# A Guide to Maths Calculation Methods in KS1 & KS2

Maids Moreton CE School 2021



This guide has been written to help you understand how mathematical calculation is taught at Maids Moreton CE School. It shows the progression in mental and written calculations that we teach our children in each year group. We know that you are keen to help with your child's maths education but may be unsure how best to support them, as the methods we use today may have changed from the time when you were at school. We hope this guide will enable you to feel more confident in how to support your child's learning.

The guide also provides our staff with a clear and consistent framework for teaching mathematical calculation and shows a clear progression of skills for the four main disciplines of number: addition, subtraction, multiplication and division. Children are taught why the methods work, not just how to perform them.

The National Curriculum states that children should become fluent in the fundamentals of Mathematics, be able to reason mathematically and solve problems by applying Mathematics. To support this mastery approach our skills progression is supported by the White Rose maths scheme, which helps children to build on their mental and written calculations in small steps, and therefore, develop a deeper understanding of number. In order to suit each age group and level of differentiation required, we use the principle of the Concrete-Pictorial-Abstract approach to help children gain a true understanding of each mathematical concept:

- Concrete representation a pupil is first introduced to an idea or skill by acting it out with real objects (e.g. cubes, counters, counting bears, bead strings etc). This is a 'hands on' component and is the key foundation for conceptual understanding for all children.
- **Pictorial representation** a pupil has sufficiently understood the practical experiences performed and can now relate them to representations, such as a diagram or picture of the problem. This may include using number lines, bar models, arrays, tens frames, and other drawn methods to support their working out.
- **Abstract representation** a pupil has now built sufficient confidence and understanding to represent problems using mathematical notation, for example 12 x 2 = 24, and more complex written methods such as column addition or long division.

It is important that conceptual understanding, supported by the use of representation, is secure for all operations before moving forward with other concepts, and our staff continually reinforce this depth of learning by going back and forth between these methods where required.

For those children who show strong mathematical skills and understanding, the intention is to deepen their learning rather than move them into the next year's curriculum. We recommend that parents avoid the temptation to look at upcoming strategies and instead, support their child in developing their confidence further in the appropriate methods and concepts for their own year group. Your child's teacher will be able to explain the different ways you can do this, for example using open-ended challenges, more difficult problem solving tasks and explaining their reasoning in different ways.

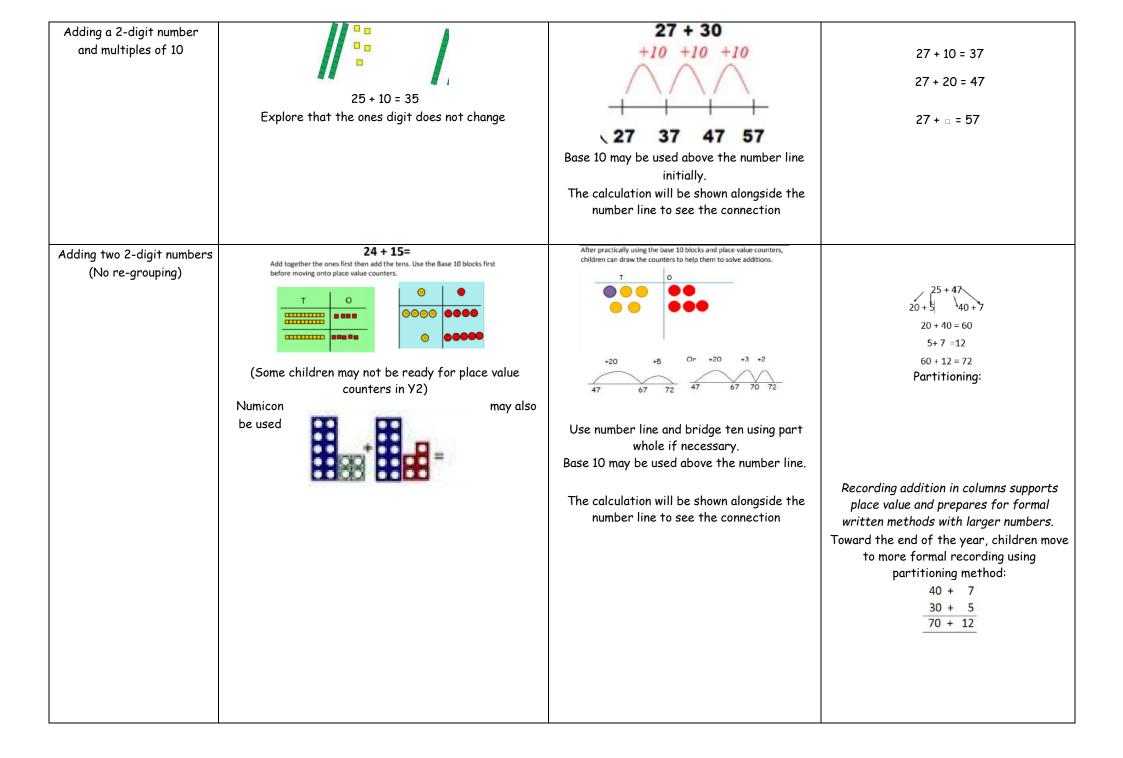
# Addition

### Addition - EYFS **Objectives Pictorial** Concrete Abstract Knows that a group of things change in quantity A focus on symbols when something is added. and numbers to form a calculation. Two groups of Find the total number of Pictures, so children Use toys and general classroom resources for 5+2=7items in two groups by can count the counting all of them. children to physically manipulate, total. group/regroup. Says the number that is one more than a given number. Use specific maths part 5 Finds one more from a resources such as group of up to five objects, counters, whole then ten objects. Bar model using cubes, Numicon visuals, pictures/icons etc. part 3 Marbles In practical activities and or colours. discussion, beginning to use the vocabulary involved in adding. Use visual supports Using quantities and such as ten frames, 3 3 objects, they add two single part part whole and digit numbers and count on addition mats with to find the answer. pictures/icons. Use visual supports such as 4 Solve problems including ten frames, part-part-whole 🍐 #2 What's the whole? doubling. and addition mats, with the physical objects and \* No expectation for children to be able resources that can be to record a number manipulated. sentence/addition calculation. **:::::**

