## Fact Families

From a bar model we can see four calculations

| 18 |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- |
| 3 | 3 | 3 | 3 | 3 | 3 |

The the bar model above has the following fact family:

Six blocks of

$$
\begin{aligned}
& 6 \times 3=18 \\
& 3 \times 6=18
\end{aligned}
$$

3 make 18

I can fit 6
blocks of 3
$18 \div 3=6$
into 18

## Models of multiplication

I can model multiplication using the following models


$$
3 \times 4=12
$$

3 groups of 4 is 12
$12 \div 3=4$
12 divided into
3 groups is 4 per group

$$
4 \times 3=12
$$

A group of 4,3 times is 12

$$
12 \div 4=3
$$

12 divided into groups of 4 is 3 groups


$$
\begin{gathered}
4 \times 3=12 \\
\text { A group of } 4, \\
3 \text { times is } 12 \\
12 \div 3=4 \\
12 \text { divided into } \\
3 \text { groups is } 4 \\
\text { per group }
\end{gathered}
$$

$3 \times 4=12$
3 groups of 4 is 12

$$
12 \div 4=3
$$

12 divided into groups of 4 is 3 groups

## Commutativity

An operation is commutative if it can be applied to two numbers in any order

## Example

$3 \times 4=12$ is the same as $4 \times 3=12$
$2+5=7$ is the same as $5+2=7$
Addition and multiplication are commutative

Non - Example
$15 \div 5$ is not the same as $5 \div 15$
$10-3$ is not the same as $3-10$
Division and subtraction are not commutative

| Keyword/Skill | Definition/Tips |
| :--- | :--- |
| Digital | Time displayed as 24 hours i.e. <br> 2 pm would be 14:00 |
| Analogue | Time displayed as either am/pm <br> i.e. 09:00 is 9am, whereas 21:00 is <br> 9pm |
| AM | Time in the morning from midnight <br> to midday (12am to 11am) |
| PM | Time in the afternoon from <br> midday to midnight (12pm to <br> 11 pm $)$ |
| Decade | 10 years |
| Century | 100 years <br> An object, picture or model that is <br> in rows and columns i.e. multilink <br> cubes, |
| Commutativity | an operation is commutative if it <br> can be applied to two numbers in <br> any order |
| Associativity | multiplication problems can be <br> split up into different groups |
| Distributive <br> Property | a way of splitting up a calculation <br> to make it more manageable |

Other Topics/Units this could appear in:

- Numbers, powers, roots, decimals and rounding
- Time series
- Speed, Distance, Time
- Real Life Graphs
- Numbers, powers, root, decimals and rounding
- Perimeter and area
- Multiples in context


## Y7 Mastery: Unit 2 -Axioms and Arrays

## Associativity

Multiplication problems can be split up into different groups to make it easier to calculate

## Example

To count the 24 cubes we use the associative property

A more challenging example!
$12 \times 25$ can be splitinto
$(3 \times 4) \times 25=3 \times(4 \times 25)$


I can see two groups of $4 \times 3$ So $2 \times 4 \times 3=24$


## Distributive Property

A way of splitting up a calculation to make it more manageable

$9 \times 15$

$$
\begin{aligned}
9 \times(10+5) & =9 \times 10+9 \times 5 \\
& =90+45 \\
& =135
\end{aligned}
$$

A more challenging example!

$$
12 \times 15=12 \times(10+5)=12 \times 10+12 \times 5=120+60=180
$$

$\left.$| Keyword/Skill | Definition/Tips |
| :--- | :--- |
| Digital | Time displayed as 24 hours i.e. <br> $2 p m$ would be 14:00 |
| Analogue | Time displayed as either am/pm <br> i.e. 09:00 is 9am, whereas 21:00 is <br> 9pm |
| AM | Time in the morning from midnight <br> to midday (12am to 11am) |
| PM | Time in the afternoon from <br> midday to midnight (12pm to <br> 11 pm) |
| Century | 10 years <br> Array |
| Commutativity |  |
| An object, picture or model that is |  |
| in rows and columns i.e. multilink |  |
| cubes, |  |\(\left|\begin{array}{l}an operation is commutative if it <br>

can be applied to two numbers in <br>

any order\end{array}\right|\)| multiplication problems can be |
| :--- |
| split up into different groups | \right\rvert\, | a way of splitting up a calculation |
| :--- | :--- |
| to make it more manageable |

Other Topics/Units this could appear in:

- Numbers, powers, roots,
decimals and rounding
- Time series
- Speed, Distance, Time
- Real Life Graphs
- Numbers, powers, root, decimals and rounding
- Perimeter and area
- Multiples in context

