

## Key Stage One <br> Calculation Methods Multiplication



- lots of
- times
- multiply
- groups of
- product
- multiplied by
- multiple of
- repeated addition
- array


## Counting patterns

$$
\begin{array}{r}
02468101214161820 \\
036912151821242730 \\
05101520253035404550 \\
0102030405060708090100
\end{array}
$$

We practise counting in 2 s , 3 s , 5 s and 10 s forwards and backward regularly. This helps with multiplication and division. We always start on 0 (zero).

## Counting patterns using fingers



We count in 2s, 3s, 5s and 10s using our fingers forwards and backwards (we always start with zero).

## Counting coins



## We might count coins using the counting patterns.

## Counting objects in groups



We group objects in groups of $2,3,5$ or 10.

# Sorting objects into arrays 



## 5 columns

We group objects in a more structured way. This is called an array.

## Drawing arrays

## $6 \times 5=30$



We draw the arrays in our books. These can be done either way ( $6 \times 5$ or $5 \times 6$ )

# Repeated addition using a number line <br> $$
7 \times 2=14
$$ 



Draw an empty number line starting from 0 (zero). Make jumps for the known counting pattern (2, 3, 5 or 10). In the example above there are 7 jumps or +2 repeated.

Multiplying using fingers

$$
\begin{aligned}
& 8 \times 10=80 \\
& 10 \times 8=80
\end{aligned}
$$



Using fingers count in the known counting pattern (2, 3, 5 or 10) up to the other number in the calculation.

Commutativity and bar modelling

$$
\begin{aligned}
& 4 \times 5=20 \\
& 5 \times 4=20
\end{aligned}
$$

| 5 | 5 | 5 | 5 |
| :--- | :--- | :--- | :--- |
| 20 |  |  |  |

We use bar modelling to show repeated addition.

# Commutativity and bar modelling <br> $4 \times 5=20$ $5 \times 4=20$ 



## 20

We use bar modelling to show commutativity - multiplications can be done either way.

