

Pre-learning 1

Grouping objects and counting

pictorial	abstract
Repeated Addition	Repeated Addition
Arrays:	2 + 2 + 2 + 2 + 2 + 2 = 12 2 x 6 = 12 2 multiplied 6 times is equal to 12 3 + 3 + 3 + 3 = 12 3 x 4 = 12 3 multiplied 4 times is equal to 12
Equal groups:	
	$2+2+2=6$ $2 \times 3=6$ $2 \text{ multiplied 3 times is equal to 12}$
Multiplication tables	Multiplication tables
Bead string:	Count in 2s, 5s and 10s.
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	Repeated Addition Arrays: Equal groups: Multiplication tables



Pre-learning 2

OxO 2x, 5x & 10x tables

pictorial concrete abstract **Understanding Multiplication Understanding Multiplication Understanding Multiplication** Peg boards: Arrays: $2 \times 5 = 10$ 2 multiplied by 5 is equal to 10 $5 \times 2 = 10$ 5 groups of 2 is equal to 10 $5 \times 2 = 2 \times 5$ Bar model: Cuisenaire rods: 2 Repeated addition using the same rod. $2 + 2 + 2 + 2 = 2 \times 4$ $2 \times 4 = 8$ Without a number line 2 multiplied by 4 is equal to 8 $4 \times 2 = 8$ 4 groups of 2 is equal to 8 8 Multiplication tables **Multiplication tables Multiplication tables** 2, 5 and 10 multiplication tables modelled as 2, 5 and 10 multiplication tables modelled as 2, 5 and 10 multiplication tables modelled as above and practised using rhythm, songs and above and practised using rhythm, songs and above and practised using rhythm, songs and games. games. Bead string: 100 square: Make connections between facts: Colour in the multiples and look for patterns. 5x is half of 10x 4x is double 2x 1 2 3 4 5 6 7 8 9 10 6x is double 3x 11 12 13 14 15 16 17 18 19 20 9x is 10x subtract 1x etc. 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 Make connections between tables: 41 42 43 44 45 46 47 48 49 50 10x table related to place value; 51 52 53 54 55 56 57 58 59 60 5x table related to 10x table by halving and to the Counting stick: 61 62 63 64 65 66 67 68 69 70 divisions on a clock face, Start with multiples labelled, then gradually remove 71 72 73 74 75 76 77 78 79 80 2x table related to doubling them 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 Bar Model: Clock face: Explore relationships through repeated addition. Count round a clock face in 5s. 5 5 5 5 10 5 5 5 15 5 5 5 5 20 5 5 5 5 5 5 5 5 5 5 5 30 5 5 5 5 5 5 5 35 Doubling Doubling Doubling Double 4 is 8 Using objects: Arrays: Scaling to double the size. $4 \times 2 = 8$ Double the number of objects in the group. Partition the number then double each part Drawing base ten: before recombining: Base ten blocks: :::::: tens ones 20 12 $16 \times 2 = 32$

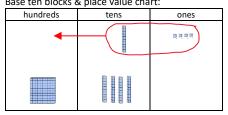


Y3 OxO & TOxO 3x, 4x & 8x tables

concrete	pictorial	abstract
Understanding Multiplication	Understanding Multiplication	Understanding Multiplication
Peg boards: Explore different arrays made with the same number of pegs.	Arrays: Draw arrays to show that multiplication is commutative.	Understand that multiplication is commutative. 6 x 3 = 18 6 multiplied by 3 is equal to 18 3 x 6 = 18 3 groups of 6 is equal to 18 6 x 3 = 3 x 6
Cuisenaire rods: Use repeated addition to make the same total.	Bar model: 2	Family of four 2 x 4 = 8 4 x 2 = 8 8 ÷ 2 = 4 8 ÷ 4 = 2
One-digit x one-digit	One-digit x one-digit	One-digit x one-digit
Base ten blocks (arranged as an array):	Array:	6 x 3 = 18
Cuisenaire rods:	Bar model: 3 3 3 3 3 3 3 3 18	
Multiplication tables	Multiplication tables	Multiplication tables
3, 4 and 8 multiplication tables modelled as above and practised using rhythm, songs and games.	3, 4 and 8 multiplication tables modelled as above and practised using rhythm, songs and games.	3, 4 and 8 multiplication tables modelled as above and practised using rhythm, songs and games.
Counting stick: Start with multiples labelled, then gradually remove them. 8 Arrays: Show how facts can be 'built'. 3 x 6 is the same as 2 x 6 and 1 x 6 put together.	100 square: Colour in the multiples and look for patterns. 1 2 3 4 5 6 7 8 9 10 2 4 6 8 40 12 14 16 18 20 3 6 9 12 15 18 21 24 27 30 4 8 12 16 20 24 28 32 36 40 5 10 15 20 25 30 35 40 45 50 6 12 18 24 30 36 42 48 54 60 7 14 21 28 35 42 49 56 63 70 8 16 24 32 40 48 56 64 72 80 9 18 27 36 45 54 63 72 81 90 10 20 30 40 50 60 70 80 60 100 Bar model: Explore relationships through repeated addition. 4 4 4 8 8	Make connections between facts: 5x is half of 10x 4x is double 2x 6x is double 3x 9x is 10x subtract 1x etc. Make connections between tables: Commutativity means that key facts (2x, 5x, 10x) are already known; 4x and 8x tables related to 2x table by doubling; 3x table is 2x table add 1x. Relate to division facts.
4 x 5 is the same as double 2 x 5.	4 4 4 4 12 4 4 4 4 4 16 4 4 4 4 4 4 20 4 4 4 4 4 4 4 24 4 4 4 4 4 4 4 4 28	

