## Key concepts and questions

Why do you need to start multiplying from the ones?
When multiplying numbers by a 1 digit number you must always start from the ones column as you may need to make an exchange.


## What is a remainder?

In division, the whole may not always share into equal groups. The amount left over is called the remainder.

## Making connections

## Multiplication facts

Make use of known multiplication and division facts as an efficient method.
e.g. $\mathbf{8 \div 2}=4$


## Addition and subtraction

Multiplication is repeated addition.


| Key Vocabulary |  |  |  |
| :--- | :--- | :--- | :--- |
| Hundreds | tens | ones | zero |
| place value | multiply | divide | times tables |
| whole | The total | fommutative | Multiplication can be <br> done either way e.g. <br> $6 \times 4=24$ and 4x6=24 |
| partition | Split into parts. | factor pairs | 2 numbers which <br> multiply to equal a <br> whole. E.g. 3 and 6 are <br> factors of 18. |
| remainder | The part left over. |  |  |
| group | Place items into equal <br> groups. | Split a whole into <br> equal groups. | array |
| share objects into rows |  |  |  |
| and columns. |  |  |  |

Representations

## Part whole models

This will help with separating the whole into parts to multiply and divide.

## Bar Model

A bar model helps to represent multiplication and division questions.

| 5 | 5 |  | 5 |  | 5 |  | 5 | 5 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 30 |  |  |  |  |  |  |  |  |
| 6 | 6 |  |  |  |  |  |  |  |
| 30 |  |  |  |  |  |  |  |  |
| 6 |  | 6 |  | 6 |  | 6 |  | 6 |



Formal multiplication
Place value charts and counters help with exchanging.



