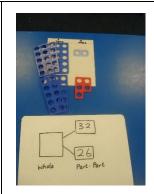


1	Using a range of manipulati ves to add one and two digit numbers to 50.	Using Numicon to investigate the creation of 10 and above. First steps to bridging.	e.g. 8 + 5 = 13 13 + 6 = 19 22 = 14 + 8 (crossing 10's boundaries) Start at the larger number on the number line and count on in ones or in one jump to find the answer.	Flace the larger number in your head and count on the smaller number to find the answer.
		Start with the bigger number and use the smaller number to make 10.	Use pictures or a number line. Regroup or partition the smaller number to make 10. $9+5=14$	7 + 4 = 11 If I am at seven, how many more do I need to make 10. How many more do I add on now?
2	Adding three single digits	4+7+6=17 Put 4 and 6 together to make 10. Add on 7. 4+6 +7 Following on from making 10, make 10 with 2 of the digits (if possible) then add on the third digit.	Add together three groups of objects. Draw a picture to recombine the groups to make 10.	4+7+6 = 10+7 = 17 Combine the two numbers that make 10 and then add on the remainder.

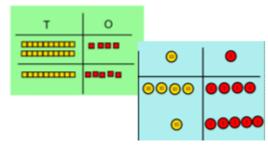
2 Adding two 2 digit numbers up to 100



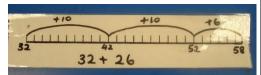
Use manipulatives to secure understanding of crossing 10's boundaries.

24 + 15 =

Add together the ones first then add the tens. Use Cuisenaire first before moving onto place value counters



Develop to include regrouping.



Not crossing 10's boundaries

Year 2: Expanded and column methods to add 2 digit numbers bridging 10

3	Column method including regrouping up 3 digit numbers including tenths	Begin in the ones column. For every 10 created exchange for a 10 counter. As children move on to decimals and money, decimal place value counters can be used to support learning.	This informal representation is used to clarify understanding and can be used alongside number lines. It will also aid fluency in mental calculations. The bar model reinforces the concept of part part whole. Find the sum of 136 and 245. 136 245 sum 136 + 245 = 381	Expanded and column methods to add up to 3 digit numbers bridging 10 and 100. H T O 2 5 6 +1 3 7 3 9 3 1 Children must always show place value headings.
4	Column method increasing in place value.	Place value counters and place value frames will still be available to support understanding of the concept.	Expanded method-using decimals. 46.34 + 7.49 40+6+0.3+0.04) + 7+0.4+0. 40 + 13 + 0.7 + 0.13	

