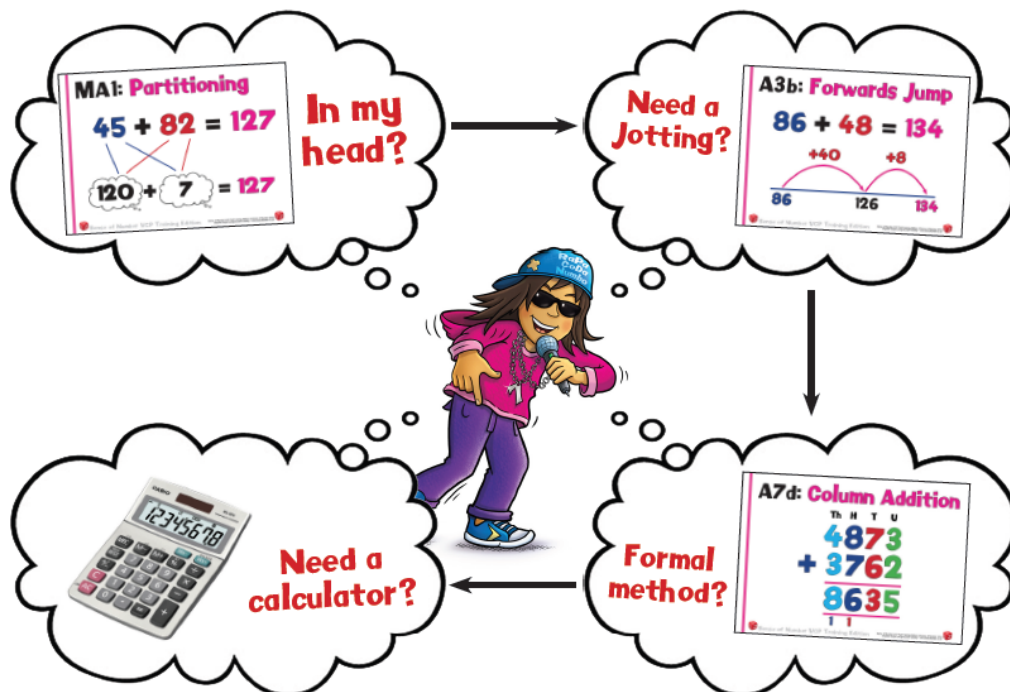


Toner Avenue Visual Calculation Policy: Reception

We want our pupils to make decisions. We help our pupils make choices to be fast and efficient at maths.



Before we answer questions, this is what we consider.

- 1 **Can I do this in my head?**
- 2 **Do I need to use a drawing or a jotting?**
- 3 **Do I need an expanded or a standard method?**

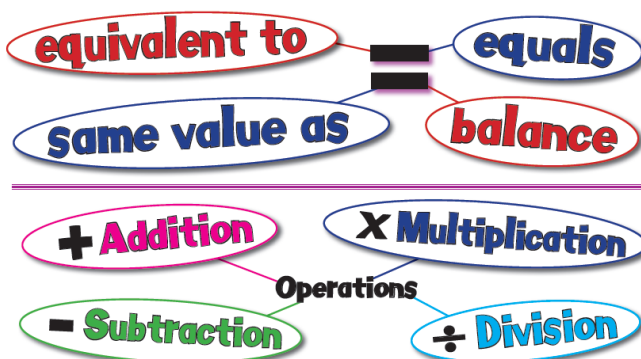
And do I need any equipment?