Multiplying by 10

Base ten blocks & place value chart:



Multiplying by 10

Н	T	0
	1	4
1	4	0

Multiplying by 10

14 x 10 = 140

One-digit x multiple of ten

Coins:



Place value counters:

10	10	10	10	10
10	10	10	10	10
10	10	10	10	10

One-digit x multiple of ten

Arrav:

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10	10	10	10	10
10	10	10	10	10
10	10	10	10	10

One-digit x multiple of ten

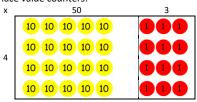
 $50 \times 3 = 5 \times 3 \times 10$ = 15 x 10

= 150

Two-digit x one-digit

Base ten blocks:

Х	10	6
3		222222 222222 222222
Place	e value counters:	



Two-digit x one-digit

Area method:

Х	10	6	_
3	30	18	= 48

Х	50	3	
4	200	12	= 212

Two-digit x one-digit

16 x 3 = 48

53 x 4 = 212



Y4 HTOxO 6x, 7x, 9x, 11x & 12x tables

Jusor School	14 HIOXO 6x, /x, 9x, 11x & 12x tal	oles -
concrete	pictorial	abstract
Rules of Multiplication	Rules of Multiplication	Rules of Multiplication
Arrays: Commutative law	Arrays: Commutative law	6 x 3 = 3 x 6
Distributive law	Distributive law 30 4 30 4 30 4 30 4 30 4 30 4 30 4 30	34 x 6 = (30 x 6) + (4 x 6)
Associative law	Associative law	(2 x 3) x 4 = 2 x (3 x 4)
Multiplication tables	Multiplication tables	Multiplication tables
6, 7, 9, 11 and 12 multiplication tables modelled as above and practised using rhythm, songs and games (including Times Tables Rock Stars).	6, 7, 9, 11 and 12 multiplication tables modelled as above and practised using rhythm, songs and games (including Times Tables Rock Stars).	6, 7, 9, 11 and 12 multiplication tables modelled as above and practised using rhythm, songs and games (including Times Tables Rock Stars).
Counting stick: Start with multiples labelled, then gradually remove them.	100 square: Colour in the multiples and look for patterns. Bar model: Explore relationships through repeated addition.	Make connections between facts: 5x is half of 10x 4x is double 2x 6x is double 3x 9x is 10x subtract 1x etc.
Arrays: Show how facts can be 'built'. 6 x 4 is the same as 5 x 4 and 1 x 4 put together.	Digit patterns: Look for patterns in the digits of different multiples.	Make connections between tables: Commutativity means that several facts (2x, 3x, 4x, 5x, 8x, 10x) are already known; Use doubling and halving to find new tables. Relate to division facts.
6 x 5 is the same as double 3 x 5.	Three digit y one digit	Three digit y one digit
Three-digit x one-digit Place value counters: x 200 40 3 00 00 10 10 10 10 0 0 0 0 0 0 0 0 0 0	Three-digit x one-digit Area method: x 200 40 3 4 800 160 12 = 972	Three-digit x one-digit 243 x 4 = 972

Column Method Column Method Column Method Area method: Using squared paper to aid layout: Place value counters: Carry out the area method <u>first</u>, then place the counters onto the grid. This will help to see where carrying is 146 x 7 = 100 40 needed. 7 700 280 42 10 10 6 1 4 10 10 10 10 10 10 10 10 10 10 7 Х 1 2 2 0

3 4



Y5 ThHTOxO, TOxTO & HTOxTO

concrete	pictorial	abstract		
Multiplication tables	Multiplication tables	Multiplication tables		
Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).	Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).	Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).		
Short Multiplication Column Method	Short Multiplication Column Method	Short Multiplication Column Method		
		Using squared paper to aid layout:		
		4,346 x 8 =		
		4 3 4 6		
		x 8		
		3 4 7 6 8		
		2 3 4		
Column Method (Decimals) Place value counters:	Column Method (Decimals) Area method:	Column Method (Decimals) Using squared paper to aid layout:		
x 4 0.9 0.02	Establish that the calculation can be carried out with	4.92 x 3 =		
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	whole numbers by multiplying the question by a multiple of 10 then adjusting the answer by dividing.			
3 01 01 01 01 01 01 01 01 01 01 01 01 01	4.92 x 3 Multiply the question by 100 to give a whole number	4 9 2		
01 01 01 01 01	492 x 3 = x 400 90 2	x 3		
01 01 01 01	x 400 90 2 3 1200 270 6 = 1476	1 4 7 6		
	2200 270 0 270	2		
	Adjust the answer by dividing by 100 $1476 \div 100 = 14.76$	1476 ÷ 100 = 14.76		
Long Multiplication	Long Multiplication	Long Multiplication		
	Area method:			
	× 300 50 2	352 x 24 = 8,448		
	20 6000 1000 40			
	4 1200 200 8			
	7,040 + 1,408 = 8,448			



Y6 THTOXTO & ThHTOXTO

concrete	pictorial	abstract
Multiplication tables	Multiplication tables	Multiplication tables
Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).	Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).	Continue to practise all multiplication facts up to 12 x 12 using counting, rhythm, songs, patterns and games (including Times Tables Rock Stars).
Long Multiplication Column Method	Long Multiplication Column Method Area method: Revision of the grid method used in Y5. Compare this method to the formal column method.	Long Multiplication Column Method 24 x 32 = 24 x 32 48 (24 x 2) 720 (24 x 30) 768 352 x 24 = 352 x 24 1408 (352 x 4) 7040 (352 x 20) 8448 2418 x 36 = 2418 x 36 14508 (2418 x 6) 72540 (2418 x 30) 87048