		Addition - Year 1	
Objective and Strategy	Concrete	Pictorial	Abstract
Combining two parts to make a whole: part- whole model	Use cubes to add two numbers together as a group or in a bar. (Some children may still need to use real objects)  Use part-part whole model	The Bar Model will be continued from EYFS as a method to support problem solving involving addition, continuing with the concrete representations and moving onto using pictorial representations of objects. Some children will also move onto the abstract.  Pictorial (concrete)  Abstract	Use the part-part whole diagram as shown above to move into the abstract.  10=6+4
Represent and use number bonds and related subtraction facts within 20	(Some children may need to initially use real objects then move onto the representation, egg boxes may also be used to support this)	6 + 4 = 10 4 + 6 = 10 10 - 4 = 6 10 - 6 = 4	10 6 4 6+4=10 4+6=10 10-4=6 10-6=4 Bar Model  Bar model and part-part whole to be used alongside abstract
Addition and subtraction of one-digit and two-digit numbers to 20 including 0.		6+3=9    0 1 2 3 4 5 6 7 8 9 10  Start at the larger number on the number line and count on in ones.	5 + 12 = 17 17= 12 + 5

Start at the bigger number and counting on	Start with the larger number on the bead string and then count of to the smaller number 1 by 1 to find the answer.	12 + 5 = 17  Start at the larger number on the number line and count on in ones or in one jump to find the answer.	Place the larger number in your head and count on the smaller number to find your answer.
Regrouping to make 10 (The 'Make 10' strategy)	Start with the bigger number and use the smaller number to make 10.  Use ten frames.	Use pictures or a number line. Regroup or Partition the smaller number using the part part whole model 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?

	Addit	ion - Year 2	
Objective and Strategy	Concrete	Pictorial	Abstract
Adding 3 1-digit numbers	4 + 7 + 6= 17  Put 4 and 6 together to make 10. Add on 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.	$ \begin{array}{c} 4 + 7 + 6 = \boxed{10} + \boxed{7} \\ 10 = \boxed{17} \end{array} $ Combine the two numbers that make 10 and then add on the remainder.
Adding a 2-digit number and ones	Use ten frame to make 'magic ten  Children explore the pattern.  17 + 5 = 22  27 + 5 = 32	Use partly part whole and number line to model.  17 + 5 = 22  3 2  16 + 7  15  Bar Model	17 + 5 = 22  Explore related facts $17 + 5 = 22$ $5 + 17 = 22$ $22 - 17 = 5$ $22 - 5 = 17$



	Addition	- Year 3	
Objective and Strategy	Concrete	Pictorial	Abstract
Add and subtract numbers with up to 3-digits, using formal written methods of columnar addition  Column addition (no regrouping)	Using manipulatives (dienes, numicon, counters), children are to line up hundreds, tens and ones.  Children should be secure with using PV counters before moving onto pictorial.  The calculation will be shown alongside the model used to see the connection  Model Calculation	Children are to draw, in a PV frame, the manipulatives, that they are using.  Secure knowledge of representation with the PV columns.  The calculation will be shown alongside the model to see the connection  Model Calculation	2 2 3  + 1 1 4  3 3 7  Children to move onto recording more formally.  Some children may need to use the expanded method (see below).
Column addition (with regrouping)	Hundreds Tens On State of the Control of the Contro	Children can draw a representation of the grid to further support their understanding, carrying the ten underneath the line.	$\begin{array}{cccc} 20 & + & 5 \\ \underline{40} & + & 8 \\ \hline 60 & + & 13 & = 73 \end{array}$ Children are to begin with the abstract: expanded form. For those children, that are confident after AFL, the below method should be used.

127	$ \begin{array}{r} 536 \\ + 85 \\ \underline{621} \\ 11 \end{array} $
Exchange ten ones for a ten. Model using Dienes,	
Numicon and place value counters.	

	Add	ition - Year 4	
Objective and Strategy	Concrete	Pictorial	Abstract
Using formal written methods of columnar addition where appropriate  Add numbers with up to 4 digits (with exchange)	Children continue to use dienes or place value counters to add, exchanging ten ones for a ten and ten tens for a hundred and ten hundreds for a thousand.	7 1 5 1	3517 + 396 3913
aigiis (with exchange)	+ 4 5 9 2	Children can draw a pictoral representation of the columns and place value counters to further support their learning and understanding.	Continue from previous work to carry hundreds as well as tens.
	The calculation will be shown alongside the manipulative used to see the connection  Model Calculation		
Add decimals with 2 decimal places, including money.	Introduce decimal place value counters and model exchange for addition.	2.37 + 81.79  +ens on 45 +enths hundredths  00000 00000 000000000000000000000000	As the children move on, introduce decimals with the same number of decimal places and different. Money can be used here.

Addition - Year 5/6			
Objective and Strategy	Concrete	Pictorial	Abstract
Add numbers with more than 4 digits.	See Year 4	See Year 4	Children should have abstract supported by a pictorial or concrete if needed.
Add several numbers of increasing complexity, including adding money, measure and decimals with different numbers of decimal points.	See Year 4	See Year 4	8 1,05 9 3,66 8 15,30 1 + 20,551 1 20,579 1 1 1 1 2 3 · 3 6 1 9 · 0 8 0 5 9 · 7 7 0 + 1 · 3 0 0 9 3 · 5 1 1
			Insert zeros for place holders.