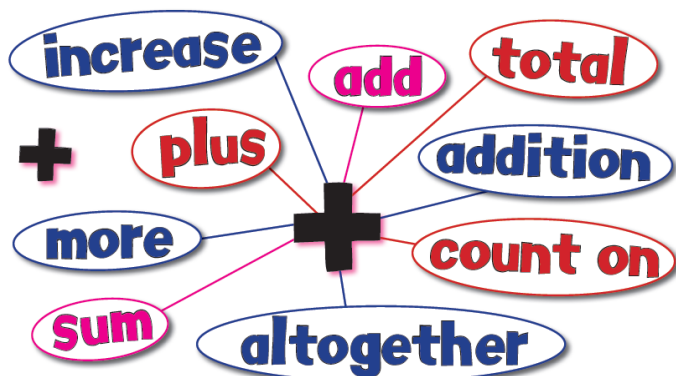
Toner Avenue Visual Calculation Policy: Reception

We use rich and varied vocabulary

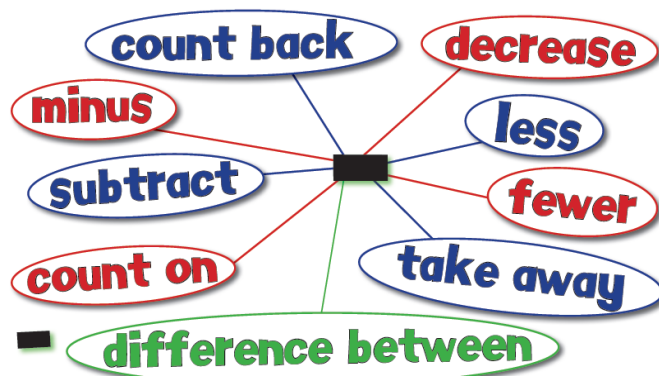
Calculation Vocabulary



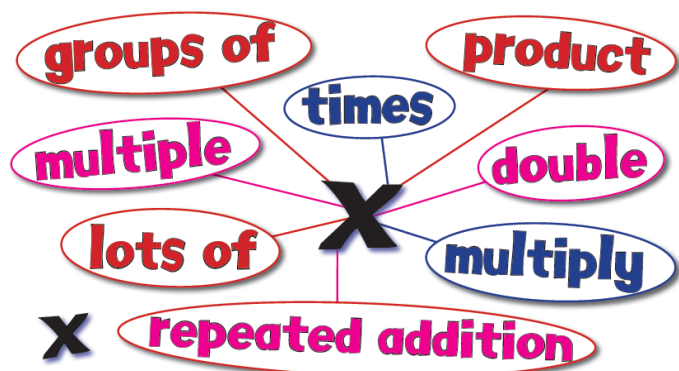
Addition Vocabulary



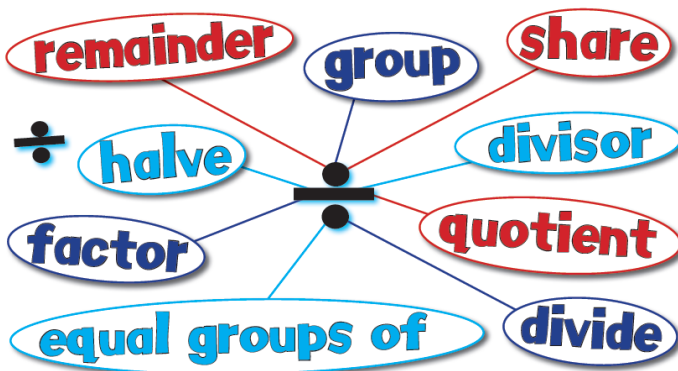
Subtraction Vocabulary



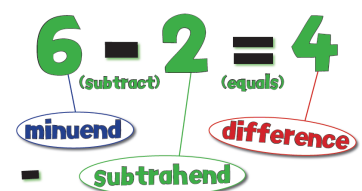
Multiplication Vocabulary



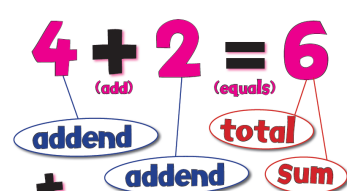
Division Vocabulary



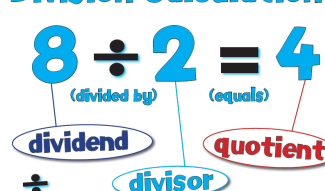
Subtraction Calculation



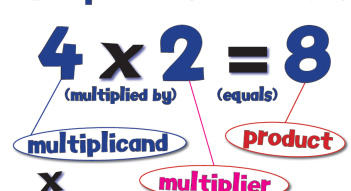
Addition Calculation



Division Calculation



Multiplication Calculation





Counting

Reception - Counting and Equipment

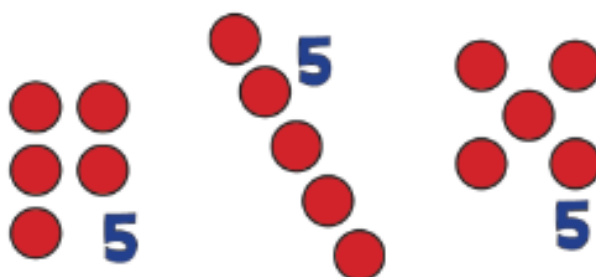
C1a: Number Order



The Numbers must be said once and always in the conventional order.

C1b: At a Glance

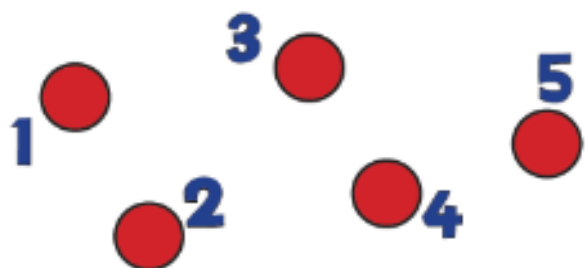
Subitising



See at a glance how many are in small collections and attach correct number names to such collections.

