I 9 I 7 5
numbers	grid to show 15,735 + 4,012.	TTh	+ 1 8 4 1 7 3 7 5 9 2
		I need to exchange 10 tens for a 100. TTh Th H T O 2 0 5 3 +	
Representing additions		Bar models represent addition of two or more numbers in the context of problem solving.	Use approximation to check whether answers are reasonable. TTh Th H T O 2 3 4 0 5 TTh Th H T O 2 3 4 0 5
		Jen $\underbrace{ \begin{array}{ccccccccccccccccccccccccccccccccccc$	+ 7 8 9 2 2 0 2 9 7 + 7 8 9 2 3 1 2 9 7 I will use 23,000 + 8,000 to check.



		Learning Irosi
Link measure with addition of decimals. Two lengths of fencing are 0.6 m and 0.2 m. How long are they when added together? 0.6 m 0.2 m	Use a bar model with a number line to add tenths. 0.6 m	Understand the link with adding fractions. $\frac{6}{10} + \frac{2}{10} = \frac{8}{10}$ 6 tenths + 2 tenths = 8 tenths 0.6 + 0.2 = 0.8
Use place value equipment to represent additions. Show 0.23 + 0.45 using place value counters.	Use place value equipment on a place value grid to represent additions. Represent exchange where necessary. O Tth Hth O Q Q P O Q Q Q P O Q	Add using a column method, ensuring that children understand the link with place value. O · Tth Hth 0 · 2 · 3 + 0 · 4 · 5 0 · 6 · 8 Include exchange where required, alongside an understanding of place value. O · Tth Hth 0 · 9 · 2 + 0 · 3 · 3 1 · 2 · 5 Include additions where the numbers of decimal places are different. 3.4 + 0.65 = ? O · Tth Hth 3 · 4 · 0
	Two lengths of fencing are 0.6 m and 0.2 m. How long are they when added together? 0.6 m 0.2 m Use place value equipment to represent additions. Show 0.23 + 0.45 using place value	tenths. Two lengths of fencing are 0.6 m and 0.2 m. How long are they when added together? 0.6 m 0.2 m 0.6 m 0.7 0.8 0.9 0.6 + 0.2 = 0.8 6 tenths + 2 tenths = 8 tenths Use place value equipment to represent additions. Show 0.23 + 0.45 using place value grid to represent additions. Represent exchange where necessary. 0.7 th Hth 0.9 0.7 th Hth 0.9 0.3 3 1.2 5 1 Include examples where the numbers of decimal places are different.