### Subtraction

### Subtraction - EYFS

### Objectives

### Concrete

### Pictorial

### Abstract

- -Knows that a group of things change in quantity when something is taken away
- -Find one less from a group of five objects, then ten objects.
- -In practical activities and discussion, beginning to use the vocabulary involved in subtracting.
- -Using quantities and objects, they subtract two single digit numbers and count back to find the answer.



Use toys and general classroom resources for children to physically manipulate, group/regroup.



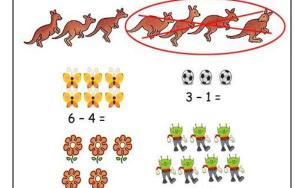


Use specific maths resources such as snap cubes, Numicon, bead strings etc.

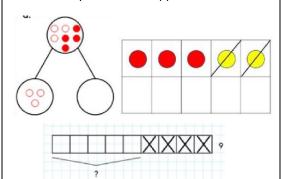




Use visual supports such as ten frames, part part whole and subtraction mats, with the physical objects and resources that can be manipulated.



A group of pictures for children to cross out or cover quantities to support subtraction.



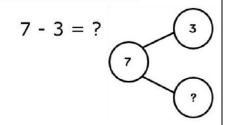
Use visual supports such as ten frames, part part whole and bar model with pictures/icons.

A focus on symbols and numbers to form a calculation.



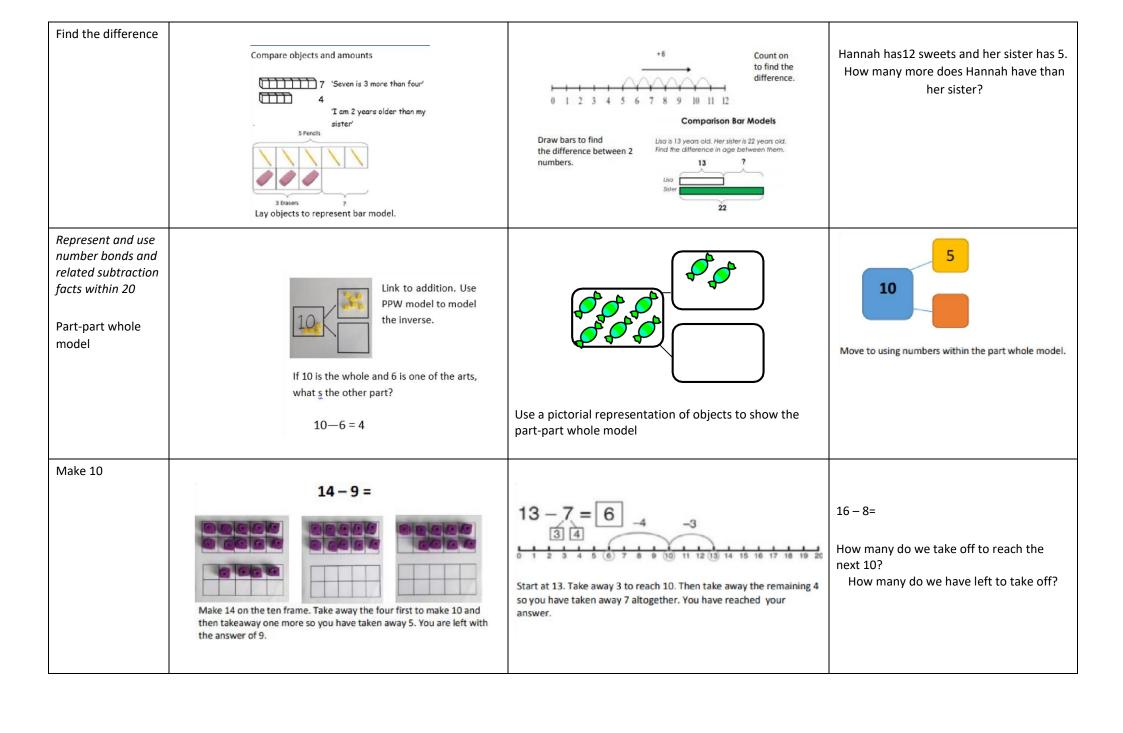
$$10 - 6 = 4$$





\* No expectation for children to be able to record a number sentence/addition calculation

	Subtra	ction - Year 1	
Objective and Strategy	Concrete	Pictorial	Abstract
Subtract one-digit and two-digit numbers to 20, including 0.  Taking away ones	Use physical objects, counters, cubes etc to show how objects can be taken away.  6-4 = 2  4-2 = 2	Cross out drawn objects to show what has been taken away.	7—4 = 3 16—9 = 7
Counting back	Make the larger number in your subtraction. Move the beads along your bead string as you count backwards in ones.  13 - 4  Use counters and move them away from the group as you take ther away counting backwards as you go.	Count back on a number line or track Start at the bigger number and count back the smaller number showing the jumps on the number line.	Put 13 in your head, count back 4. What number are you at? (Use your fingers to help you)



	Subtrac	tion - Year 2	
Objective and Strategy	Concrete	Pictorial	Abstract
Subtract a two-digit number and ones, a two digit number and tens, two two-digit numbers  Partitioning to subtract without re- Grouping: 'Friendly numbers'	Use Dienes to show how to partition the number when subtracting without regrouping.  The calculation will be shown alongside the manipulative used  Model Calculation	Children draw representations of Dienes and cross off.   1	Recording subtraction in columns supports place value and prepares for formal written methods with larger numbers.  Toward the end of the year, children move to more formal recording using partitioning method:  e.g. 43-21=22  40 and 3  -20 and 1  20 and 2
Make ten strategy	34—28 Use a bead bar or bead strings to model counting to next ten and the rest.	76 80 90 93 'counting on' to find 'difference'  Use a number line to count on to next ten and then the rest.	93—76 = 17