C2a: Number Match

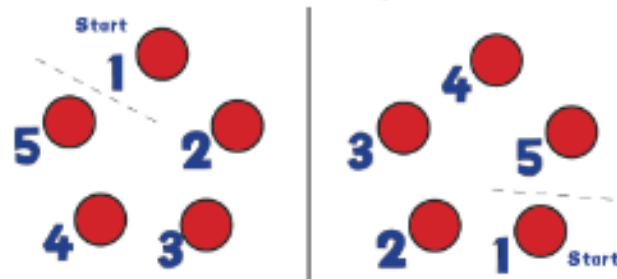
One to One Correspondence



Each object to be counted must be touched or 'included' exactly once as the numbers are said.

C2b: Counting Objects

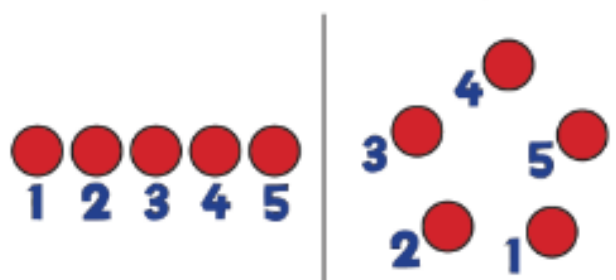
Starting Point and Order Irrelevance



The objects can be touched in any order. The starting point and order in which the objects are counted does not affect how many there are.

C2c: Order Arrangement

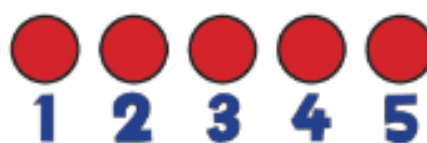
Arrangement Irrelevance



The arrangement of the objects does not affect how many there are.

C3: How Many?

Final number is the total



The last number said tells 'how many' in the whole collection. It does not describe the last object touched.



Reception - Counting and Equipment

C4: Arranging

Sets of 5



7

C4a: Arranging

Sets of 5



18

C4b: Arranging

Sets of 5
(Non Linear)



18

C5: Counting Forwards



C6: Counting On

