## Addition

| Skill | Year | Representations and models |  |
| :---: | :---: | :---: | :---: |
| Add two 1-digit <br> numbers to 10 | 1 | Part-whole model <br> Bar model <br> Number shapes | Ten frames (within 10) <br> Bead strings (10) <br> Number tracks |
| Add 1 and 2-digit <br> numbers to 20 | 1 | Part-whole model <br> Bar model <br> Number shapes <br> Ten frames (within 20) | Bead strings (20) <br> Number tracks <br> Number lines (labelled) <br> Straws |
| Add three 1-digit <br> numbers | 2 | Part-whole model <br> Bar model | Ten frames (within 20) <br> Number shapes |
| Add 1 and 2-digit <br> numbers to 100 | 2 | Part-whole model <br> Bar model | Number lines (blank) <br> Straws |
| Add two 2-digit |  |  |  |
| numbers |  |  |  |

## Vocabulary

## addend + addend = sum/total

- Addend - A number to be added to another.
- Sum - The result of addition.
- Total - The aggregate or the sum found by addition.
- Aggregation - Combining two or more quantities or measures to find a total.
- Augmentation - Increasing a quantity or measure by another quantity.
- Commutative - Numbers can be added in any order.
- Complement - In addition, a number and its complement make a total e.g. 300 is the complement to 700 to make 1,000.
- Exchange - Change a number or expression for another of an equal value.
- Partitioning - Splitting a number into its components.

| Skill: Add 1-digit numbers within 10 |  |  |  |  |  |  |  | Year: 1 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $4+3=7$ |  |  |  |  |  |  |  | When adding numbers to 10, children can explore both aggregation and augmentation. <br> The part-whole model, discrete and continuous bar model, number shapes and ten frame support aggregation. <br> The combination bar model, ten frame, bead string and number track all support augmentation. |



Skill: Add three 1-digit numbers $\quad$\begin{tabular}{l}

\multicolumn{1}{c|}{| Year: 2 |
| :--- |} <br>

\hline

 

When adding three 1- <br>
digit numbers, <br>
children should be <br>
encouraged to look <br>
for number bonds to <br>
10 or doubles to add <br>
the numbers more <br>
efficiently.
\end{tabular}





| Skill: Add numbers with up to 4 digits |  |  |  |  |  |  |  | Year: 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  | 38 <br> ,148 = <br> Thousands <br> - |  | $\begin{array}{r} 13 \\ +21 \\ \hline 35 \\ \hline 1 \\ \hline 6 \\ \hline \end{array}$ | 78 <br> 48 <br> 26 <br> 1 <br>  <br>  <br> Ones <br> 0000 <br> 0000 <br> 0000 | Base 10 and place value counters are the most effective manipulatives when adding numbers with up to 4 digits. <br> Ensure children write out their calculation alongside any concrete resources so they can see the links to the written column method. <br> Plain counters on a place value grid can also be used to support learning. |



Skill: Add with up to 3 decimal places \begin{tabular}{l}

\multicolumn{1}{c|}{| Year: 5 |
| :--- |
| lace value counters |
| and plain counters on |
| a place value grid are |
| the most effective |
| manipulatives when |
| adding decimals with |
| 1,2 |
| and then 3 |} <br>

decimal places. <br>
Ensure children have <br>
experience of adding <br>
decimals with a <br>
variety of decimal <br>
places. This includes <br>
putting this into <br>
context when adding <br>
money and other <br>
measures.
\end{tabular}