		Subtraction - Year 3	
Objective and Strategy	Concrete	Pictorial	Abstract
To subtract numbers with up to three-digits, using formal written	47—32	Children are to be secure with use of PV counters before moving onto abstract.	Children should begin with the expanded form. Moving onto a more formal way as below.
methods of columnar	444 4	© Calculations	47-24=23 728-582=146 H T U
subtraction	40000000000000000000000000000000000000	176 - 64 = 176 - 64 = 176 - 64 = 112	- 20+4 20+3 - 40+7 5 8 2 1 4 6
Column subtraction (without	Use base 10 or Numicon to model  The calculation will be shown alongside the model chosen to see the connection		
exchanging)	Model Calculation		

Column
Subtraction
(with
exchanging)

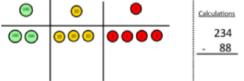
Begin with base 10 or Numicon. Move to pv counters, modelling the exchange of a ten into ten ones. Use the phrase 'take and make' for exchange.

Column method (using base 10 and having to exchange) 45-26

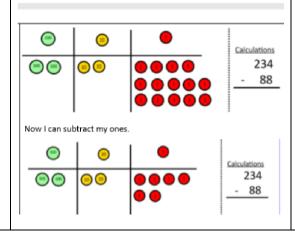
- 1) Start by partitioning 45
- Exchange one ten for ten more ones
- 3) Subtract the ones, then the tens.

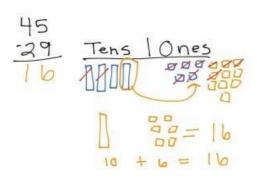
Use Base 10 to start with before moving on to place value counters. Start with one exchange before moving onto subtractions with 2 exchanges.

Make the larger number with the place value counters



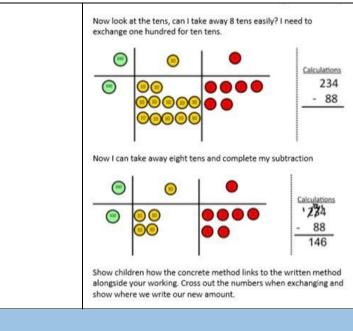
Start with the ones, can I take away 8 from 4 easily? I need to exchange one of my tens for ten ones.





When confident, children can find their own way to record the exchange/regrouping

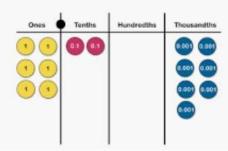
Children should begin with the expanded form. Moving onto a more foraml way as below (bottom picture).

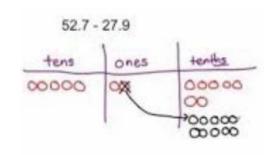


		Subtraction - Year 4	
Objective and Strategy	Concrete	Pictorial	Abstract
Subtract numbers with up to 4 digits using the formal written methods appropriate of columnar subtraction where appropriate  Year 4 subtraction with up to 4 digits.	Model process of exchange using Numicon, base ten and then move to PV counters. Use the phrase 'take and make' for exchange- see Y3 The calculation will be shown alongside the model chosen to see the connection  Model Calculation	Children to draw pv counters and show their exchange—see Y3  The calculation will be shown alongside the model chosen to see the connection  Model Calculation	This will lead to an understanding of subtracting any number including decimals.

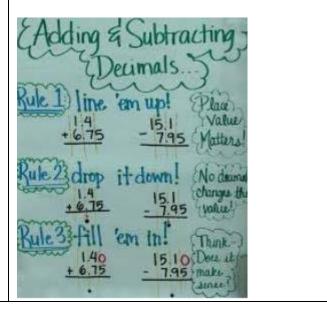
Introduce decimal subtraction through context of money

Children to be encouraged to use counters to represent numbers and take counters away to subtract.





When confident, children can find their own way to record the exchange/regrouping



Objective and Strategy	Concrete	Pictorial	Abstract
Subtract with at least 4 digits, including money and measures.  Subtract with increasingly large and	See Year 4	See Year 4	**************************************
nore complex numbers and decimal values (up to 3 decimal place).			1/10/5 · 3/4 /1 9 k
to 5 decimal place).			- 36 · 08 O k
			69.339.

### Multiplication

	Multip	lication -EYFS	
Objectives	Concrete	Pictorial	Abstract
- Solve problems including doubling	Counting and other maths resources for children to make 2 equal groups.  Physical and real life examples  that encourage  children to see concept of doubling as adding two equal groups.	Pictures and icons that encourage children to see concept of doubling as adding two equal groups.	1+1= 7+7= 2+2= 8+8= 3+3= 9+9= 4+4= 10+10= 5+5= 11+11= 6+6= 12+12=  Addition calculations to model adding two equal groups.

