

## <u>Calculation Policy</u> <u>Subtraction</u>

### Objectives relating to subtraction by year group

### Pre-requisites:

Counting: count back accurately from 0 to 21; count up to 20 objects accurately and attribute the correct numeral to label the set;

Ordering: order numbers to 20 accurately; understand how a number line is organised

Representations: subitise small groups of objects (i.e. can say how many there are without needing to count each individual object; understand the 'cardinal' value of a set/ array. (Once it has been counted they understand that they don't need to count again.)

- Year 1 Subtract one-digit and two-digit numbers to 20, including zero.
- Year 2 Subtract a two-digit number and 1s, a two-digit number and 10s, 2 two-digit numbers.
- Year 3 Subtract numbers with up to 3 digits, using formal written methods of columnar subtraction.
- Year 4 Subtract numbers with up to 4 digits using the formal written methods of columnar subtraction where appropriate.
- Year 5 Solve problems involving number up to 3 decimal places. They practise subtracting decimals, including a mix of whole numbers and decimals, decimals with different numbers of decimal places, and complements of 1 (for example, 0.83 + 0.17 = 1).
- Year 6 Solve subtraction multi-step problems in contexts, deciding which operations and methods to use and why.

<u>Vocabulary:</u>							
subtract	subtraction	less	take away	minus			
difference	repeated subtraction	left	fewer	exchange			



Concrete	Pictorial	Abstract			
Use physical objects, counters, cubes etc. to show how objects can be subtracted	Cross out drawn objects to show what has been subtracted	Subtraction on a numbered/blank			
6 - 2 = 4	$\begin{array}{c} \uparrow \uparrow \uparrow \uparrow \\ \uparrow \uparrow \uparrow \uparrow \\ \uparrow \uparrow \uparrow \uparrow \\ \uparrow \uparrow \uparrow \uparrow $	<ul> <li>Subtracting in jumps of ones -1 -1 -1 -1 -1</li> <li>Subtracting teens number in jump of ten and jumps of ones - 10 -1- 1-1</li> <li>Subtracting teens number in jump of ten and jumps of ones - 10 -3</li> </ul>			
<u>Bead strings</u>		-3 -10			
Move the beads along		24 25 26 27 28 29 30 31 32 33 34 35 36 37			
the bead string when counting backwards in		<ul> <li>Subtracting in jumps of tens and ones -10 - 10 -1 -1 -1</li> </ul>			
ones.		<ul> <li>Subtracting in jumps of ten and single jump of ones -10 -10 -3</li> </ul>			
Counters		<ul> <li>Subtracting in single jump of tens in one jump and single jump of ones -20 – 3</li> </ul>			
Use counters and move them away	10	N.B a numberline should also be used to show that $6 - 3$ means the difference between 6 and 3 or the			
they are subtracted, counting backwards		difference between 3 and 6 and how many 'jumps/ they are apart.			
whilst moving them.		Bridging through ten			
	Basic bar models to find the difference				



#### Find the difference

Use cubes to build towers or make bars to find the difference. Tom has 11 cubes. Sam has 12. How many more does Sam have?





Link to addition- use the part, part whole model to help explain the relationship between addition and subtraction.

Subtraction using Tens Frames 14 – 9 =



How many more pencils are in the pencil case?

Draw the Base 10 or place value counters alongside the written calculation to help to show working.







Introduction of column method (No regrouping)

	8	9	8	0	+	9		
-	5	7	5	0	+	7		
	3	2	3	0	+	2		

Introduction of column method (Regrouping)





		Z     0     1       -     4     0     6       2     0     5
Make 14 on the ten frame. Subtract the four first to make 10 and then Subtract one more so 5 have been subtracted. You are left with a difference of 9.		7       0       0       1           8       0       0       3       0       6         -       2       0       0       5       0       4         5       0       0       8       0       2
		$ \begin{array}{c ccccccccccccccccccccccccccccccccccc$
<u>Base 10</u>	Regrouping Draw the counters onto a place value grid and use crossingout to identify what has been subtracted or exchanged. 626 – 275	With 2 exchanges Exchange 1 ten for 10 ones and subtract 6 ones 4 1 7 8 4 - 8 6



# Godmanchester Community Academy









