

Year 4

Topic Area	Autumn	Spring	Summer
Number and place value	<ul style="list-style-type: none"> To read and write numbers up to 10 000. To recognise the place value of each digit in a four-digit number (thousands, hundreds, tens and ones). To order and compare numbers beyond 1 000. Round any number to the nearest 10, 100 and 1000. To count in multiples of 6, 25 and 1000 and continue number sequences. To recall multiplication and division facts of 7s and 9s. To read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value. 	<ul style="list-style-type: none"> To recognise the place value of each digit to 10 000. To compare and order numbers from 0 up to 1 000 and use <, > and = signs. To use place value and number facts to solve problems. 	<ul style="list-style-type: none"> To read and write numbers up to 1000 in numerals and words. To recognise the place value of each digit in a three digit number (hundreds, tens, ones). To compare and order numbers to 1000 in numerals and words. To count backwards through zero to include negative numbers.
Addition and Subtraction	<ul style="list-style-type: none"> To add and subtract numbers with up to 4 digits. To add numbers with up to 4 digits using the formal written method of columnar addition. To subtract numbers with up to 4 digits using the formal written methods of columnar subtraction. 	<ul style="list-style-type: none"> To add and subtract numbers with up to 4-digits. To estimate and use inverse operations to check answers to calculations. To solve problems involving missing number problems, using number facts and more complex addition and subtraction. To convert between £ and p. To estimate, compare and calculate different measures, including money in pounds and pence. 	<ul style="list-style-type: none"> To recall multiplication and division facts up to 12 x 12. To solve problems involving multiplying, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects. To use place value, know and derived facts to divide mentally, including: dividing by 1. To use written methods to divide numbers. To estimate, compare and calculate different measures.

Multiplication and division	<ul style="list-style-type: none"> To recall multiplication and division facts of 7s and 9s. To read Roman numerals to 100 (I to C) and know that over time, the numeral system changed to include the concept of zero and place value. 	<ul style="list-style-type: none"> To count in multiples of 7 and 9. To recall multiplication and division facts of 7s and 9s. To know the properties of numbers: multiples, factors. To multiply one-digit and two-digit numbers by a one-digit number. (mental) To multiply two-digit and three digit numbers by a one-digit number using written methods progressing to a formal written layout. To divide two-digit number using the number line chunking method. To estimate and use inverse operations to check answers to calculations. 	<ul style="list-style-type: none"> To recall multiplication and division facts up to 12 x 12. To solve problems involving multiplying, including using the distributive law to multiply two digit numbers by one digit, integer scaling problems and harder correspondence problems such as n objects are connected to m objects.
Fractions including decimals	<ul style="list-style-type: none"> To understand the place value of tenths and hundredths. To count up and down in hundredths: recognise hundredths when dividing an object by one hundred and dividing tenths by ten. To recognise and write decimals equivalents to tenths or hundredths. To solve simple measure problems involving fractions and decimals to two places. 	<ul style="list-style-type: none"> To solve simple measure problems involving fractions. To count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. 	<ul style="list-style-type: none"> To recognise and show using diagrams, families of common equivalent fractions. To add and subtract fractions with the same denominator. to compare and order fractions with the same denominator.
Measurement	<ul style="list-style-type: none"> Read, write and convert time between analogue and digital 12- and 24-hour clocks Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days. To estimate, compare and calculate different measures. To measure and calculate the perimeter of a rectilinear figure (including squares) in, millimetres, centimetres and metres. To estimate, compare and calculate different measures (length/height). To solve addition and subtraction two-step problems in contexts (measures of length and height), deciding which operations and methods to use and why. 	<ul style="list-style-type: none"> To compare measures and convert between the different units. To calculate different measures. To solve number and practical problems that involves ordering and comparing beyond 1000, the place value of four-digit numbers. 	<ul style="list-style-type: none"> To estimate and calculate with volume and capacity. To compare the measures of volume and capacity and convert between the different units.

<p>Geometry: properties of shapes and position and direction</p>	<ul style="list-style-type: none"> To compare and classify geometric shapes, including quadrilaterals and triangles, based on their properties and sizes. 	<ul style="list-style-type: none"> To identify acute and obtuse angles and compare and order angles up to two right angles. To identify acute and obtuse angles in triangles. To compare and classify triangles based on their properties and sizes. To use direction of clockwise and anticlockwise with angle. 	<ul style="list-style-type: none"> To identify lines of symmetry in 2D shapes presented in different orientations. To complete a simple symmetric figure with respect to a specific line of symmetry. To describe positions on a 2D grid as coordinates in the first quadrant. To plot specified points and draw sides to complete a given polygon. To describe movements between positions as translations of a given unit to the left/right and up/down.
<p>Statistics</p>	<ul style="list-style-type: none"> To interpret and present data using bar charts, pictograms and tables. To solve comparison, sum and difference problems using information presented in bar charts, pictograms and other graphs. 	<ul style="list-style-type: none"> To interpret and present discrete data using appropriate graphical methods, including bar charts. To solve comparison, sum and difference problems using information presented in bar charts, pictograms and other graphs 	<ul style="list-style-type: none"> To present continuous data using appropriate graphical methods, including time graphs. To solve comparison, sum and difference problems using information presented in bar charts, pictograms and other graphs. To solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.