	Multiplication - Year 1			
Objective and Strategy	Concrete	Pictorial	Abstract	
Doubling	Use practical activities using manipultives including cubes and Numicon to demonstrate doubling  + = = = = = = = = = = = = = = = = = =	Draw pictures to show how to double numbers  Double 4 is 8	Partition a number and then double each part before recombining it back together.  10 6	
Counting in multiples	Count in multiples supported by concrete objects in equal groups.	Use a number line or pictures to continue support in counting in multiples.	Count in multiples of a number aloud.  Write sequences with multiples of numbers.  2, 4, 6, 8, 10  5, 10, 15, 20, 25, 30	

Repeated addition	Use different objects to add equal groups.	There are 3 plates. Each plate has 2 star biscuits on. How many biscuits are there?  2 add 2 add 2 equals 6  5 + 5 + 5 = 15	Write addition sentences to describe objects and pictures. $2+2+2+2=10$
		Use pictorial including number lines to solve problemshere are 3 sweets in one bag.  How many sweets are in 5 bags altogether?  3+3+3+3+3 = 15	
Understanding arrays	Use objects laid out in arrays to find the answers to 2 lots 5, 3 lots of 2 etc.		3 x 2 = 6 2 x 5 = 10

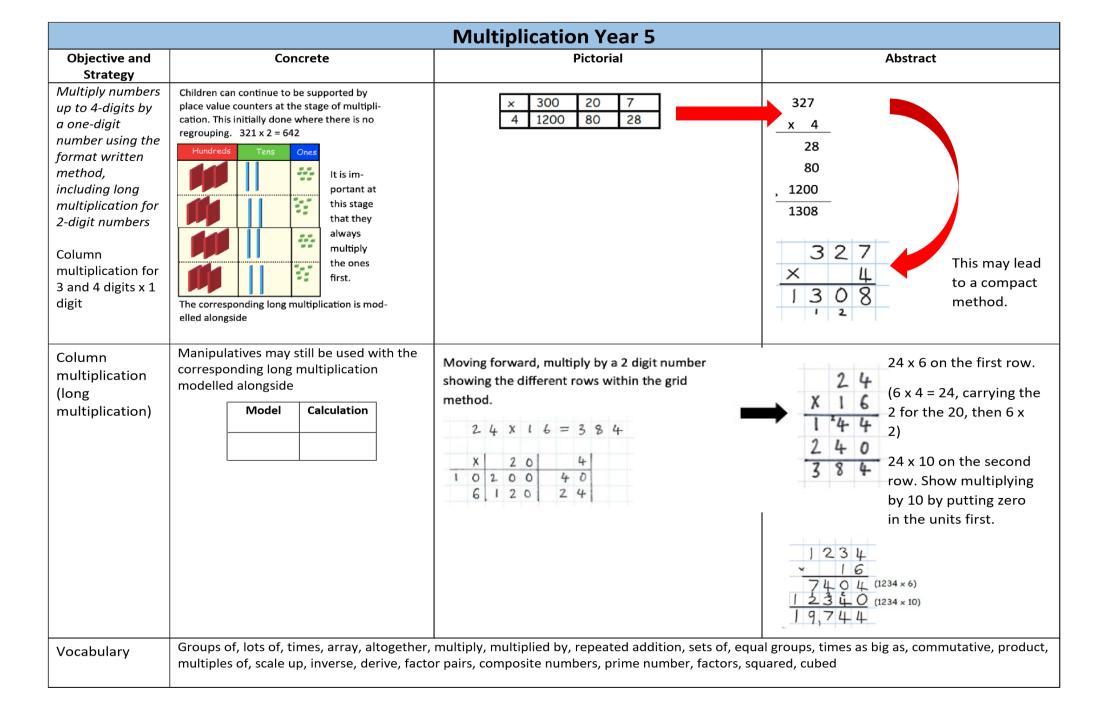
		Multiplication - Year 2	
Objective and Strategy	Concrete	Pictorial	Abstract
Counting in multiples of 2, 3, 4, 5,	Count the groups as children are skip counting, children may use their fingers as they are skip counting. Use bar	Number lines, counting sticks and bar models should be used to show representation of counting in multiples.	Count in multiples of a number aloud.
10 from 0 (repeated addition)	models.  5 + 5 + 5 + 5 + 5 + 5 + 5 + 5 = 40	Sunday Sunday Sunday	Write sequences with multiples of numbers. 0, 2, 4, 6, 8, 10
		5 10 15 20 25 30	0, 3, 6, 9, 12, 15 0, 5, 10, 15, 20, 25, 30
		3 3 3 3	4 × 3 =
Multiplication is commutative	Create arrays using counters and cubes and Numicon.	Use representations of arrays to show different calculations and explore commutativity.	12 = 3 × 4  12 = 4 × 3  Use an array to write multiplication sentences and reinforce repeated addition.
	Pupils should understand that an array can represent different equations and that, as multiplication is commutative, the order of the multiplication does not affect the answer.	0000	5+5+5=15 3+3+3+3+3=15 5 x 3 = 15 3 x 5 = 15

Using the Inverse 2 x 4 = 8 This should 4 x 2 = 8 be taught 8 ÷ 2 = 4 alongside 8 ÷ 4 = 2 division, so 8 = 2 x 4 pupils learn  $8 = 4 \times 2$ how they 2 = 8 ÷ 4 work 4 = 8÷ 2 alongside Show all 8 related fact family sentences. each other. =

	Multiplication - Year 3			
Objective and Strategy	Concrete	Pictorial	Abstract	
Multiplying two digit number by a one digit number	Show the link with arrays to first introduce the grid method.     X	Children can represent their work with place value counters in a way that they understand.  They can draw the counters using colours to show different amounts or just use the circles in the different columns to show their thinking as shown below.	Start with multiplying by one digit numbers and showing the clear addition alongside the grid.  TO x O  1 8 x 3 = 5 4	
Grid method progressing to the formal method.  Solving problems including	Move on to place value counters to show how we are finding groups of a number.	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Children to add up each column to find the answer.	
missing number problems, integer scaling problems.	7	Bar model are used to explore missing numbers  4 x = 20		
	Add up each column, starting with the ones making any exchanges needed.  The calculation will be shown alongside the model chosen to see the connection  Model Calculation	20		

	Multiplication- Year 4		
Objective and Strategy	Concrete	Pictorial	Abstract
Multiply two digit and three- digit numbers by a one-digit number using formal written layout	X 30 6 7 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	Children can represent their work with place value counters in a way that they understand.  They can draw the counters using colours to show different amounts or just use the circles in the different columns to show their thinking as shown below.	HTO x O  1 3 5 x 5 = 6 7 5  X 1 0 0 3 0 5  5 5 0 0 1 5 0 2 5
Grid method recap from year 3 for 2 digits x 1 digit	Move on to place value counters to show how we are finding groups of a number. We are multiplying by 4 so we need 4 rows.  Calculations 4 x 126	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$	Children to add up each column to find the answer.
Multiplying numbers by 1 digit (year 4 expectation)	Add up each column, starting with the ones making any exchanges needed.		
	Then you have your answer.		

