Year Group	YEAR 4
Autumn 1	**Number – Place Value** •count in multiples of 25 and 1000 •find 1000 more or less than a given number •count backwards through zero to include negative numbers •recognise the place value of each digit in a four-digit number •order and compare numbers beyond 1000 •round any number to the nearest 10, 100 or 1000 •identify, represent and estimate numbers using different representation •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 **Number – Addition and Subtraction** •add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate •estimate and use inverse operations to check answers to a calculation •solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why •Solve number and practical problems that involve all of the above and with increasingly large positive numbers, number and place value
Autumn 2	**Measurement-Length and Perimeter** •Convert between different units of measure, estimate, compare and calculate different measures, including money in pounds and pence •measure and calculate the perimeter of a rectilinear figure (including squares) in centimetres and metres **Number- Multiplication and Division** •find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths •count in multiples of 6, 7, 9, •recall multiplication and division facts for multiplication tables up to 12 × 12 •use place value, known and derived facts to multiply and divide mentally, including: multiplying by 0 and 1; dividing by 1;
Spring 1	**Number – Multiplication and Division** •recall multiplication and division facts for multiplication tables up to 12 × 12 •multiplying together three numbers •recognise and use factor pairs and commutativity in mental calculations •multiply two-digit and three-digit numbers by a one-digit number using formal written layout •divide two-digit and three digit numbers by a one-digit number •estimate and use inverse operations to check answers to a calculation •solve problems involving multiplying and adding, 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

	Measurement - Area •find the area of rectilinear shapes by counting squares **Number - Fractions** •recognise and show, using diagrams, families of common equivalent fractions •count up and down in hundredths; •add fractions with the same denominator
Spring 2	**Number-Fractions** •subtract fractions with the same denominator •solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number •recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten. •recognise and write decimal equivalents of any number of tenths or hundredths •find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths •solve simple measure and money problems involving fractions and decimals to two decimal places
Summer 1	**Number - Decimals** •round decimals with one decimal place to the nearest whole number •compare numbers with the same number of decimal places up to two decimal places •recognise and write decimal equivalents to ¼, ½ and ¾ •solve simple measure problems involving fractions and decimals to two decimal places **Measurement – Money and Time** •Convert between different units of measure-pounds and pence •solve simple money problems involving fractions and decimals to two decimal places •read, write and convert time between analogue and digital 12- and 24-hour clocks •Convert between different units of measure (e.g. Hours to minutes) •solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days •solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why •solve problems involving multiplying and adding
Summer 2	**Statistics** •interpret and present discrete and continuous data using appropriate graphical methods, including bar charts and time graphs •solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs **Geometry-Properties of Shape and Position and Direction** •compare and classify geometric shapes, including quadrilaterals and triangles, based on properties and sizes •identify acute and obtuse angles and compare and order angles up to two right angles by size •identify lines of symmetry in 2-D shapes presented in different orientations •complete a simple symmetric figure with respect to a specific line of symmetry •describe positions on a 2-D grid as coordinates in the first quadrant •describe movements between positions as translations of a given unit to the left/right and up/down •plot specified points and draw sides to complete a given polygon

Continuous objectives	**The continuous objectives are woven into the teaching continually during the year. Children are given continual and regular opportunities to apply their knowledge to problem solving and reasoning.** Solve number and practical problems that involve all of the above and with increasingly large positive numbers, number and place value •estimate and use inverse operations to check answers to a calculation •solve addition and subtraction two-step problems in contexts, deciding which operations and methods to use and why •solve problems involving multiplying and adding, 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 •solve problems involving increasingly harder fractions to calculate quantities, and fractions to divide quantities, including non-unit fractions where the answer is a whole number •solve simple measure and money problems involving fractions and decimals to two decimal places •solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
Key Basic skills to be taught continuously through the year	**Count from zero in multiples of 6, 7, 9, 25 and 1000 using bridging strategies as appropriate** **Use knowledge of complements to 100 to find change from whole pounds** **Use knowledge of complements to 60 to calculate time within an hour** **Recall multiplication facts and related division facts for tables up to 12 x 12** **Read and write numbers up to 10 000 and recognise the place value of each digit** **Recognise the place value of each digit in a four-digit number** **Compare and order numbers up to 10 000** **Partition numbers into place value columns** **Partition numbers in different ways** **Round any four-digit number to the nearest 10, 100 and 1000** **Use rounding to support estimation and calculation** **Use knowledge of place value to derive new addition and subtraction facts** **Use knowledge of inverse to derive associated addition and subtraction facts and check answers** **Double any number between 1 and 100 and find all corresponding halves** **Add and subtract mentally THTU ± U, THTU ± T, THTU ± H, TU ± TU and HTU ±TU** **Multiply numbers including decimals by 10 and 100** **Divide decimal numbers (to one decimal place) by 10** **Divide four–digit whole numbers by 100** **Use knowledge of inverse to derive associated multiplication and division facts** **Use known facts to derive new facts** **Use known facts to derive equivalent facts** **Count up and down in tenths and hundredths and recognise the equivalent decimal values** **Recall fraction and decimal pairs to 1** **Identify fractions greater or less than a half** **Identify equivalent fractions** **Order, add and subtract fractions with the same denominator** **Recognise decimal equivalents of fractions with a denominator of ten and one hundred and also decimal equivalents of half, one quarter and three quarters**

	Round decimals with one decimal place to the nearest whole number **Tell and write the time from a 12-hour analogue clock and a clock with Roman numerals and a digital clock display** **Read, tell and write the time from a 24-hour clock** **Convert between 12 and 24-hour clocks** **Convert between money and measures including time** **Recognise right angles, straight angles, half and full turns and relate the turn to a measurement in degrees** **Identify different types of angles including acute and obtuse**