

Stage 3 Resource for assessing strategies: Addition and Subtraction

Rubric for identifying counting and addition/subtraction strategies

Observe students during activity, tally or tick in the strategy box as you see it being used.

Class name:

Observer:

Date:

<p>Counts on using ones</p> <p>Student counts on by ones for numbers of any size (including two-digit numbers) will use fingers or draw fence posts</p>	<p>Bridging to the decade</p> <p>Students bridge to ten by breaking up the second number</p> <p>e.g. $17 + 5$; 17 and 3 is 20 then add two more makes 22</p>	<p>Friends of and to ten</p> <p>Students combine numbers that add to 10</p> <p>e.g. $4 + 7 + 8 + 6 + 3 + 1$; group 4 and 6, 7 and 3 first</p> <p>This can include friends of 6, 7, 8 and 9 as well.</p>	<p>Using doubles</p> <p>Students use known facts like doubles and near doubles</p> <p>e.g. $5 + 6$; double 5 then add one more</p>
<p>Counting on</p> <p>Students count on from the larger number to find the total of two numbers</p> <p>e.g. $14 + 7$, "I started with 14 and then count on seven more"</p> <p>14, 15, 16, 17, 18, 19, 20, 21</p>	<p>Counting back</p> <p>Students count back from a number to find the number remaining</p> <p>e.g. $17 - \underline{\quad} = 14$ "I started with 17 then counted back 16, 15, 14 and I got 3"</p>	<p>Using number facts</p> <p>Students use related addition and subtraction number facts to at least 20</p> <p>e.g. $15 + 3 = 18$; so $18 - 15 = 3$</p> <p>these are called 'Turn Around Facts'</p>	<p>Jump strategy</p> <p>Students place the first number on an empty number line and then counts forward or backwards firstly by tens and then by ones to perform a calculation</p>
<p>Split Strategy</p> <p>Students separate the tens from the units and add or subtract each separately before combining to obtain the final answer</p> <p>e.g. $46 + 33$</p> <p>$= 40 + 6 + 30 + 3$</p> <p>$= 40 + 30 + 6 + 3$</p> <p>$= 70 + 9$</p> <p>$= 79$</p>	<p>Compensation strategy</p> <p>Students 'round up' a number that is close to the decade to make the calculation simpler.</p> <p>e.g. $63 + 29$; $63 + 30$ is 93, subtract 1, to obtain 92</p>	<p>Using patterns to extend number facts</p> <p>Students see the similarity between calculations of smaller and larger numbers, using an easier sum as a starting place for finding a solution.</p> <p>e.g. $5 - 2 = 3$, so $500 - 200$ is 300</p>	<p>Bridging the decades</p> <p>This strategy is similar to using a split strategy, instead of splitting both numbers, students keep one number whole and bridge to the decade first.</p> <p>e.g. $34 + 26$; $34 + 6 = 40$, $40 + 20 = 60$</p> <p>It is a reversal of jump but is only used when the 'ones' add to a ten</p>
<p>Forming multiples</p> <p>Student change the order of addends (numbers) to form multiples of ten or other decades.</p> <p>e.g. $16 + 8 + 4$; add 16 and 4 first</p>	<p>Formal algorithm</p> <p>Students use a formal algorithm to record their calculations.</p> <p>e.g.</p> <p style="margin-left: 40px;">$134 +$ 568</p>	<p>Partitioning numbers</p> <p>Students can expand numbers into standard and non-standard forms to make addition or subtraction easier.</p> <p>e.g. $500 + 670$: $670 = 500 + 170$, so $500 + 670 = 500 + 500$ (or 2×500) $= 1000 + 170 = 1170$</p>	<p>Inverse operations</p> <p>Students check solutions by using inverse operations.</p> <p>e.g. $50 - 27 = 23$, so, $23 + 27 = 50$</p>

Stage 3 Resource for assessing strategies: Multiplication and Division



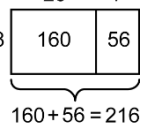
Rubric for identifying multiplication and division strategies

Observe students during activity, tally or tick in the strategy box as you see it being used.

Class name: _____

Observer: _____

Date: _____

Model equal groups	Perceptual counting and sharing	Rhythmic counting	Skip counting
 'two groups of three'	Uses visual markers to represent items and groups	1, 2, 3 , 4, 5, 6 , 7, 8, 9 ...	3, 6, 9, 12... May need visible items
Forms arrays of equal rows	Figurative- multiple count	Uses repeated addition for multiplication	Uses repeated subtraction for division
	Uses visual markers to represent groups <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px solid black; padding: 2px; margin: 2px;">5 1</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">5 2</div> <div style="border: 1px solid black; padding: 2px; margin: 2px;">5 3</div> </div> 3 x 5 = 15	5 groups of 4 is the same as 4+4+4+4+4 Or For 3 x 4 3 + 3 is 6, 6 + 3 is 9, 9 + 3 is 12	25 ÷ 5 = 25 - 5 = 20 (one) - 5 = 15 (two) - 5 = 10 (three) - 5 = 5 (four) - 5 = 0 (five)
Uses a double count to coordinate composite units	Uses doubling and repeated doubling	Uses halving and repeated halving for 2, 4 and 8	Uses inverse operations
Counts by the number in each group while counting the number of groups e.g. "How many three in 18?" 3 is 1, 6 is 2, 9 is 3...18 is 6	7 x 8 is double 7 (14), double again (28) then double again (56)	36 ÷ 4: halve 36 (gives 18) then halve again (equals 9)	25 ÷ 5 is the same as 5 x ? = 25 so the answer is 5
Uses known facts to work out unknown	Uses relationships between facts	Uses place value concepts	Factorises the multiple of 10
5 x 7 = 35 so 6 x 7 is 7 more than 35	Multiples for 6 are double the facts for 3	3 x 20 is the same as 3 x 2 tens = 6 tens = 60	3 x 20 is the same as 3 x 2 x 10 = 6 x 10 = 60
Model commutative property	Multiplying the tens then the units	Model and apply associative property	Factorising the larger number
3 groups of 2 is the same as 2 groups of 3	7 x 19 is the same as 7 tens plus 7 nines is 70 + 63 = 133	2 x 3 x 5 = 2 x 5 x 3 = 10 x 3 = 30	18 x 5 = 9 x 2 x 5 = 9 x 10 = 90
Uses an area model	Uses a formal algorithm (Stage 3 M&D 1)	Uses extended form (long multiplication) (Stage 3 M&D 1)	Uses estimation (Stage 3 M&D 1)
Solving 27 x 8  160 + 56 = 216	$\begin{array}{r} 432 \times \\ \quad 8 \\ \hline 2160 \end{array}$	$\begin{array}{r} 521 \times \\ \quad 22 \\ \hline 1042 \\ 10420 \\ \hline 11462 \end{array}$	32 x 253 will be about, but more than 30 x 250
Recognises grouping symbols (Stage 3 M&D 2)	Applies order of operations (Stage 3 M&D 2)		
5 + (2 x 3) = 5 + 6 = 11	32 ÷ (2 x 4) = 32 ÷ 8 = 4 (grouping symbols first)		