Column multiplication	Children can continue to be supported by place value counters at the stage of multipli-	This grid method may be used to show how this relates to a formal written method.	1 2 4 × 5 =
	cation. This initially done where there is no	x 100 20 4	
	regrouping. 321 x 2 = 642	<b>5</b> 500 100 20	1 2 4
	Hundreds Tens Ones		χ 5
	It is im-		2 0 (4 × 5)
	portant at	59   59   59   59   59   59   59	1 0 0 (20x5)
	this stage	59 59 59 59 59 59 59	5 0 0 (100×5)
	that they		6 2 0
		$=8\times59$	
	always	8 × 60 -8	
		8 × b = 48	
	the ones first.	8 x 60 = 480	101146-
		100-8-(1172)	124 x 5 =
	The corresponding long multiplication is mod-	480-0-4-5	
	elled alongside	Bar modelling and number lines can support	124
	Model Calculation	learners when solving problems with multiplica-	This may lead
		tion alongside the formal written methods.	to a compact
			method.
			3 2 2



Multiplication - Year 6			
Objective and Strategy	Concrete	Pictorial	Abstract
Multiply decimal up to 2 decimal place by a single digit.	in	Remind children that the single digit belongs in the units column. Line up the decimal points in the question and the answer.	
			× 8 25 · 52

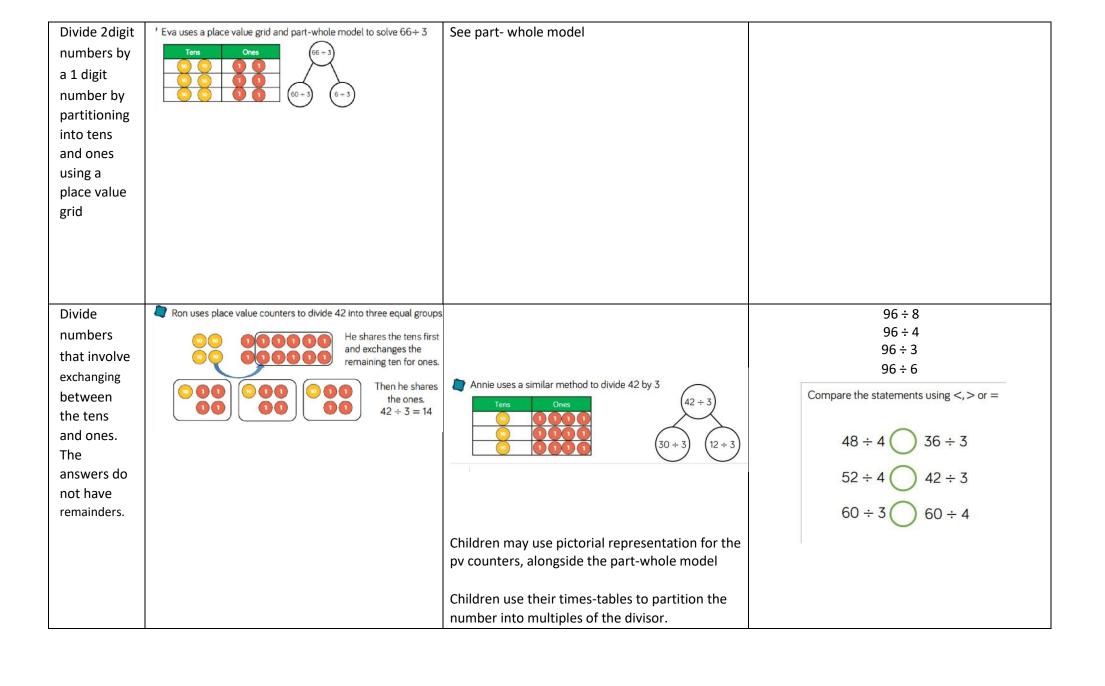
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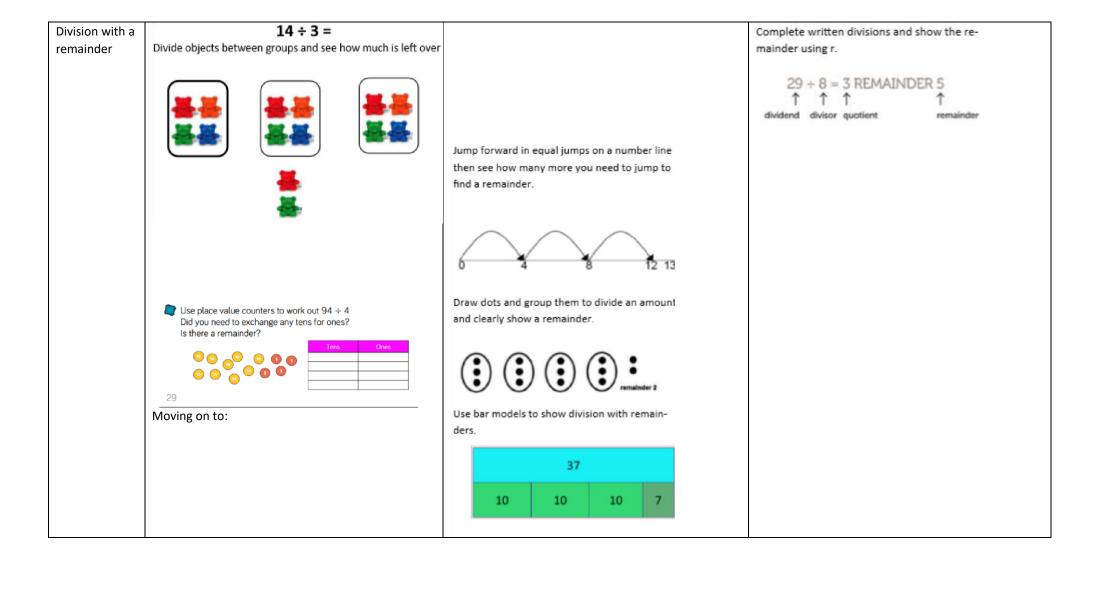
### **Division - EYFS** Objectives Concrete **Pictorial Abstract** Solve problems including halving and sharing. Halving a whole, halving a quantity of objects. Sharing a Children have the opportunity to quantity of physically cut objects, food or shapes in half. objects. Pictures and icons that encourage children to see concept of halving in relation to subitising, addition and subtraction knowledge. i.e. Knowing 4 is made of 2 groups of 2, so half of 4 is 2. Use visual supports such as halving mats and part part whole, with the physical Bar model with pictures or icons to support objects and resources that understanding of finding 2 equal parts of a can be manipulated. number, to further understand how two halves make a whole. Pictures for Counting and other children to maths resources for create and children to explore visualise 3 or sharing between 3 or more equal more. groups. Counting and other maths resources for children to share into two equal groups.

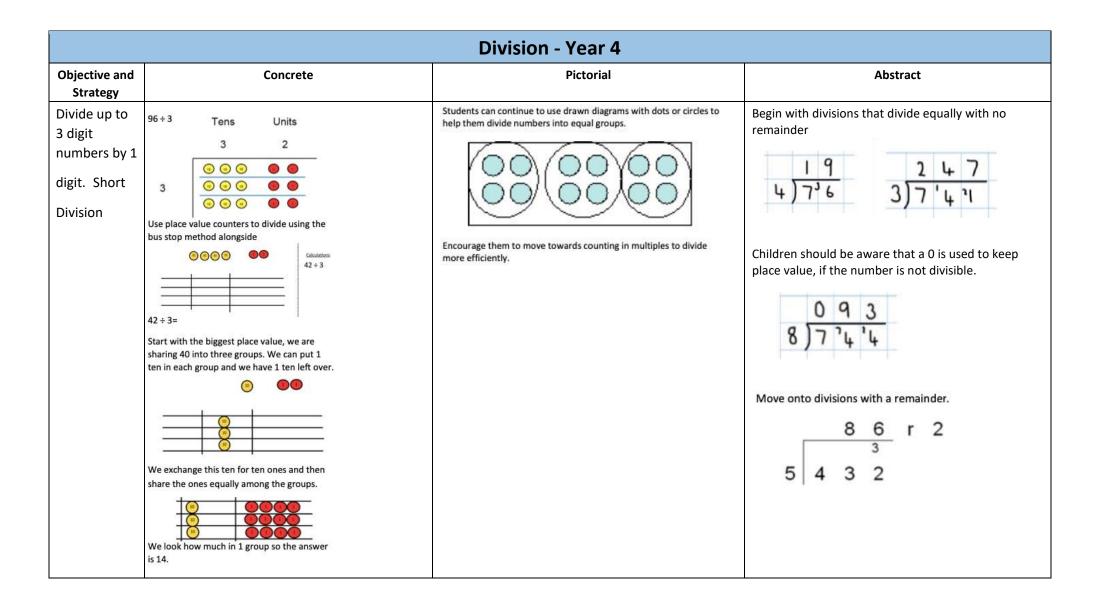
	Division - Year 1			
Objective and Strategy	Concrete	Pictorial	Abstract	
Division as sharing (sharing objects into groups)	I have 10 cubes, can you share them equally in 2 groups?	Children use pictures or shapes to share quantities. $8 \div 2 = 4$ Children use bar modelling to show and support understanding.	Share 9 buns between three people. $9 \div 3 = 3$	

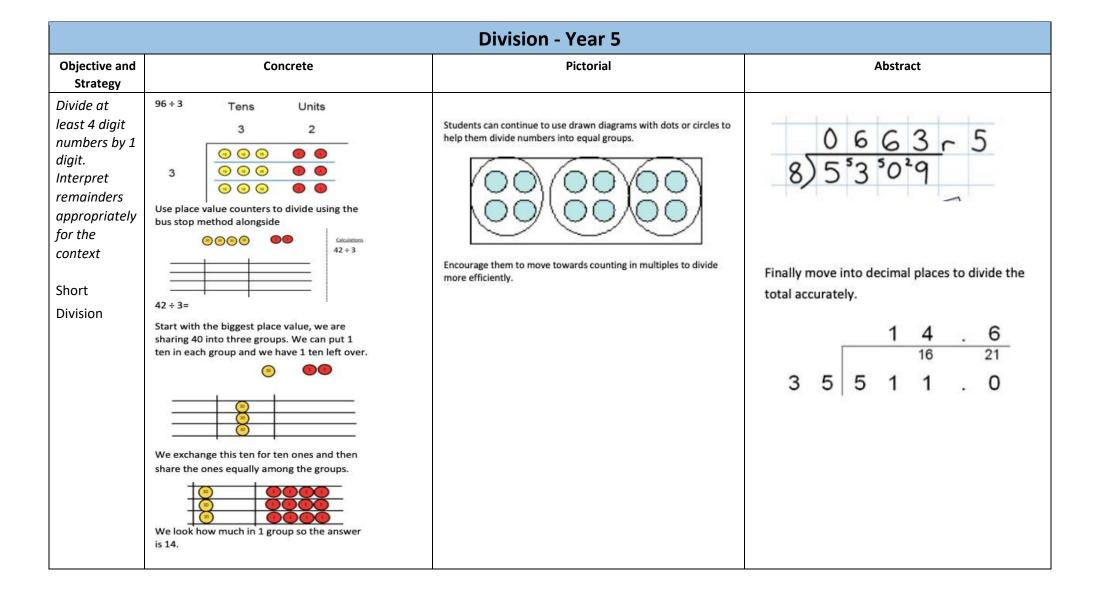
	Division - Year 2			
Objective and Strategy	Concrete	Pictorial	Abstract	
Division as grouping	Divide quantities into equal groups. Use cubes, counters, objects or place value counters to aid understanding.  96 + 3 = 32	Use a number line to show jumps in groups. The number of jumps equals the number of groups.  0 1 2 3 4 5 6 7 8 9 10 11 12  3 3 3 3  Think of the bar as a whole. Split it into the number of groups you and dividing by and work out how many would be within each group.	28 ÷ 7 = 4  Divide 28 into 7 groups. How many are in each group?	

Division - Year 3			
Objective and Strategy	Concrete	Pictorial	Abstract
Division as grouping	Use cubes, counters, objects or place value counters to aid understanding.  24 divided into groups of 6 = 4  96 ÷ 3 = 32	Continue to use bar modelling to aid solving division problems. $20$ ? $20 \div 5 = ?$ $5 \times ? = 20$	How many groups of 6 in 24? 24 ÷ 6 = 4
Division with arrays	Link division to multiplication by creating an array and thinking about the number sentences that can be created.  Eg 15 ÷ 3 = 5 5 x 3 = 15  15 ÷ 5 = 3 3 x 5 = 15	Draw an array and use lines to split the array into groups to make multiplication and division sentences	Find the inverse of multiplication and division sentences by creating eight linking number sentences.  7 x 4 = 28  4 x 7 = 28  28 ÷ 7 = 4  28 ÷ 4 = 7  28 = 7 x 4  28 = 4 x 7  4 = 28 ÷ 7  7 = 28 ÷ 4









	Division - Year 6		
Objective and Strategy	Abstract		
Long Division	Step 1 – a remainder in the ones		
	0 4 1 R1 4) 165		
	4 does not go into 1 (hundred). So combine the 1 hundred with the 6 tens (160).		
	4 goes into 16 four times.		
	4 goes into 5 once, leaving a remainder of 1.		
	8) 3207		
	8 does not go into 3 of the thousands. So combine the 3 thousands with the 2 hundreds (3,200).		
	8 goes into 32 four times (3,200 + 8 = 400) 8 goes into 0 zero times (tens). 8 goes into 7 zero times, and leaves a remainder of 7.  h t o  0 6 1  4 ) 2 4 7  -4		
	When dividing the ones, 4 goes into 7 one time. Multiply 1 × 4 = 4, write that four under the 7, and subract. This finds us the remainder of 3.		
	Check: 4 × 61 + 3 = 247		
	th h t o		
	0402 4)1609 -8 1		
	When dividing the ones, 4 goes into 9 two times. Multiply $2 \times 4 = 8$ , write that eight under the 9, and subract. This finds us the remainder of 1.		
	Check: 4 × 402 + 1 = 1,609		
	Step 2 – a remainder in the tens		

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
2 2)58	2 ) 5 8 - 4 1	2 9 2 ) 5 8 -4 1 1 8
Two goes into 5 two times, or 5 tens + 2 = 2 whole tens but there is a remainder!	To find it, multiply 2 × 2 = 4, write that 4 under the five, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the leftover 1 ten. You combine the remainder ten with 8 ones, and get 18.

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
t o	t o	t o
2 9 2 ) 5 8	2 9 2 ) 5 8	2)58
<u>-4</u> 18	<u>-4</u>	<u>-4</u>
	<u>-18</u>	-18
Divide 2 into 18. Place 9 into the	Multiply 0 x 2 = 19 write that 19	The division is over since there are
quotient.	Multiply 9 × 2 = 18, write that 18 under the 18, and subtract.	no more digits in the dividend. The quotient is 29.

Step 3 – a remainder in any of the place values

1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
1 2)278	2)278 -20	1 8 2 ) 2 7 8 -2 1 0 7
Two goes into 2 one time, or 2 hundreds + 2 = 1 hundred.	Multiply 1 × 2 = 2, write that 2 under the two, and subtract to find the remainder of zero.	Next, drop down the 7 of the tens next to the zero.
Divide.	Multiply & subtract.	Drop down the next digit.
1 3 2 ) 2 7 8 -2 0 7	13 2)278 -2 07 -6 1	13 2)278 -2 07 -6 18
quotient.	Multiply 3 × 2 = 6, write that 6 under the 7, and subtract to find the remainder of 1 ten.	Next, drop down the 8 of the ones next to the 1 leftover ten.
1. Divide.	2. Multiply & subtract.	3. Drop down the next digit.
13 <mark>9</mark> 2)278  -2 07 -6 18	139 2)278 -2 07 -6 18 -18	139 2)278 -2 07 -6 18 -18
Divide 2 into 18. Place 9 into the quotient.	Multiply 9 × 2 = 18, write that 18 under the 18, and subtract to find the remainder of zero.	There are no more digits to drop down. The quotient is 139.